



UNITED WORLD  
**WRESTLING**

# INTERNATIONAL GRAPPLING RULES

Version July 2026



## **FOREWORD**

In 2007 UWW officially introduced Grappling among the regulated Wrestling styles.

The style of Grappling was introduced inside UWW to give a structure and a recognition to all the modern and traditional styles of Wrestling specialized in close fighting technique with the aim to takedown the opponent and control **them** on the ground with holds, joint locks and strangle techniques, such as (but not limited to):

- Submission Grappling (NO-GI/GI)
- Submission Wrestling/Submission Fighting
- Brazilian Jiu-Jitsu
- Luta Livre Brasileira
- Catch Wrestling/Catch as catch can
- Lancashire Wrestling
- Shoot Wrestling/Shoot Fighting
- Combat Wrestling

Grappling, allowing technique and holds from all the wrestling sports (including Freestyle Wrestling and Greco-Roman Wrestling), has the most permissive rules set among them. Being most of the fight spent on the ground, Grappling can be considered as one of the safest wrestling sports to practice.

Grappling, of all the modern wrestling styles, is the closest to Ancient Greek wrestling or Pále (πάλη), that was practiced in the old Olympic Games.

In accordance with the general philosophy of sports, the grapplers are required to honour the values of sportsmanship and fair play, and they shall never intentionally injure a fellow sportsman in competition.

Frequently modified and always subject to further modification, the Rules set forth herein must be known and accepted by all grapplers, coaches, referees and leaders. They call upon those who practice the sport to fight totally and universally, with complete honesty and fair play for the pleasure of the spectators.



**GRAPPLING**



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## **GENERAL RULES**

### **Article 1 - Object**

Drawn up in compliance with the UWW Constitution, the Financial Regulations, the Disciplinary Regulations, the General Rules governing the organization of international competitions, and all the specific Regulations, the International Grappling Rules have as their specific objectives to:

- Define and specify the practical and technical conditions under which bouts are to take place;
- Determine the competition system, methods of victory, defeat, classification, penalty, elimination of competitors, etc.;
- Determine the values to be assigned to wrestling actions and holds;
- List situations and prohibitions;
- Determine the technical functions of the officials.

Being subject to modification considering practical observations as to their application and research into their effectiveness, the international Rules set forth in the following document constitute the framework within which the sport of wrestling is conducted in all its styles.

### **Article 2 - Interpretation**

In the event of disagreement as to the interpretation of the provisions of any article in the following Rules, the World Grappling Committee of UWW is solely empowered to determine the exact meaning of the article(s) in question. The English text shall prevail.

### **Article 3 - Application**

Application of these Rules to all international competitions under the control of UWW is compulsory (All the events registered on the United World Wrestling Calendar).

During the international tournaments, a competition procedure that differs from that set out in the Rules may exceptionally be used, provided that permission has been granted by UWW and all participating countries.



## CHAPTER 1 - MATERIAL STRUCTURE

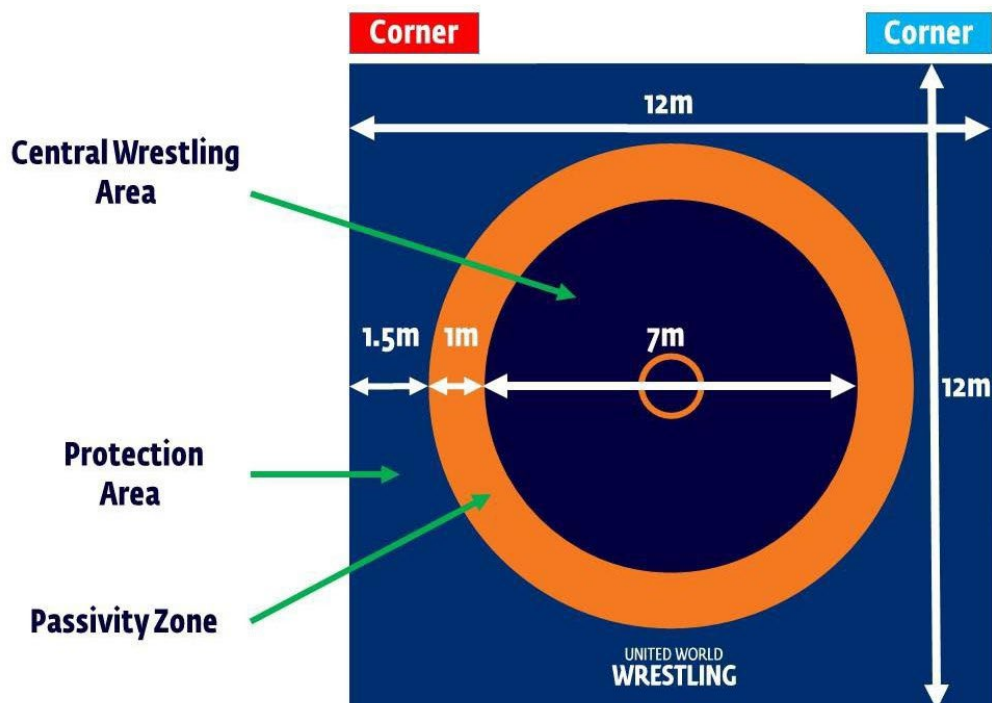
### Article 4 - The Mat

A new UWW approved mat, with a 9m diameter and surrounded by a 1.50m border of the same thickness is obligatory for Championships and Cups. For all other international competitions, mats must be homologated, but not necessarily new.

For the International Games and World & Continental Championships, warm up and training mats must also be new and approved by UWW and be of the same quality as the competition mats.

An orange band of 1m wide and forming an integral part of the wrestling area is drawn along the circumference on the inside of the circle of 9m in diameter.

