

INTERNATIONAL WRESTLING RULES

GRECO-ROMAN WRESTLING

FREESTYLE WRESTLING

❖ **Following articles are selected from the latest version of international wrestling rules(September 2016-UWW)**

Article 17 – General Duties

- a) Officials shall perform all the duties set forth in the Regulations governing wrestling competitions and in any special provisions which might be established for the organisation of particular competitions.
- b) It is the duty of officials to follow each bout very carefully and to evaluate the actions of the wrestlers so that the results shown on the judge's and mat chairman's score sheet accurately reflect the specific nature of said bout.
- c) The mat chairman, referee and judge shall evaluate the holds individually in order to arrive at a final decision. The referee and judge must work together under the direction of the mat chairman, who co-ordinates the work of the officials.
- d) It is the duty of the officials to assume all of the functions of refereeing and judging, to award points and to impose the penalties stipulated in the Rules.
- e) The score sheets of the judge and mat chairman are used to tally all the holds executed by the two opponents. The points, cautions (0) must be recorded with the greatest accuracy, in the order corresponding to the various phases of the bout. These score sheets must be signed by the judge and mat chairman, respectively.
- f) If a bout does not end in a "fall", the decision shall be made by the mat chairman. It shall be based on an evaluation of all the actions of each competitor, recorded from beginning to end on the judge's and mat chairman's score sheets.
- g) All the points awarded by the judge must be announced to the public as soon as they are determined, either by means of bats or by an electric scoreboard.
- h) Officials are required to use the basic UWW vocabulary that is appropriate to their respective roles when conducting the bouts. However, they are forbidden to speak to anybody during the bout, except, of course, amongst themselves when the occasion requires them to do so for consultation and to perform their tasks properly.
- i) When a challenge is requested by a coach and confirmed by the wrestler, the Jury of appeal must watch the video evidence on the large screen and renders its decision solely without consultation with the refereeing body.

Article 19 – The Referee

- a) The referee is responsible for the orderly conduct of the bout on the mat, which he must direct according to the Rules.
- b) He must command the respect of the contestants and exercise full authority over them so that they immediately obey his orders and instructions. Similarly, he must conduct the bout without tolerating any irregular and untimely outside interventions.
- c) He shall work in close co-operation with the judge and must carry out his duties in supervising the bout while refraining from any impulsive or untimely interference. His whistle shall begin, interrupt and end the bout.
- d) The referee shall order the return of the wrestlers to the mat after they have left it, or the continuation of the bout in the standing or "par terre" position (on the mat), with the approval of the judge, or failing that, with the approval of the mat chairman.
- e) The referee is required to wear a red wristband on his left wrist, and a blue wristband on his right wrist. He shall indicate with his fingers the points corresponding to the value of a hold after its execution (if it is valid, if it has been executed within the limits of the mat, and if a wrestler has been put in a danger position, etc.) by raising the arm corresponding to the wrestler who scored.

f) The referee must never hesitate to:

- Interrupt the bout at exactly the right time, neither too soon nor too late.
- Indicate whether a hold executed at the edge of the mat is valid.
- Signal and announce TOUCHE (fall) after seeking the agreement of the judge, or if this is not possible, of the mat chairman. In order to determine whether a wrestler has actually been pinned to the mat by both shoulders at the same time, the referee must say the word TOUCHE (fall), raise his hand to secure the agreement of the judge or the mat chairman, strike the mat with his hand and then blow the whistle.

g) The referee must:

- Rapidly and clearly order the position in which wrestling must be resumed, when he sends the wrestlers back to the centre of the mat (their feet must be in the central circle).
- Not stand so close to the wrestlers that he obstructs the view of the judges and the mat chairman, particularly if a fall appears imminent.
- Ensure that the wrestlers do not rest during the bout on the pretence of wiping their bodies, blowing their noses, pretending to be injured, etc. In this case, he must stop the bout and ask for a caution (0) to the wrestler at fault and 1 point to his opponent in Freestyle and a caution (0) 2 points in Greco-Roman Wrestling.
- Be able to change his position from one moment to the next, on the mat or around it, and in particular, immediately fall flat onto his stomach to obtain a better view of an imminent fall.
- Be able to stimulate a passive wrestler without interrupting the bout, by standing in such a way as to prevent the wrestler from leaving the mat.
- Be ready to whistle if the wrestlers come too close to the edge of the mat.
- Not interrupt the bout in a danger position situation except if it is an illegal hold.

