

## Freestyle rules for 2014

### Technical superiority 10 points

- 4 points for all throws (any feet to back or grand amplitude throw earns 4 points)
- Elimination of the 5 second count for the 1 additional back point exposure
- Any penalty imposed for a false start will receive 1 point
- Two three minute periods with a 30 second break between periods
- Cumulative scoring
- winner of the match is the wrestler with the highest point total for the two periods
- Stepping out of bounds while under attack or pushed will result in 1 point, and possibly a caution and one for fleeing the mat
- All cautions and warnings are cumulative

### Passivity procedure

1. First offense is a warning with no stoppage. No confirmation is required.
2. Second offense requires conformation from judge, and chairman. Match is stopped once the call is confirmed, and offending wrestler is put on the thirty second clock. The wrestler on the clock must score within the thirty seconds or his opponent is awarded a penalty point. Should either wrestler score in the thirty second period there is no penalty point.

- All fleeing the mat, illegal holds, and fleeing the hold calls remain in effect with a caution and one point.
- Three cautions in one match is a disqualification.

## Greco-Roman Wrestling Rules for 2014

- Technical superiority 8 points
- 4 points for throws (must be followed and controlled)
- 5 points grand amplitude throws (must be followed and controlled)
- Two 4 point throws, or one 5 point throw no longer end the match.
- Elimination of the 5 second count for the 1 additional back point exposure
- Any penalty imposed for a false start will receive 1 point

### Passivity

- 1st warning – the bout is not stopped to give warning no confirmation required.
- 2<sup>nd</sup> warning requires confirmation. Inactive wrestler is given a caution. Match is stopped. The active wrestler is given a choice of standing, or par terre position.
- 3<sup>rd</sup> passivity Technical point awarded to the active wrestler, and caution to passive wrestler. Call must be confirmed. Active wrestler is given choice of standing, or par terre.
- 4<sup>th</sup> offense results in disqualification of the passive wrestler.

### Tie breaker

- Highest technical point value (5,4,2)
- Fewest cautions
- Last point scored
- Most active wrestler (not last called for passivity)