The following terms will be used to designate the various parts of the mat:



The central circle indicates the middle of the mat (1m of diameter). The inside part of the mat which is inside the orange circle is the central surface of wrestling (7m of diameter). The passivity zone (orange strip) is 1m wide. The protection area is 1m50 wide.

To prevent contamination, the mat must be cleaned and disinfected before every grappling session. When mats that have a smooth, uniform and non-abrasive surface are used (canvas included), the same hygienic measures must also be applied.

A circle must be traced in the middle of the mat with an inside diameter of one meter and a surrounding band 10 cm wide.

The coach of each athlete will be located **on** the same side of the mat. The red grappler will be placed on the left and the blue grappler on the right.

The mat should be installed so that it is surrounded by a wide-open space to ensure that the competition proceeds normally.



All the details regarding the UWW logo and the mat manufacturer logo should be addressed to United World Wrestling headquarters and be followed by the guidelines sent to Mat Producers.

For National Tournament and International Open tournaments mats with different designs, colours, and dimensions may be used.

### Competition Areas Without a Marked Circle

At open-series events, including the Global Grappling Series, competition mats without a marked competition circle may be used.

In such cases, the boundary rules shall apply in relation to the designated competition area, the protection area, and the outer edge of the mat, rather than to a marked circle.

The competition area and protection area shall be clearly identified by the mat layout, colour, boundary markings, mat sections, or other visible indicators approved by the organiser and explained to the referees and competitors before the start of the competition.

## **Article 5 - The Uniform**

To participate in United World Wrestling World events athletes of ALL age categories must comply with the Uniform Regulations. These Regulations are intended to allow innovative design features in conformity with the rules and regulations for Grappling.

**Note:** For detailed specifications regarding uniforms, colours, markings, sponsor placement, protective gear, and all other requirements, please refer to the Grappling Uniform Regulations document.

### Responsibility of compliance

At all events organized by United World Wrestling, the National Federations are responsible for ensuring that the items worn or used by the members of their delegation comply with the terms of these rules.

### Competition Uniform - Grappling

The first grappler called (top of bracket) shall appear on the edge of the mat wearing a red rash guard and the second grappler called (bottom of bracket) shall appear in a blue rash guard.

The shorts shall be either of the matching assigned red and blue colour or of a neutral colour, such as black, white or grey.

The wearing of compression tights under the shorts is mandatory.

Compression tights (leggings) worn under the grappling shorts:

- Must fit tightly to the legs.
- The length of the tights must cover at least to mid-calf.
- At official competitions (World Championships, Continental Championships, Cups, International Games):
- The tights must be of a neutral colour – black, white, or dark grey – or correspond to the colour of the grappling shorts or rash guard.
- Bright, multi-coloured designs and patterns are prohibited.
- At all other competitions, including open tournaments and series such as the Global Grappling Series:
- The colour and design of the compression tights may be unrestricted.



## Violations

At the weigh-in, the referee must check that each competitor satisfies the requirements of this article. The grappler must be warned at the weigh-in if **their** appearance is non-compliant. If the grappler fails to comply the grapplers' federation will be fined at the conclusion of the competition. If the grappler enters the mat with the incorrect designated for the match, officials will allow **a maximum of two minutes** for **them** to comply. If, after this time, the grappler is still at fault, **they** will lose the match by forfeit.

It is prohibited to:

- Wear the emblem or abbreviation of another country.
- Apply any greasy or sticky substance to the body.
- Arrive at the mat perspiring for the beginning of the match and for the beginning of each period.
- Wear **taping or** bandages on, wrists, arms or ankles **that are not approved by the competition's doctor**. These bandages must be covered with elastic straps.
- Wear any object that might cause injury to the opponent, such as rings, bracelets, prosthesis, piercing etc.
- Wear under-wired bras.

## Article 6 - Competitor's License

Any male or female U15, U17, U20, senior and veteran grappler who competes in the World Championships, World Cups, Continental Championships, Cups and Games, Regional Games and the World and Continental League, international tournaments registered in the UWW calendar must hold an international competitor's license, as defined by special Regulations.

This license is also used as insurance for medical and hospital expenses in case of an accident taking place abroad during the international competition the grappler is participating in.

The license is only valid for the current year and must be renewed each year.

The license request must be sent at least 2 months before the competition that the grappler concerned will take part **in**. This timeline is fixed to allow enough time to conclude the procedure and validate the license.

## Article 7 - Age, Weight and Competition Categories

### Age categories

The age categories are as follows:

|             |                                                                                   |
|-------------|-----------------------------------------------------------------------------------|
| <b>*U5</b>  | <b>4-5years</b>                                                                   |
| <b>*U7</b>  | <b>6-7 years</b>                                                                  |
| <b>*U9</b>  | <b>8-9 years</b>                                                                  |
| <b>*U11</b> | <b>10-11 year</b>                                                                 |
| <b>*U13</b> | <b>12-13 years</b>                                                                |
| U15         | 14-15 years (from 13 <b>in the year</b> with medical and parental authorization*) |
| U17         | 16-17 years (from 15 <b>in the year</b> with medical and parental authorization*) |
| U20         | 18-20 years (from 17 <b>in the year</b> with medical and parental authorization*) |
| Seniors     | 20 years and older                                                                |
| Veterans    | Division " A " 35 - 40 years                                                      |
|             | Division " B " 41 - 45 years                                                      |
|             | Division " C " 46 - 50 years                                                      |
|             | Division " D " 51 - 55 years                                                      |
|             | Division " E " 56 - 60 years                                                      |
|             | <b>Division "F" 60 + years</b>                                                    |

\* The medical and parental authorization is submitted in Athena via the Annual Medical Certificate & Wrestler's Declaration when purchasing the UWW License.