h) The referee is also required to:

- Pay special attention to the wrestlers' legs in Greco-Roman wrestling.
- Require the wrestlers to remain on the mat until the result of the bout is announced.
- In all cases where agreement is necessary, first ask the opinion of the judge at the edge of the mat facing the mat chairman.
- Proclaim the winner after agreement with the mat chairman at the end of the bout.

i) The referee requests penalties for violation of the Rules or for brutality.

j) The referee, if the mat chairman intervenes, must interrupt the bout and proclaim victory by technical superiority when the wrestlers' scores are 8 points difference in Greco Roman wrestling and 10 points difference in Men's Freestyle and Women's Freestyle. In this situation, he must wait for the action - either an attack or a counter attack - to be complete.

Article 20 – The Judge

a) The judge is responsible for all the duties stipulated in the general Rules of wrestling.

b) He must follow the course of the bout very closely without allowing himself to be distracted in any way; he must award points for each action, and mark them on his score sheet, in agreement with the referee or mat chairman. He must give his opinion in all situations.

c) Following each action, and on the basis of the referee's indications (which he compares with his own evaluation) or, failing this, on the basis of the mat chairman's indications, he records the number of points awarded to the action in question, and enters the results on a scoreboard placed beside him. This scoreboard must be visible to both the spectators and wrestlers.

d) The judge verifies and signals the fall (TOUCHE) to the referee.

e) If, during the bout, the judge notices something that he feels he should bring to the referee's attention because the latter was not able to see it or did not notice it (a fall, illegal hold, passive position, etc.), the judge is obliged to do so by raising the bat of the same colour as the singlet of the wrestler in question, even if the referee has not asked for his opinion. In all circumstances, the judge must call the referee's attention to anything that seems to him abnormal or irregular in the course of the bout or in the conduct of the wrestlers.

- f) The judge must, moreover, sign the score sheet handed to him upon receipt, and at the end of the bout, must clearly record on the score sheet the result of the bout by distinctly crossing out the name of the loser and writing in the name and country of the winner.
- g) The decisions of the referee and judge are valid and enforceable without the intervention of the mat chairman if they are in agreement - except for proclamation of victory by technical superiority, in which case the mat chairman is required to give his opinion and in case of consultation or challenge.
- h) The judge's score sheet must accurately indicate the time at which a bout ends in the case of victory by a fall, technical superiority, withdrawal, etc.
- i) To make it easier for the judge to supervise the bout, particularly in a delicate position, he is authorised to change positions, but only along the edge of the mat over which he has control.
- j) He must also indicate by underlining, the last action scored which can determine the winner of the bout.
- k) Cautions for fleeing the mat, illegal holds, or brutality will be noted by an 'O' in the column of the wrestler at fault.
- l) Passivity, Activity Time will be noted by an 'P' in the column of the wrestler at fault. The verbal warning by a 'V'.

Article 21 – The Mat Chairman

- a) The mat chairman, whose functions are very important, shall assume all the duties provided for in the Wrestling Rules.
- b) He shall co-ordinate the work of the referee and the judge.
- c) He is obliged to follow the course of the bouts very carefully, without allowing himself to be distracted in anyway, and to evaluate the behaviour and action of the other officials according to the Rules.
- d) In the event of any disagreement between the referee and judge, his task is to settle the issue in order to determine the result, the number of points and the falls.
- e) In no case may the mat chairman be the first to give an opinion. He must wait for the opinion of the referee and judge. He is not entitled to influence the decision.
- f) The mat chairman's approval must absolutely be sought before granting a fall.
- g) The mat chairman may decide to interrupt the bout in case of a serious mistake made by the referee.
- h) He may also interrupt the bout if a serious scoring mistake is made by the referee and/or the judge. In such case, he must ask for a consultation. If the mat chairman does not obtain majority during the consultation, he must stand for either the referee or the judge. This consultation does not alter the wrestler's right to the challenge.
- i) During a bout, when the coach considers that a blatant refereeing mistake has been made against his wrestler and calls for a challenge, the mat chairman must wait for the action to go to neutral and stop the match. The Jury of Appeal must review the video evidence. If the Jury of Appeal agrees that the refereeing body was right, the mat chairman must make sure that no other challenge will be granted to the wrestler in question during the remaining of the match.

