



WRESTLING CANADA LUTTE

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To: Provinces and Territories
From: Domestic Development Mgr – Clint Kingsbury
Subject: Rule Book changes – 2008

Dear all,

Please review the changes to the New CAWA rule book. This year's rule book will be available in 3 weeks from the CAWA office.

Stepping out of Bounds

Any time a wrestler steps out of bounds, his/her opponent will receive 1 point. – The exception to this occurs when, in the process of completing a technique, the offensive wrestler steps out of bounds. In such a case, the offensive wrestler will not be penalized and will be awarded the points that the technique merits

Classification for Round Robin Competitions

a) The following classification point scoring system is applied to determine the placing within each group.

Result of the Bout	Winner's Points	Loser's Points
Fall	5	0
Technical Superiority (2-0 periods won – loser scores no points) (6-point difference) (5 point action; two 3 point actions)	4	0
Technical Superiority (2-0 or 2-1 periods won – loser scores points) (6-point difference) (5 point action; two 3 point actions)	4	1
Decision (2-1 or 2-0 periods won - loser scores points)	3	1
Decision (2-0 periods won - loser scores no points)	3	0
Injury	5	0
Forfeit (loser is eliminated and does not place)	5	0
Disqualification for misconduct or a violation of the rules (loser can be eliminated and not placed)	5	0
Cautions (3) (loser records three cautions)	5	0
Disqualification where both wrestlers are disqualified for misconduct or violation of the rules (the losers can be eliminated and will not place)	0	0

b) A wrestler given a bye will receive no classification points for that round.

c) *In the case of a multiple tie in a Round Robin, the tie will be broken based firstly, on most victories; secondly, on most classification points; and thirdly, if two wrestlers are still tied, on the head to head result. Each step shall be applied until the tie no longer exists*

Example: *If there is a 3 way tie in victories and the classification points are as follows: 5, 4, 3 the placement of wrestlers will be from highest to lowest (5-1st, 4-2nd, 3-3rd). If classification points are as follows 5, 4, 4 we will make the placing as follows (5-1st, then head to head between the 2 wrestlers with 4 classification points or if 5, 5, 4 the placing are as follows(head to head for the 1st and 2nd and the 4 points is 3rd place)*

- the most victories
- the most classification points accumulated during the competition –with head to head breaking the tie in classification points
- the most match victories by fall
- the most match victories by technical superiority
- the most period victories by technical superiority
- the most victories by decision
- the least number of defeats
- the most technical points scored by the wrestlers during the entire competition
- the fewest technical points allowed during the entire competition
- fastest fall time
- in the event that it is impossible to determine a winner at this point, the wrestlers will be weighed and the one who weighs the least will be classified as first.

Protest Review Outcomes:

a) If the protest committee concludes that the protested situation was called and scored appropriately, then they shall reject the protest and declare it unsuccessful. The score on the bout sheet shall remain the official result and the entire bout will not be reviewed.

b) If the protest committee concludes that the protested situation was called or scored inappropriately, then they shall review and re-score a) the period then b) the entire match. The decision of the protest committee involving the re-scoring of the match is final and cannot be re-protested.

I. Where the result of the re-scored period or match results in the losing wrestler winning more periods than their opponent or results in a tie score in periods won, the protest committee must make a decision regarding procedure between the two following options;

Match Ending Situations:

- *In a protest, if a move ends a match based on criteria (2nd three point moves or a five point throw) and is found to not be the correct call, the wrestlers will re-wrestle the round beginning at the same point in time, and with the same score as when the match was stopped.*

- If the protest results in the losing wrestler winning the match, and the protested scoring action would have ended the match, the decision is reversed, and the losing wrestler is declared a winner (no wrestling in a two minute protest period).

These situations include:

In the period there should have been a 6 point differential, **(a pin deleted)** a 5 point throw or two 3 point actions by the same wrestler, and combined with winning a previous period would have ended the match.

A pin that should have been called or there should have been three cautions awarded.

Wrestling a two minute protest period - If the protest results in the losing wrestler winning the match but the scoring action would have not ended the match, then it is re-wrestled in a single two minute protest period. Therefore, regardless of whether or not the number of periods has now been changed to 1-1 or 2-1, sudden death overtime will take place.

The two minute protest period in a protested match should be completed as soon as possible after the decision of the protest committee to wrestle in overtime is made public.