Age class is determined by the year of birth.

\* Competitions in the U5, U7, U9, U11, and U13 age groups shall follow the UWW Grappling rules and designated weight categories. These age-group events are classified as festival activities and are not considered official UWW international competitions. Their purpose is to provide a safe, fair, and structured competitive environment that encourages athlete development, participation, and the progressive growth of grappling among youth athletes.

U20 Grapplers are allowed to participate in the competitions for seniors except for those who are 17 years old in the concerned year.

An honour certificate for each participant will be issued by the President of the National Federation attesting to the age of the grappler; this certificate must be drawn up in accordance with the model supplied by UWW, on the National Federation's letterhead.

A grappler may participate in a competition only under the nationality appearing on **their** license. If, at any time, it is determined by UWW that the statement was false and that fraud occurred, the disciplinary measures provided for to this end will be immediately applied against the National Federation, the grappler and the person whose signature appears on the fraudulent certificate.

Grapplers who wish to change their nationality must refer to the procedure described in the International Regulations for the change of nationality. Grapplers can change their nationality only once. Once the procedure for the change of nationality is completed, they are not entitled to compete for their former country anymore or for any other country in an official competition organized under the aegis of United World Wrestling.

Each licensed grappler who participates in a competition automatically agrees to UWW to use **their** filmed or photographed image for the promotion of the competition or of competitions to come. If a grappler refuses to agree to these conditions, **they** will have to make this clear at the entry stage and may therefore be excluded from the competition.

### Weight categories

The weight categories for **Grappling** are as follows (in kilograms):

#### \*U5 (4-5 years old)

Boys: 15, 18, 21, 24, 27, 30, 46 kg

Girls: 15, 18, 21, 24, 27, 30, 46 kg

#### \*U7 (6-7 years old)

Boys: 18, 21, 24, 27, 30, 34, 38, 50 kg

Girls: 18, 21, 24, 27, 30, 34, 38, 50 kg

#### \*U9 (8-9 years old)

Boys: 21, 24, 27, 30, 34, 38, 42, 46, 50, 66 kg

Girls: 21, 24, 27, 30, 34, 38, 42, 60 kg

#### \*U11 (10-11 years old)

Boys: 24, 27, 30, 34, 38, 42, 46, 50, 55, 60, 80 kg

Girls: 24, 27, 30, 34, 38, 42, 46, 66 kg

#### \*U13 (12-13 years old)

- Boys: 27, 30, 34, 38, 42, 46, 50, 55, 60, 66, 72, 90kg

- Girls: 27, 30, 34, 38, 42, 46, 50, 72kg



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## U15 (14-15 years old)

- Boys: 29-32, 35, 38, 42, 47, 53, 59, 66, 73, 100kg
- Girls: 28-30, 32, 34, 37, 40, 44, 48, 52, 57, 80kg

## U17 (16-17 years old)

- Boys: 39-42, 46, 50, 54, 58, 63, 69, 76, 85, 110kg
- Girls: 36-38, 40, 43, 46, 49, 52, 56, 60, 65, 90kg

## U20 (18-20 years old)

- Men: 58, 62, 66, 71, 77, 84, 92, 100, 130kg
- Women: 49, 53, 58, 64, 71, 90kg

## Seniors (20 and older)

- Men: 58, 62, 66, 71, 77, 84, 92, 100, 130kg
- Women: 53, 58, 64, 71, 90kg

## Veterans (35-60 + years old)

- Men: 62, 66, 71, 77, 84, 92, 100, 130kg
- Women: 53, 58, 64, 71, 90kg

Each contestant deemed to be taking part of his/her own free will, and responsible for himself/herself, shall be allowed to compete in only one weight category: the one corresponding to his/her weight at the time of the official weigh-in. For categories in the senior age group, competitors may opt for the next higher category than their body weight, except for the heavy weight category, for which contestants must weigh under 130kg for men and under 90 kg for women.

## **Skills Divisions**

In grappling competitions conducted within the open tournaments, athletes may be divided into skill level divisions.

The skill level divisions are as follows:

- Beginner athletes (Beginners);
- Intermediate athletes (Intermediate);
- Advanced athletes (Advanced).

**Beginner athletes (Beginners)** are athletes with less than 2 years of experience in grappling, Brazilian Jiu-Jitsu, judo, sambo, freestyle wrestling, Greco-Roman wrestling, or other wrestling disciplines.

The following athletes are not eligible to compete in the Beginner division:

- holders of coloured belts in Brazilian Jiu-Jitsu;
- winners and medallists of official and major commercial competitions in wrestling disciplines, MMA, pankration, combat sambo, and hand-to-hand combat.

**Intermediate athletes (Intermediate)** are athletes with 2 to 5 years of experience in grappling, Brazilian Jiu-Jitsu (children – grey and yellow belts; adults – blue and purple belts), as well as judo, sambo, freestyle wrestling, Greco-Roman wrestling, or other wrestling disciplines, and who do not fall under the Advanced category.

**Advanced athletes (Advanced)** are athletes with more than 5 years of experience in grappling, Brazilian Jiu-Jitsu (children – orange and green belts; adults – brown and black belts), as well as judo, sambo, freestyle wrestling,



Greco-Roman wrestling, or other wrestling disciplines, as well as athletes possessing significant sporting achievements regardless of their years of practice.

When determining an athlete's skill level, years of experience shall be considered an indicative criterion and may be adjusted considering sporting titles and ranks, Brazilian Jiu-Jitsu belt level, results in official and commercial competitions, and other objective data characterizing the athlete's level of preparation.