After the review of the video evidence, the Jury of Appeal solely renders its decision. If the Jury of Appeal panel agrees unanimously, its decision is final and cannot be challenged. If there is disagreement among the Jury of Appeal, there may be one final review.

Article 22 – The Jury of Appeal

During the major competitions (Olympic Games, Continental Games, Other Games, World Championships and Cups, Continental Championships and GGP) United World Wrestling will assigned Supervisors as Member of the Jury of Appeal. If the number of supervisors are not sufficient for the competition, the Chief of the Refereeing Commission, the instructor or the neutral referee assigned by United World Wrestling will select the best officials among the participants' referees in order to have 2 members per mat.

It is comprised of two (2) persons selected among the knowledgeable refereeing people according to the different matches and wrestlers' nationality – The Jury of Appeal group members cannot act as such during the bouts where the members of refereeing body or the competitors are from the same country as the Jury of Appeal group member.

One member of the Jury of Appeal will be appointed as coordinator and will be in charge of announcing the Jury's decisions on behalf of all. There is one Jury of Appeal per mat.

For the other competitions (tournaments, Grand Prix...), the Jury of Appeal will be selected by the instructor or the neutral referee assigned by United World Wrestling from the best referees who participate in the event.

The Jury of Appeal is responsible for controlling that all rules governing a wrestling match have been applied by the refereeing body before the winner of the match can be declared by the mat chairman.

If the Jury of Appeal notices that a serious administrative, timing or scoring mistake has been made, the coordinator must bring it to the mat chairman's attention and ask for its rectification. If the Jury of Appeal notices that the mat chairman did not stop the match further to a challenge request, the coordinator must ask him to do so immediately after the action is completed.

During the video review, the Jury of Appeal will render its decision without consulting the refereeing body. If the Jury of Appeal reaches a unanimous agreement, it will be considered final and irrevocable. No further appeal will be possible.

The decisions taken by the Jury of Appeal after each challenge need to be clearly written on the preprinted challenge form and send back to the United World Wrestling Headquarters.

The decision of the Jury of Appeal is final. There will be no challenge authorized in case of penalty for passivity and the fall confirmed by mat chairman. The refereeing body who makes serious mistake should be sanctioned.

If the Jury of Appeal remarks a serious mistake from the Officiating body, they are allowed to ask for a consultation. In this particular case, the coordinator of the concerned Jury of Appeal group will have to ask the Mat Chairman to stop the bout in order to discuss about the contentious action. After the consultation, the unanimous decision of the Jury of Appeal group will be applied.

A complete set of red, blue and white paddles must be made available to each Jury of Appeal in order for its decision to be seen by the audience.

No further appeal can be lodged to the UWW Bureau, CAS, or any other court once a decision has been made by the refereeing body (agreed upon by the mat chairman) or by the Jury of Appeal.

UWW Bureau can eliminate a member of the refereeing body or Jury of Appeal at any time if it deems that a serious mistake in the application of the rules or in the decision of a challenge has been made.

The Supervisors acting in the Jury of Appeal will have to assess the referees' work and submit their written evaluations to UWW.

Under no circumstances should anyone – including UWW Bureau members, UWW delegates, coaches, wrestlers or team leaders - attempt to interfere or influence the Jury of Appeal. Any persons violating this rule shall be expelled from the field of play for the duration of the tournament.

Article 40 – Values assigned to the Actions and Holds

1 point

- To the wrestler who applies a correct hold while standing on the mat or in the "parterre" position with three points of contact but who does not secure control by passing behind in FS wrestling.
- To the wrestler who is prevented from completing a hold because his opponent is maintaining an irregular hold, but who finally succeeds in completing the hold in FS.
- To the attacking wrestler whose opponent flees the hold, the mat, refuses to start, commits illegal actions or acts of brutality in FS.
- To the wrestler whose opponent goes in the protection zone with one entire foot (in standing position) without executing a hold.

Clarification for stepping out in standing wrestling for both styles:

- When the attacking wrestler is the first to step into the protection area in the commission of a

hold, the following may occur:

- If the wrestler completes the hold successfully in a continuous action, he shall be awarded the requisite points--1, 2, 4 or 5 points.
- If the wrestler is unable to complete the hold successfully, after stopping the action the referee shall award his opponent 1 point.
- If the wrestler lifts and controls his opponent and he is unable to complete the hold in a Continuous action, the referee shall stop the bout but not award his opponent 1 point.