A time period of five minutes should be given to each wrestler to prepare for the two minute protest period.

II. Where the result of the re-scored match does not result in the losing wrestler earning more points than their opponent or results in a tie score, the protest committee will rule that the protest is considered unsuccessful. The official score sheet is modified to correct the error but nothing further is done.

5. **Protest Fee - \$200**

ARTICLE 35.

CANADIAN WRESTLING CHAMPIONSHIPS

OFFICIAL PROTEST SHEET

Province/Club: _____ Team Leader: _____

Bout#: _____ Weight Class: _____

Competitors: _____ vs.: _____

Mat Officials: _____

Approximate time of day: ____: ____ **\$200.00 cash protest fee attached:** _____

APPENDIX A:

Rules Modifications and General Guidelines for Youth Wrestling in Canada:

Introduction: The CAWA is attempting to develop a positive system for youth wrestling in Canada. The concept is that each province will attempt to use these guidelines to their best benefit. Each province has provided input into these guidelines.

Goals of youth wrestling: Fun

- Good Sportsmanship (coaches, parents included)
- Basic skill development
- Introduction of the sport in a safe and controlled manner
- Participation

Age Divisions:

The CAWA recommends that prior to the age of nine (9), youth wrestling should take part at the local club level only. Children of these ages do not need the pressure or stress of provincial/territorial or national level competition.

- Novice (9/10 years of age)
- Kids (11/12 years of age)
- Bantam (13/14 years of age)

The youth wrestler should be introduced to basic provincial/territorial competition at the novice age group. This could take place in the form of a provincial/territorial festival or inter-provincial/territorial club events. A small schedule of events in the province would provide the needed opportunities for participation.

Once the youth wrestler reaches the Kids and Bantam age divisions, he/she can be introduced to organized provincial/territorial competition and national level festival competition.

Weight Divisions:

The exact system of pooling (i.e. round robin, West German draw, etc.) should be determined based upon the level of competition. Novice and Kids Youth wrestling should use a round robin pool format with three, four, or possibly five wrestlers in an age/weight class. This assures wrestlers of a maximum number of bouts per tournament. Bantam age groups may use this same round robin format or could possibly move to a bracket draw of **no more than eight Wrestlers. Wrestlers should only compete in their own age group and should not compete in more than one age group at the same tournament. Wrestlers will only compete with wrestlers of the same Gender.**

The weight spread should be done on graduated split:

i.e. - under 40 KG 2 KG Split
 - between 40-70KG 3 KG Split
 - over 70 KG 4 KG Split

i.e. Wrestler A 54 KG Wrestler B 51 KG
 Wrestler C 57 KG Wrestler D 38 KG
 Wrestler E 36 KG Wrestler F 70 KG

Group: Wrestler D & Wrestler E OR Group : Wrestler D and Wrestler E
 Group: Wrestler A & Wrestler C Group : Wrestler A and Wrestler B
 Group: Wrestler B Group : Wrestler C
 Group: Wrestler F Group : Wrestler F

Note: The use of plastic bags, saunas or any form of artificial weight loss is strictly prohibited at the youth age divisions. The penalty for non-compliance for athletes is immediate elimination from the tournament without placement. Coaches who assist or promote this type of weight loss will be barred from the competition site for the remainder of the event with a discipline hearing to be scheduled by the appropriate provincial/territorial authorities at a later date, if deemed necessary.

Mat Attire:

Organizers of local events are free to set their own policies regarding appropriate mat attire. The minimum expectations for mat attire are ABOVE KNEE SHORTS with no belt loops, zippers or pockets and a snugly fitting T-shirt. Male athletes will be requested to remove their t-shirt but consideration will be given to athletes 'who are self-conscious about their body However, for Provincial, multi-province and / or National Festivals Championships, singlets are mandatory for both Male and Female wrestlers. A female wrestler can not wear a male singlet with a t-shirt. Wrestling shoes/running shoes must be taped with now metal anywhere.