The Competition Mandate Commission has the right to verify the declared skill level against the athlete's actual qualification, to move the athlete to a higher division, to refuse admission to the declared skill category, and to disqualify the athlete in cases of intentional understatement of skill level.

In the event of intentional registration of an athlete in a division that does not correspond to his or her actual skill level, responsibility shall be borne by the athlete and the coach (team representative) who confirmed the entry.

The division of athletes by skill level shall apply exclusively to non-official competitions, including international open tournaments, commercial competitions, regional events, and club tournaments.

Official grappling competitions, including World Championships, World Cups, National Championships, and National Championships for age groups, shall be conducted exclusively in the Advanced category, without division by skill level.



## CHAPTER 2 - COMPETITIONS AND PROGRAMMES

### Article 8 - Competition System

The competitions take place by direct elimination system with an ideal number of grapplers, i.e. 4, 8, 16, 32, 64, etc. If there is no ideal number of grapplers in a category, qualification matches will be organized.

Pairing is made in the order of the numbers drawn at random. All grapplers who lost against both finalists will have repechage matches. There are two separated groups of repechages: one group of grapplers who lost against the finalist of the upper part of the bracket, and another group of grapplers who lost against the finalist from the bottom part of the bracket. The repechage matches begin with grapplers who lost in the first round including in qualification matches to obtain the ideal number against one of the two finalists up to the losers in the semi-finals by direct elimination. The winners of the two repechage groups will receive each the bronze medal.

Each weight category is organized in one day. The medical control and weigh-in shall be held on the day preceding the competition for the concerned weight category. The draw shall take place after the medical control and weigh-in of the concerned weight category.

The following competition tournament applies for the UWW Official tournament. The National and International Open tournament different competition system may be used (e.g. simple elimination).

The competition takes place in the following manner:

Morning:

- Qualification rounds
- Elimination rounds

Afternoon:

- Repechage rounds
- Finals

#### Classification criteria

From the 7th place, grapplers of each category will be ranked depending on their classification points.

In case of a ranking tie, they will be ranked by analysing the following criteria successively, across all competition:

- The most victories by "Submission"
- The most technical points scored
- The fewest technical points given
- The lowest seeds number (if applicable)
- The lowest draw number

#### Competition with less than 8 athletes (Nordic Tournament)

If less than 6 grapplers are registered in one weight category, one group will be established, and all grapplers will compete against each other. In a two-day competition format, the last round will be organized on the second day.

In this case, even the wrestlers who have no bout scheduled in the last round must successfully complete the weigh-in on the second day.

For Continental and World Championships, a weight category that counts only 1 grappler will be cancelled and no title or medal will be awarded.



If there are 6 or 7 athletes in one weight category, the competition starts with a pool phase with two groups.

As mentioned above, all grapplers from each group will compete against all the other grapplers of their group (the Nordic tournament system is used as the ranking criterion within each group). Ranking within the groups is used to determine the pairings for the semi-finals. The semi-final matches will consist with:

- The first ranked in group A against the second ranked in group B
- The second ranked in group A against the first ranked in group B

The gold medal match will be between the winners of the semi-finals, and the bronze medal match will be between the losers of the semi-finals.

Only one bronze medal will be awarded for this scenario.

### Ranking criteria for the Nordic tournament

In the Nordic tournament, the grappler with the highest number of victories will be ranked first.

Within the same group, if two grapplers have an equal number of victories, their direct match will determine the ranking.

For all cases with a tie between athletes in the same group, the ranking will be determined following these criteria, across all the competition:

- The highest classification points
- The direct match (if applicable)
- The highest victories by « Submission »
- The highest technical points scored
- The fewest technical points given
- The lowest seeds number (if applicable)
- The lowest draw number

## Article 9 - Competition Programme

The competition programs of all the championships and tournaments are published on the United World Wrestling Calendar.

This rule applies for the UWW Official tournament.

## Article 10 - Award Ceremonies

The first four grapplers in each weight category shall take part in the awards ceremony, and shall receive a medal and a diploma, according to their ranking.

|             |                  |
|-------------|------------------|
| 1st         | Gold + diploma   |
| 2nd         | Silver + diploma |
| The two-3rd | Bronze + diploma |

Only one bronze medal will be awarded in the weight categories where the Nordic System is used.

Note: Athletes cannot bring flags to the podium.

This rule applies for the UWW Official tournament.



## CHAPTER 3 - COMPETITION PROCEDURE

### Article 11 - Weigh-In

For all competitions, the weigh-in is organized a day before the day of the concerned weight-category.

Grapplers must appear at the medical examination and the weigh-in with their license and accreditation.

The athletes shall weigh-in wearing Rash guards and Shorts. After having been examined by qualified physicians who are obliged to eliminate any grappler who presents any danger of contagious disease, the grappler can be weighed in.

Contestants must be in perfect physical condition, with their fingernails cut very short.

Throughout the entire weigh-in period, grapplers have the right, each in turn, to get on the scale as many times as they wish.

The referees responsible for the weigh-in must check that all grapplers are of the weight corresponding to the category in which they are entered for the competition, that they fulfil all the requirements of **Article 7** and to inform any grappler of the risk **they** run if **they** present **themselves** on the mat in incorrect dress. Referees will refuse to weigh a grappler who is not dressed correctly.

The referees responsible for the weigh-in will receive the participants list and will be allowed to control only the athletes who are on this list.

If an athlete does not attend or fail the weigh-in, **they** will be eliminated of the competition and ranked last, without rank (Exception: cf. **Article 42** - Medical Service Intervention).

### Article 12 - Draw and Pairing

Participants shall be paired off according to the numerical order determined by the drawing of lots. The UWW competition management system shall be used for the draw and management of all international competitions entered in the UWW calendar.