NB: When a wrestler deliberately pushes his opponent into the protection area with no meaningful action, he shall no longer be awarded 1 point. If he does it second time he will be penalized caution (O) and 2 points to opponent in GR, 1 point in FS.

- All the stops of bout by injury without bleeding or any visible injury are penalised by 1 point to the opponent.
- To the wrestler whose opponent requested a challenge if initial decision is confirmed.
- To the opponent of a wrestler designated as passive who fails to score points during a 30 second activity period in Freestyle wrestling.
- To the wrestler whose opponent, either top or bottom wrestler, refuses correct "parterre" starting position after a first friendly warning in FS.
- Reversal (counter attack by dominated wrestler in parterre position and passing behind).

2 points

- To the wrestler who overcomes and then controls his opponent by passing behind (three points of contact: two arms and one knee or two knees and one arm or head).
- To the wrestler who applies a correct hold while standing on the mat or in the "parterre" position with three points of contact but who does not secure control by passing behind in GR wrestling.
- To the wrestler who executes a hold that places his opponent's back at an angle of less than 90 degrees, including when his opponent is on one or two outstretched arms.
- To the wrestler who is prevented from completing a hold because his opponent is maintaining an irregular hold, but who finally succeeds in completing the hold in GR
- To the attacking wrestler whose opponent flees the hold, the mat, refuses to start, commits illegal actions or acts of brutality in GR
- To the attacking wrestler whose opponent rolls onto his shoulders.
- To the attacking wrestler whose opponent flees the hold out-of-bounds and lands in a position of danger.
- To the attacking wrestler whose opponent commits an illegal hold that hinders the execution of an engaged hold or a fall.
- To the wrestler who blocks his opponent in the execution of a hold from the standing position, in a position of danger.
- To the wrestler who executes a grand amplitude hold and secures control, but does not place the opponent in a direct and immediate danger position in Freestyle wrestling.

4 points

- To the Greco-Roman wrestler performing a hold in a standing position, which brings his opponent into a danger position by direct projection over a short amplitude.
- To the Freestyle wrestler who brings his opponent into a direct danger position by projection and demonstrates control. Short amplitude is not required in Freestyle.
- For any hold executed by raising a wrestler from the ground, over a short amplitude, even if one or both of the attacking wrestler's knees are on the ground.
- To the Greco-Roman wrestler who executes a grand amplitude hold which does not place the opponent in a direct and immediate danger position.

NB. If, in performing a hold, the defending wrestler maintains contact with the mat with one of his hands, but is immediately placed in a danger position, the attacking wrestler will receive 4 points.

5 points (in Greco Roman Style)

- All grand amplitude throws executed in a standing position which bring the defending wrestler to a direct and immediate danger position.

- The hold executed by a wrestler in the "parterre" position who completely lifts his opponent off the ground with the execution of a high amplitude throw which projects the opponent into a direct and immediate danger position

Article 48 – Enforcement of Passivity (Freestyle and Greco Roman)

Procedure for enforcement of penalties for inactivity in Freestyle wrestling

The role of the referees, among other vital duties, should be to evaluate and distinguish what is real action versus a feigned attempt to waste time.

- Anytime the refereeing body agrees a wrestler is blocking, interlocking fingers, thwarting his opponent and/or generally avoiding wrestling: the mat referee signals to the wrestler "*Caution blue or red*". First offence, the action is stopped briefly to give a verbal warning: "*Attention*". Second offence: the action is stopped briefly to designate the guilty wrestler and a 30-second mandatory-score period begins. The referee on the mat shall not interrupt the bout in the midst of a viable action to either start or finish an activity period. A light corresponding to the wrestler at fault is lighted. This notifies the wrestlers, coaches and spectators an "activity period" has begun. Should either wrestler score in the 30 seconds penalty session, no penalty point is awarded, only the corresponding technical point or points. If neither wrestler scores, the opponent of the designated passive-wrestler is awarded a technical point and the passive wrestler receives a caution (O).
- If after 2:00 minutes into the first period neither wrestler has scored, the referees must mandatory designate one of the wrestler as inactive (the same procedure described above is administered).
- When there is less than 30 seconds remaining in either period, if all three of the refereeing body agree a wrestler is evading and/or blocking his opponent, then his/her opponent is awarded a point (i.e fleeing the hold). This situation can be challenged to the "Jury of Appeal".
- If a wrestler initiates his action some seconds before minute 2:00 with a 0:0 score or some seconds before the end of the activity period, the referee will not interrupt the bout and will allow the wrestler to finish the action. If the action ends with points, the bout will continue without any interruption. If the action doesn't end with points, the referee will stop the bout and will apply the right procedure.