SAFETY

Safety will continue to be the primary consideration. The official is always to err on the side of caution and protect the athlete(s) at all costs. Any situation which the official feels is potentially dangerous or has the potential to be dangerous is to be stopped. Even if the action not explicitly illegal, the official (s) will stop the action and wrestling will continue in the standing position. Such a decision is to be considered a discretionary call and therefore is un-protest able and should not be questioned by the coach

Rule Modifications - Novice, Kids & Bantams:

Rules of the CAWA 2008 Rulebook will be used at Age Group events with the following exceptions:

Illegal Moves: For all Age Group Wrestlers:

- Illegal/dangerous holds as per current CAWA rule book (Article 24/25) – Sections a, b, c and d.
- All back bending throws (including side suplay and salto) and in turn the locking of the hands on a double under hook (the set-up for chest to chest throwing techniques)
- Full nelson and 3/4 nelson
- Any hold on the legs where the offensive wrestler's leg or arm is in the crux of the knee of the opponent while attempting to collapse the knee (i.e. German Leg Ride)
- No locking or placing of both hands on the opponent's neck
- West point ride
- Slam

In Reference to the 'Head and Arm' with Novice and Kids aged wrestlers, as soon as an attempt at the head and arm throw is apparent as evidenced by a hip tossing action or a rotation of the hips, the official will stop the action and warn the offending wrestler. A repetition of this rule violation will bring about a caution to the offending wrestler and one point will be awarded to his/her opponent. Action will continue from the standing position. It should be noted that this includes the situation where in the action starts from the standing and goes to the knees and continues in a throwing action in an attempt to circumvent the intent of the rule. The head and arm is permitted from a 'Par Terre or Scramble' situation for the Novice and Kids and is permitted by Bantam aged wrestlers from the standing position.

Novice:

- Match will be 3 periods - 2 minutes in length. (separated by 30 second breaks)
- The "Auto-Touche" will NOT apply, the offensive wrestler will be rewarded as the initiator
- A Fall is ONE full second
- If the wrestler is in a pinning position, he/she must be pinned within 15 seconds or they will both be stood up and wrestling will continue. The official will signal the 15 counting using a sweeping motion with his/her hand.
- In tilting technique situations, all tilting techniques can be completed unlimited in repetition.

Kids:

- Same as novice minus the 15-second pin rule.

Bantam:

- Match will be 3 periods - 2 minutes in length. (separated by 30 second breaks)
- Same illegal moves as Kids/Novice age groups except Head and arms & side throws are allowed (side suplay and salto).”Under scrutiny by the on-mat official.

Girls:

- ❖ Girls will only wrestle with girls.
- ❖ Same rule modifications as similar age group for the boys.

Officials: If there is any doubt about the safety of a situation involving young wrestlers, even if it is not illegal in nature, the referee should stop the action immediately. Safety must be a key goal of youth wrestling.

Awards: It is recommended that every athlete in the competition get some sort of participation award. (I.e. ribbons, crests, pennants, certificates). Medals for top three placing are optional but not recommended at the novice age division. Team titles may be used, but should not be emphasized

Article 24 – illegal moves:

Reverse Leg Ride (aka East German Leg Ride) – a leg ride where one wrestler has their leg behind their opponent’s knee trapping both their opponent’s upper and lower leg, thereby putting undue pressure on the knee joint. All **Senior, Junior, Juvenile, Cadet and lower age groups, the reverse leg ride will be considered dangerous and, therefore, illegal. Remove: It will be allowed at the Junior and Senior age groups to conform with the FILA rules on the technique, which allow it to occur.**

Article 16 - Ordered Clinch (Greco Roman)

The advantaged wrestler grabs the par terre opponent with a reverse body-lock, using any form of hand grip. The feet of the advantaged wrestler may not extend beyond the centre line of the circle and he may not bump the par terre wrestler with his legs

Ordered Clinch (freestyle and women)

If the action of the advantaged wrestler is performed quickly and decisively, then a point for the advantaged wrestler will be awarded

If the action is such that the wrestlers go more slowly to the mat, the officials "may" consider that the action is initiated by the disadvantaged wrestler, and, therefore, the point may not be awarded until such time as the officiating team feels that one wrestler has dominant control of the opponent.

- One point (the advantage wrestler drives his/her opponent to their butt in one direct motion)

Article 18 End of Match procedures:

(d) *Each wrestler must then shake hands with the opponent's coach.- This is to occur prior to shaking the hands of the Mat Chair and/or Judge.*

APPENDIX C: Instant Video Replay Procedure

Instant video replay is mandatory at the *Senior/Junior* National Championships and Senior World/Olympic Team Trials. Instant video replay can be used for other events at the discretion of the tournament convener.