If the UWW competition management system cannot be used, numbered tokens must be enclosed in an urn, a bag or any other similar object. If a different system is used, it must be clearly announced.

**Important:** When the person responsible for the weigh-in and drawing of lots observes an error in the regulation procedure as outlined above, the drawing of lots for the category in question must be cancelled. Drawing of lots for this category will then be repeated with the agreement of the technical delegate.

The technical delegate or the IT person is responsible of the smooth running of the draw and must ensure that these Rules were complied with. **They** will also confirm the weigh-in list. After the end of the draw, no protest can be submitted.

#### **Position of the athletes in the bracket**

For a competition with 6 or 7 athletes, the grappler who gets the lowest draw number will be in group A, then the second lowest draw number will be in group B, then the third lowest draw number will be in group A and so on.

For a competition with more than 7 athletes - If the number of athletes participating in a weight category different from (more than) 8, 16, 32, etc, qualification rounds must be organized. To provide a balance between the upper and lower part of the bracket, qualification rounds' position follows the top-bottom-bottom-top approach. The same approach is used to determine the Seeded athlete's position on the bracket.



## Seeded athlete into the Bracket

The aim of such drawing of lots is to place consequently the seeded athletes as far as possible from each other to preserve them until the latest possible stage. The remaining positions (non-seeded athletes) are filled up from top to bottom based on their draw number (a small draw number doesn't preserve the athletes to compete in the qualification round).

If the qualifications matches must include the seeded athletes, the pairing starts with the lowest seeded athlete. Seeded athletes into a weight category with 6 or 7 athletes will be placed like that:

|                            |            |
|----------------------------|------------|
| Group A                    | Group B    |
| Seeds n° 1                 | Seeds n° 2 |
| Seeds n° 4                 | Seeds n° 3 |
| Seeds n° 5                 | Seeds n° 6 |
| Seeds n° 7 (if applicable) |            |

As soon as the seeded athlete is placed, the non-seeded athletes will be placed in the ABA approach.

All the different brackets -with no seed, 4 seeds and 8 seeds are available <https://www.org/governance/regulations-olympic-wrestling>

If one or several top seeds athlete(s) is not entered (replaced or not registered), the next top seed or the next best athlete(s) in the Ranking will take their place.

## Article 13 - Elimination from the Competition

The loser is eliminated and ranked according to the classification points marked, except grapplers who lost against one of the finalists as they take part in the repechage for the 3rd or 5th places.

After the weigh-in, **should** a grappler, without medical advice signed by the UWW doctor or the competition's doctor and without advising the competition secretariat, not present **themselves** to **the** mat when **their** name is called, **the match will be lost by forfeit. The athlete will be eliminated and ranked without rank and the opponent will be declared the winner of the match.**

If the UWW doctors can prove that a grappler simulates an injury for whatever reasons to avoid competing against an opponent, **they** will be disqualified, placed last in the ranking, without any rank and the note **"DSQ" will be placed with their name.**

If a grappler commits an obvious offence against fair play within the spirit and concept of total and universal wrestling enunciated by UWW, and openly cheats, commits a serious error or engages in brutality, **they** will be disqualified immediately from the competition and eliminated by a unanimous decision of the officiating team. In this situation, **the grappler at fault will be placed last in the ranking, without any rank and the note "DSQ" will be placed with their name.**

**If a grappler engages in brutality after the conclusion of the match, he/she will be disqualified, placed last in the ranking, without any rank and the note "DSQ" will be placed with their name.**

If two grapplers are disqualified for brutality during the same match, they will be eliminated as above. The pairing for the following round will not be modified. The grappler supposed to meet one of the disqualified grapplers wins the match by forfeit.



If two semi-finalists are disqualified for brutality during same match, they will be eliminated and their losers in quarterfinal will compete in semi-final and repechage group will be modified regarding result of this semi- final match. If the Semi-Finals are organized during the evening session, this bout will be organized at the end of the session to allow enough time for the concerned athletes to be prepared. If it happens on day 1, one hour (since this double disqualification happens) will be given to these athletes to be prepared.

If a double injury (2VIN) happens during one match, the opponent of the next round will win the match by injury. If it happens in a semi-final match and to determine which athletes must go in the repechage, we will use the classification criteria (**Article 8**) to determine the winner of this double injury match.

If a forfeit(s) or disqualification(s) happen during a medal match (1-2 or 3-5), the following grapplers (from the part of the bracket of the disqualified/forfeited athlete(s)) will move up the table to establish the final classification. If the two finalists are disqualified, then it will be necessary to make the bout between the two bronze medallists to determine the 1st and the 2nd place. All other participants will go up in the ranking, the two in 5th position will become 3rd. If the two finalists are forfeits despite their successful second weigh-in, the same process will apply (an additional match between the two bronze medallists).

For all type of forfeit, the concerned athlete will be ranked last, without rank.

### Ranking in the event of doping violations

In case of positive doping control, the grappler will be disqualified, and **they** will automatically be placed last in the ranking, without any rank and the note “DSQ” **will be placed with their name**. The grapplers **ranked after this individual** will move up in the ranking. **If the disqualified athlete was ranked in the 3<sup>rd</sup> place, the grappler from the same half of the bracket as the disqualified athlete will move up to take that position**. In that case, only one wrestler will be ranked in the 5<sup>th</sup> place.