Procedure for enforcement of penalties for inactivity in Greco-Roman wrestling

If a wrestler is blocking, keeping his head down on his opponent chest, interlocking fingers, or in general avoiding open wrestling in standing position (refusing to come back on a straighter upper body position), the referee will determine this wrestler as being passive.

Ordered parterre for passivity is cancelled, and the following procedure will be enforced:

- **First time** issue a verbal warning to the passive wrestler by using UWW vocabulary without stopping the bout. No need to put a "V" on the score sheet
- **Second time (P)** same wrestler is passive, referee will give 1st passivity warning, again without stopping the bout
- **Third time (P)** when the same wrestler is passive, referee shall give 2nd passivity warning and 1 technical point to his opponent, again without stopping the bout.
- **Every further two passivity** will result in 1 technical point to the opponent, all without stopping the bout

Clarification

In case the score is 0:0, 3rd violation to one wrestler must be called within time of the bout not later than 3 minutes (4 minutes 30 seconds for the juniors).

In case the bout reach 3 minutes (4 minutes 30 for the Juniors) and the score is still 0:0, the referee will stop the bout and the refereeing body will choose a wrestler as passive and they will give 1 point to his/her opponent.

Note: the procedures for the enforcement of passivity for the Freestyle and Greco-Roman disciplines are distinctly different.

Article 50 – Fleeing a Hold

Fleeing a hold occurs when the defending wrestler openly refuses contact in order to prevent his opponent from executing or initiating a hold. These situations arise in both the standing and "parterre" positions. They may occur in the central wrestling area or from the central wrestling area to the orange zone. Fleeing a hold shall be penalised in the same way as fleeing the mat, that is:

Fleeing the hold in “parterre” wrestling:

- 1 caution against the wrestler at fault (0)
- 1 point in FS and 2 points in GR to the opponent
- Restart in “par terre” position

Fleeing the hold in standing wrestling:

- 1 caution against the wrestler at fault (0)
- 1 point in FS and 2 points in GR to the opponent
- Restart in standing position

Fleeing a hold in ground position in Greco-Roman

When a wrestler is on the ground following an action by his opponent and he then jumps forward to prevent his being caught for a hold, he puts his opponent in the position of committing an illegal hold - holding the thighs of the "escaping" wrestler, will be considered as a fleeing of a hold. The referee must not allow this situation which is a fleeing the hold offence by the fleeing wrestler. He must therefore be very clear and precise in the manner in which he deals with this offence. He must also place himself in front of the wrestlers in a way to prevent the flee from taking place.

- The first time that the wrestler on the ground jumps forward to avoid being caught by his opponent, the referee must warn aloud "attention, no jump".
- The second time, the referee must request a caution and 2 points for fleeing the hold, stop the match following agreement by the judge and the match chairman, make the wrestlers stand up, signal the offence and restart the match in “parterre” position.

This method is valid for penalising fleeing the hold when the wrestler jumps forward. However, the defence of moving laterally to avoid a hold is authorised and should not be sanctioned.

The wrestler who is dominated on the ground in Greco-Roman does not have the right to bend or raise either or both of his legs to prevent a hold being executed.

If a dominated wrestler on the ground uses his legs as a defence, he will receive a caution and his opponent 2 points.

Article 51 – Fleeing the Mat

When a wrestler flees the mat, from either a standing or “par terre” position, a caution shall immediately be issued against the wrestler at fault. The following points shall be awarded to the attacking wrestler:

Fleeing the mat in “par terre” wrestling:

- 1 point in FS and 2 points in GR + 1 caution against the opponent
- Restart in “par terre” position

Fleeing the mat in a danger position:

- 2 points + 1 caution against the opponent
- Restart in “par terre” position

Fleeing the mat in standing position:

- 1 point in FS and 2 points in GR + 1 caution against the opponent
- Restart in standing position

All points for fleeing the mat are considered technical points. Also, all fleeing the mat in standing position gives one point to the opponent **in FS and two points in GR style**. On the other hand, the action which consists of voluntarily carrying the opponent out of the mat will give 1 caution to the carrying wrestler and 1 point to his opponent **in FS and 2 points in GR**.

