

Correction of Errors

69. Any points, penalties or injury time that occurred during bad time shall be voided without exception.
70. Errors involving the recording or computation of team scores must be corrected within 15 minutes of the conclusion of the dual meet.
71. When the timekeeper makes an error or the clock fails to start when the referee indicates time is to begin, the referee is to make a judgment concerning the amount of time that should have been consumed.
72. It is considered bad time when the wrong wrestler is given the choice of position at the start of the second period.

Potentially Dangerous Situations

73. Any legal front headlock is a potentially dangerous situation.
74. Wrestlers should know the dangers of potentially dangerous holds.
75. A split scissors is not a potentially dangerous hold.
76. A hold restricting breathing is potentially dangerous.

Stalling

77. When a referee recognizes stalling occurring at any time and in any position, the offender shall be warned, and stalling violations, thereafter, shall be penalized.
78. It is stalling when either wrestler repeatedly creates a stalemate situation to prevent an opponent from scoring.
79. It is not stalling in the neutral position when a wrestler plays the edge of the mat.

Conduct of Coaches, Team Personnel and Others

80. Flagrant misconduct on a coach can only occur prior to or after a match.
81. Continuing acts of unnecessary roughness also can be construed as flagrant misconduct.
82. All persons affiliated with the team including wrestlers, coaches, athletic trainers and managers are subject to the rules and will be governed by decisions of the referee.
83. When requested by the referee, the home management shall be responsible for the removal of spectators who become offensive.

Penalties

84. Stoppage of a match for a neck wrench is unwarranted if no pressure is applied to the neck.
85. A head tap should always be called unsportsmanlike conduct.
86. A wrestler shall not be penalized when his opponent turns a legal hold into an illegal hold.
87. A "locked hands" call is disregarded, if an escape or reversal is awarded.
88. The throwing of any piece of wrestler's equipment is treated the same as if throwing the ear guards.

Injuries

89. Time required to treat a pre-existing medical condition or illness is also counted as injury time.
90. If an injury occurs because of an illegal hold, the injured wrestler must use existing injury time before using recovery time.
91. When no medical staff is available, the coach has the authority to rule as to whether or not his wrestler may continue following any injury, including consciousness.
92. Taking an injury time-out for a non-injury situation is not ethical.
93. The maximum allowable injury time is 1½ minutes.
94. The number of time-outs called for bleeding is left to the discretion of the referee.
95. Cleanup time, after the bleeding has been curtailed, is counted as part of the five-minute maximum.
96. If a physician/medical staff determines an injured wrestler should not continue, even though consciousness is not involved, they shall not be overruled.
97. The match shall be stopped for any wrestler who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person.
98. A second injury time-out shall terminate the match.

In Tournaments

99. Failure to verify entries by a stipulated deadline or by the completion of weigh-in shall result in disqualification from a tournament.
100. If two wrestlers meet for a second time in tournament competition, the match shall not be wrestled and the results of the first contest shall prevail.