**If both athletes ranked first and second test positive during doping control and are disqualified; the two bronze medallists will each be awarded a gold medal. No silver medal will be awarded in this case. The two grapplers who originally placed 5<sup>th</sup> will move up to the 3<sup>rd</sup> places. All other competitors will advance accordingly, noting that in this situation there will be only one wrestler ranked 5<sup>th</sup>.**

**In the event of a positive doping control during a team event, the team from the athlete who committed the violation will be disqualified and be placed last in the ranking, without any rank and the note “DSQ” will be displayed next to the team’s flag.**



## **CHAPTER 4 - REFEREEING BODY**

### **Article 14 - Composition**

In all competitions, the refereeing body for each bout shall consist of the following:

- 1 mat chairman
- 1 referee
- 1 judge

The appointment procedures of these three officials are set in the Regulations for the International Refereeing Body. Replacement of an official during a bout is strictly prohibited, except in the case of a serious illness that is medically confirmed. In no case may the refereeing body be composed of two officials of the same nationality. Furthermore, it is strictly forbidden for an official to officiate in bouts involving compatriot grapplers.

### **Article 15 - General Duties**

Officials shall perform all the duties set forth in the Regulations governing grappling competitions and in any special provisions which might be established for the organization of competitions.

It is the duty of officials to follow each bout very carefully and to evaluate the actions of the grapplers so that the results shown on the judge's and mat chairman's score sheet accurately reflect the specific nature of said bout.

The mat chairman and referee shall **each** evaluate the holds **independently before reaching** 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.

It is the duty of the officials to assume all the functions of refereeing and judging, to award points and to impose the penalties stipulated in the Rules.

The score sheet of the judge is used to tally all the holds executed by the two opponents. The points, the cautions and the submissions must be recorded with the greatest accuracy (the last technical point scored must be underlined), in the order corresponding to the various phases of the bout. These score sheets must be signed by the judge.

If a bout does not end in a "submission", 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 score sheets.

All the points awarded must be announced to the public as soon as they are determined, either by means of bats or by an electric scoreboard.

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.

When a challenge is requested by a coach and confirmed by the grappler, the refereeing delegate (or substitute) and the mat chairman must watch the video evidence. After a discussion together, the refereeing delegate (or substitute) renders its decision solely without consultation with the refereeing body.



## Article 16 - Referee's Uniform

The refereeing body (referees, judges and mat chairmen) must **wear** the UWW homologated Uniform that consist in an approved polo, black flat front trousers with a black belt, black plimsolls or black sports shoes, and black socks.

**In addition, the central referees shall wear a red band on their left wrist and a blue band on their right wrist.**

## Article 17 - The Referee

- a) The referee is responsible for the orderly conduct of the bout on the mat, which **they** must direct according to the Rules.
- b) **They** command the respect of the contestants and exercise full authority over them so that they immediately obey orders and instructions. Similarly, **they** must conduct the bout without tolerating any irregular and untimely outside interventions.
- c) **They** shall work in close co-operation with the mat chairman and judge and must carry out them duties in supervising the bout while refraining from any impulsive or untimely interference. **The referee command shall begin, interrupt and end the bout.**
- d) The referee shall order the return of the grapplers to the mat after they have left it, or the continuation of the bout in the standing or ground position (on the mat), **in collaboration** with the mat chairman.
- e) **The referee is required to wear a red wristband on the left wrist and a blue wristband on the right wrist. The referee shall direct the bout, ensure the athletes' safety, indicate cautions and stoppages, and communicate relevant actions to the mat officials.**
- f) The referee must:
  - Shake the grapplers' hand when they enter the mat and before they leave it.
  - Inspect the grapplers' competition uniform and require them to change them within 2 minutes in case they are not compliant with the present Regulations.
  - Inspect the grapplers' skin for perspiration or any greasy or sticky substance.
  - Not get too close to the grapplers when they are in standing position but stay close if they are in ground position.
  - Be able to change position from one moment to the next, on the mat or around it, and in particular move onto the knees or stomach to obtain a better view of an impending submission.
  - Not obstruct the mat chairman and judge's view by standing so close to the grapplers (particularly if a submission appears imminent).
  - Not turn the back to the competitors at any point and risk to lose control over the situation.
  - Stimulate a passive grappler without interrupting the match and give the necessary cautions.
  - Ensure that the grapplers do not rest during the match on the pretence of wiping their bodies, blowing their nose, feigning injury, etc. In such case, the central referee shall stop the match and ask for a caution to be issued to the grappler at fault and 1 point to the opponent.
  - Brush off a grappler's hand or give a verbal warning if he/she is pulling the opponent's uniform.
  - Uphold penalties for violations of the rules or for brutality.
  - Be ready **to stop command** if the grapplers approach the edge of the mat.



- Indicate whether a hold executed at the edge of the mat is valid.
- Break action and bring the grapplers back into starting position when the action goes out of bounds.
- Rapidly and clearly order the position in which grappling must be resumed.
- **Command to stop** the action after a grappler has signalled submission either physically (by a tap) or verbally.
- The central referee shall also put a hand on each competitor to further ensure the grapplers' safety.
- Except for senior Continental and World Championships, stop the action if, upon observing a submission attempt, the grappler is deemed unable to escape without harm.
- Interrupt the match at exactly the right time when necessary.
- Ensure that the grapplers remain on the mat until the result of the match is announced.
- Proclaim the winner by raising his/her hand after agreement with the mat chairman.