The standing position consisting of voluntarily maintain the opponent to a distance or to break contact will penalize the faulty wrestler of 1 caution and 1 point will be attributed to his opponent, just like for the hold escape.

Article 52 – Illegal Holds

The following holds and actions are illegal and strictly prohibited:

- Throat hold
- Twisting of arms more than 90 degrees
- Arm lock applied to the forearm
- Holding the head or neck with two hands, as well as all situations and positions of strangulation
- Double Nelson, if not executed from the side without the use of the legs on any part of the opponent's body
- Bringing the opponent's arm behind his back and at the same time applying pressure to it in a position where the forearm forms an acute angle
- Executing a hold by stretching the opponent's spinal column
- Chancery hold with one or two hands in any direction whatsoever
- The only holds allowed are with the head and one arm
- In standing, holds executed from behind when the opponent is head down (reverse waist hold), the fall must be executed only to the side and never from top to bottom (header)
- In executing a hold, only one arm may be used to hold the opponent's head or neck
- Lifting the opponent who is in a bridge position and then to throw him onto the mat (severe impact on the ground); that is, the bridge must be forced down
- Breaking the bridge by pushing in the direction of the head
- Generally, if the attacking wrestler is found to have violated the Rules during the execution of a hold, the action in question shall be completely void and on the first offence, the referee shall give an "attention" to the attacking wrestler at fault. If the attacker repeats his violation, he will be punished by a caution and one point will be awarded to his opponent in Freestyle and a caution and 2 points in Greco-Roman Wrestling.
- If a defending wrestler, by an illegal action, prevents his opponent from developing his hold, the defending wrestler will be cautioned. His opponent will receive two points.

Prohibited holds for Women's wrestling

All double Nelsons holds in the "parterre" or standing position are forbidden in Women's wrestling.

Prohibited holds for schoolboys and cadets

To protect the health of young wrestlers, the following holds are considered illegal and prohibited for the

schoolboy and cadet categories:

- Double Nelson from both the front and side
- In freestyle, a leg hook on the opponent's leg, in addition to the double Nelson

Referee's duty towards the competitor committing a violation

If the attacking wrestler can carry out the action in spite of an illegal hold of the defending wrestler:

- Stop the violation
- Give the value corresponding to the hold to his opponent
- Ask for a caution
- Give 1 point in FS and 2 points in GR to the opponent
- Stop the match
- Resume wrestling in the position where the infraction occurred

If the attacking wrestler cannot carry out his action because of an illegal hold of the defending wrestler

- Stop the match and ask for a caution
- Give 2 points to his opponent
- Resume wrestling in the position where the infraction occurred

Article 30 – Interrupting and Continuing the Bout

When the wrestling has been stopped in standing or "parterre" position, it will recommence standing.

Wrestling must be stopped and resumed at the centre of the mat in the standing position if:

- One foot entirely touches the protection area and no action is executed.
- The wrestlers in a hold go into the passivity zone with three or four feet without executing the hold and stay there.

- If the bottom wrestler's head entirely touches the protection zone.

In all illegal actions such as fleeing the hold, fleeing the mat, faults committed by the attacking wrestler or injuries in "parterre" wrestling, the bout shall continue in "parterre" position.

In all illegal actions such as fleeing the hold, fleeing the mat, faults or injuries in standing position, the bout shall continue in standing position.

To save attacking wrestler, if he/she lifts his/her opponent from the ground during "parterre" wrestling and the attacked wrestler prevents the attack through an illegal action, the referee will penalize the wrestler at fault by caution 2 points in GR regardless attacking wrestler has succeeded or not in his hold and 1 or 2 points in FS regarding the attacking wrestler has succeeded or not in his hold and bout will continue in "parterre". If the attacking wrestler will succeed his hold, he will also score the deserved points.

If an attacked wrestler takes an illegal action in the "parterre" position, he will receive a caution and 2 points in GR regardless attacking wrestler has succeeded or not in his hold and 1 or 2 points in FS regarding the attacking wrestler has succeeded or not in his hold will be attributed to his opponent. The bout resumes in "parterre" position, without considering if the wrestler has succeeded or not in his hold.