## Article 18 - The Judge

- The judge is responsible for all the duties stipulated in the general Rules of Grappling.
- They** must follow the course of the bout very closely without allowing; **they** must mark all awarded points and cautions on **the** score sheet, in agreement with the referee and mat chairman. **The judge** must give **their** opinion in all situations when requested by mat chairman.
- Following each action, based on the mat chairman's indications, **the judge** records the **corresponding** number of points.
- The judge verifies and signals the submission to the referee.
- The judge must call the mat chairman's attention to anything that seems abnormal or irregular during the bout or in the conduct of the grapplers.
- The judge must, moreover, sign the score sheet 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.
- The judge's score sheet must accurately indicate the time at which a bout ends in the case of victory by a submission etc.
- They** must also indicate by underlining, the last technical point scored (point for cautions are not considered) which can determine the athlete that must defend in the overtime.
- Cautions for passivity, fleeing the mat, illegal holds, or brutality will be noted by a 'C' in the column of the grappler at fault.

## Article 19 - The Mat Chairman

- The mat chairman shall assume all the duties provided for in the Grappling Rules.
- They** shall co-ordinate the work of the referee and the judge.
- The mat chairman shall follow the course of the bout closely and without distraction and shall supervise the conduct and performance of the referee and the judge in accordance with these Rules. The mat chairman shall evaluate each scoring action and shall be responsible for awarding and confirming the corresponding technical points. The judge shall record the points awarded by the mat chairman on the score sheet and ensure that they are correctly displayed on the scoreboard. When necessary, the mat chairman may consult the referee or the judge to clarify an action. The mat chairman shall intervene**



and correct any error made by the officiating team.

- d) In the event of any disagreement between the referee and mat chairman, **mat chairman's** opinion prevails to determine the result, the value of points and the submissions.
- e) The mat chairman verifies and signals the submission to the referee.
- f) If, during the bout, the mat chairman notices something that **they** feel **they** should bring to the referee's attention because the latter was not able to see it or did not notice it (a submission, illegal hold, passive position, etc.), the mat chairman is obliged to do so by raising the hand of the same colour as the rash guard of the grappler in question, even if the referee has not asked for **their** opinion. In all circumstances, the mat chairman must call the referee's attention to anything that seems abnormal or irregular during the bout or in the conduct of the grapplers.
- g) To make it easier for the mat chairman to supervise the bout, particularly in a delicate position, **they are** authorized to change positions, but only along the edge of the mat over which **they have** control.
- h) **They** may also interrupt the bout if a serious scoring mistake is made by the referee. In such case, **they must** ask for a consultation from the head referee (or delegate). This consultation does not alter the grappler's right to the challenge.
- i) During a bout, when the coach considers that a blatant refereeing mistake has been made against their grappler and calls for a challenge, the mat chairman must wait for **the attack or counterattack to finish before stopping the match**. The refereeing delegate (or substitute) and the mat chairman must review the video evidence. If the refereeing delegate (or substitute) agrees that the refereeing body was right, the mat chairman must make sure that no other challenge will be granted to the grappler in question during the remaining of the match.
- j) After the review of the video evidence, the refereeing delegate (or-substitute) solely renders **the** decision **which** is final and cannot be challenged.

## **Article 20 - Penalties against the Refereeing Body**

The UWW World Grappling Committee, 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.

Other sanctions as decided by the UWW Disciplinary Chamber may apply depending on the seriousness of the fault.



## CHAPTER 5 - THE BOUT

### Article 21 - Duration of the Bout

For U5 and U7: the duration of a bout will be one period of 2 minutes.

For U9 and U11: the duration of a bout will be one period of 3 minutes.

For U13, U15 and Veterans: the duration of a bout will be one period of 4 minutes.

For U17, U20 and Seniors: the duration of a bout will be one period of 5 minutes.

The winner is declared by the sum of points scored at the end of the regular time.

### Article 22 - Call to the Mat

The contestants are called in a loud and clear voice to present themselves on the mat. A contestant cannot be called to compete in a new bout until a rest period of twenty (20) minutes **has been completed from the conclusion of the preceding bout.**

A delay is granted to any grappler who does not reply to the first request in the following manner: The competitors must be called three times at 60-second intervals. These calls are made in English. If the grappler does not come forward after the third call, **they** will be eliminated, **ranked last, without rank** and opponent will win the bout by forfeit.

### Article 23 - Presentation of Grapplers

The following ceremony takes place for each weight category in the finals for first and second places: The finalists are presented and their achievements are announced when they are coming on the mat.

### Article 24 - Start

Before the bout begins, each opponent answers when **their** name is called and takes **their** place at the corner of the mat assigned to **them**. The corner is the same colour as the Uniform **they have** been assigned to wear.

The referee, standing in the central circle in the middle of the mat, calls the two grapplers to **the referee's** side. **The referee** then shakes hands with them and examines their dress, checks that they are not covered with any greasy or sticky substance, verifies that they are not perspiring, verifies that their hands are bare.

**Then the referee starts the bout.**

### Article 25 - Interrupting the Bout

- a) If a contestant **is** forced to interrupt the match because of an injury or because of any other acceptable incident beyond **their** control, the referee may stop the bout. During such an interruption, the grappler(s) must sit on the mat on their respective side. During interruptions they cannot receive advice from their coach.
- b) If a bout cannot be resumed for medical reasons, the decision is made by the competition doctor in charge, who informs both the coach of the grappler involved and the mat chairman; the latter then orders that the bout be stopped. The decision rendered by the competition's doctor may not be reversed.
- c) If an action must be stopped due to one grappler deliberately injuring **the** opponent, **the injured wrestler is the winner and** the wrestler at fault will be disqualified **from the competition.**
- d) In case of bleeding of one of the grapplers, the referee shall interrupt the bout. **The mat chairman will**



**start** a chronometer as soon as the doctor **begins treating the athlete**. In case the accumulated time of interruptions to treat the bleeding exceeds 4 minutes over the entire duration of the bout, the mat chairman shall order the end of the bout. In that case, **if the concerned grappler still has visible bleeding, they will** lose the match, and the opponent **will win the match by Victory by default**. **Should the bleeding time expire but the treatment has been completed, the athlete may continue the bout but will lose the match during any subsequent bleeding events**. If the bout is grappled until the end, the **athlete's** chronometer will be reset **to zero prior to their next match**.