When a challenge is requested by a coach, the mat chairman interrupts the bout when the action is back to neutral. Then referee asks the concerned wrestler if he accepts the challenge or not before viewing the video.

Article 33 – The Challenge

The challenge is the action through which the coach is allowed, on behalf of the wrestler, to stop the action and request the jury of appeal and the refereeing body to watch the video evidence in case of a disagreement with the call. This possibility only exists during competitions in which the video control is formally established by UWW and the Organizing Committee.

The coach must request the challenge by throwing a soft object on the mat, immediately after the refereeing body has awarded or failed to award points to the contested situation. If the wrestler disagrees with the coach's decision, the sponge is returned and the match continues.

The organizers also have the obligation to use the UWW competition management system and to project the video on a big screen (1 per mat minimum) that must be visible from the entire venue. This screen can be either a plasma screen or a white board used with a projector.

In case of a major technical problem which would not allow the review of the contested action, the refereeing body's initial decision will be enforced and soft object thrown by the coach should be given back.

Specific points

Each wrestler is entitled to one (1) challenge per match. If after reviewing the challenge the jury of appeal modifies the decision in favor of the wrestler who requested for challenge, then the challenge can be used again during the match by the concerned wrestler.

If the jury of appeal confirms the decision by the refereeing body, the wrestler loses the challenge and his opponent will receive one (1) technical point.

The mat chairman shall demand to stop the match to review the challenge as soon as the situation on the mat becomes neutral. In case of dispute between the refereeing body and the coach, the refereeing body is allowed to refuse a challenge only after the approval of the Jury of Appeal. The mat chairman and/or the referee cannot decline a challenge by them self.

No challenge can be requested for penalties given as a result of passive wrestling or in the event of a fall, being understood that the fall must be confirmed by the mat chairman further to the decision of either the referee or the judge (challenge request for illegal attacks or counter – attacks, action just between the last seconds and the end of the time, before the fall should be accepted). If there are less than 30 seconds remaining in a Freestyle bout and the refereeing body agrees unanimously that one of the wrestlers is passive, they may issue 1 point for fleeing-the-hold. Should this point determine the winner of the match, the other wrestler may request a challenge.

No challenge can be requested after the end of the regular time of a period, except when the points are added to the scoreboard after the referee's whistle or in case action occurred just before the time is over. The coach has 5 seconds from the time the questioned score is posted on the official scoreboard to request a challenge.

The coach requesting the challenge must do so from his seat, without stepping on the mat or approaching the judge's or the mat chairman's table.

After having reviewed the action, the Jury of Appeal renders its decision first. The Jury of Appeal intervenes and renders its decision in all cases. A unanimous decision by the Jury of Appeal will be final and may not be discussed. If the members of the Jury of Appeal disagree, another review of the action will be requested. Then the majority decision of the Jury of Appeal and the refereeing body will prevail.

It is not possible to request a "counter challenge" once a final decision has been made by the jury of appeal.

As mentioned in the article about the Jury of Appeal, they are allowed to request a consultation

Article 23 – Penalties against the Refereeing Body

The UWW Bureau, which constitutes the supreme jury, shall collectively have the right to take the following disciplinary measures against the member(s) of the refereeing body technically at fault, upon report by the competitions' delegates:

- Give the official(s) concerned a warning
- Suspension from competition for one or more session
- Withdraw the official(s) from the competition
- Demote the official(s) to a lower category
- Order a temporary suspension
- Order a final dismissal

KEY WORDS:

Refereeing body	Officials
Penalty	Push
Bout	Twisting fingers
Parterre Position	Bleeding
Approval	Deliberately
Score sheet	Passivity
Agreement	Execution of hold
Bat	Passivity zone
Cross out the name	Blocking
Intervention	Attention
Declare	Point
Fault	Brutality
Decision	Proclaim
Consultation	Victory
Jury of appeal	Officiating body
Instructor	Weigh- in
Neutral referee	Medical examination
UWW Bureau	Opponent
Eliminate	Interlocking fingers
Interrupting the bout	Demote category
Injury	Dry
Disqualification	Cadets
Fleeing the mat	Seniors
Whistle	Veterans
Takedown	Juniors
Counter-attack	Singlet
Protection area	School boys
Touche(fall)	
Fleeing the hold	
Standing position	
Caution	
Verbal warning	
Organizing committee	
Sponge	
Action	
Reviewing the challenge	
Illegal hold	