- e) After the medical treatment, the bout resumes in the appropriate restart position according to what was the last position secured with control before the interruption.
- f) If a bout is interrupted because of any incident beyond the athletes' control, the referee may stop the bout, and the remaining time of the bout will be competed as soon as the interruption ends. If a session can't be concluded in the expected schedule, it may be postponed until the next day. If it is the last competition day and for extraordinary reasons, the end of the competition may be postponed until a later date and take place in another location.
- g) In case of a serious mistake which is not seen by officiating team (examples; timekeeper mistakes, wrong points or caution published on the scoreboard, mistake in resuming the bout on ground or standing position, declaration of incorrect winner, **a clear submission not awarded, brutality**, etc.), the referee delegate/s may interfere and ask to correct it by consultation, or by video review.

## **Article 26 - End of the Bout**

**The bout ends upon submission, disqualification, injury, forfeit, or when a winner is determined at the end of regulation time, the extra round, or positional overtime.**

If the referee has not heard the gong, the mat chairman must intervene and stop the bout by throwing a soft object on the mat, to attract the referee's attention. Any action begun at the time when the gong sounds is not validated and no action performed between the sounds of the gong and the referee's **command** is valid.

When the bout has ended, the referee stands in the centre of the mat facing the mat chairman's table. The grapplers shake hands, stand on either side of the referee and await the decision. They are forbidden to remove any part of the uniform before leaving the competition hall. Immediately after the decision is announced, the grapplers shake hands with the referee.

Each grappler must then shake hands with **their** opponent's coach. If the above provisions are not observed, the grappler at fault will be penalized in accordance with the Disciplinary Regulations.

## **Article 27 - Interrupting and Continuing the Bout**

### **Definition of Out of Bounds**

**Standing position: If a competitor is forced from the competition circle and places one entire foot on the protection area, the central referee shall stop the action and return the competitors to the centre, unless a scoring action or submission attempt is in progress.**

**Ground position: The action shall be considered outside the competition circle when neither competitor has any body part touching the circle. The referee shall stop the action when this occurs. The referee shall also stop the action immediately if any part of either competitor touches the floor beyond the protection area.**



Scoring actions near the boundary: If a takedown, reversal, or dominant position is in progress and both competitors remain within the protection area, the referee shall allow the required 3-second control count before stopping the action. Points shall be awarded if the scoring action is completed. The match shall then restart in the centre.

Fleeing the mat: A competitor who intentionally moves out of bounds to avoid engagement, scoring, or a submission shall immediately receive a caution. A caution shall not be issued where the competitor was forced out by the opponent or carried out by the natural momentum of a legitimate action.

Submission attempts: When a submission attempt is in progress, the referee shall allow the action to continue while both competitors remain within the protection area.

If the submission is completed, the match ends by submission. If the defender fully escapes the submission, the referee shall stop the action and restart the athletes in the centre according to the restart-position rules. An attack point shall be awarded only where the submission attempt meets all criteria of the Submission Attack rule.

If any part of either competitor touches the floor beyond the protection area during a submission attempt, the referee shall stop the action and restart the competitors as close as safely possible to the prior position. If a competitor intentionally moves beyond the protection area to avoid a submission without escaping or materially neutralising it, that competitor shall lose by submission.

## Competition Areas Without a Marked Circle

At open-series events, including the Global Grappling Series, competition mats without a marked competition circle may also be used.

In such cases, the provisions above concerning the competition circle shall continue to apply, with the designated competition area being treated as the competition circle. The boundary rules shall therefore be applied in relation to the designated competition area, the protection area, and the outer edge of the mat.

The competition area and protection area shall be clearly identified by the mat layout, colour, boundary markings, mat sections, or other visible indicators approved by the organiser and explained to the referees and competitors before the start of the competition.

## Restart after Out of Bounds

Upon the stop command, both competitors shall remain in their current position and await the referee's instructions. The referee shall restart the competitors in the centre in a position as close as reasonably possible to the position at stoppage, while preserving, to the extent possible, the established control, grips and competitive advantage.

## Submission Hold or Choke

If a submission hold or choke was clearly established, the referee may restart the athletes in a position that preserves the established advantage as closely as reasonably possible, provided that the restart does not create or increase any risk to the athletes' safety.

If the position cannot be safely restored, the referee shall decide the restart position based on safety, fairness, and preservation of competitive advantage.

## **Article 28 - Types of Victories**

A bout may be won:

- by "Submission"
- by injury
- by 4 cautions given to the opponent during a bout
- following a forfeit
- by a disqualification
- by points
- by overtime win



Except for the **Advanced Division**, the central referee has full authority to stop the match if he/she deems that an athlete is in imminent danger of serious injury or can no longer withstand a submission lock or choke, even if the said athlete did not submit or tap. The athletes' security shall always prevail.

When a competitor abandons the fight, either verbally (by screaming or saying "tap" or "stop") or physically (by tapping the opponent or the mat with his/her hand or foot), the opponent is automatically declared winner, no matter the number of points accumulated or the time of the match.

If a competitor loses consciousness due to a legal hold applied by the opponent or due to an accident not stemming from any illegal manoeuvres, the central referee shall stop the match, help the unconscious athlete regain his/her sense and declare the opponent winner by submission.

Note: Competitors who lose consciousness due to head trauma shall be suspended from the rest of the competition and be directed to undergo treatment from medical staff.

If, at the end of the regulation time, neither of the situations described above occurred, the competitor who scored the highest number of technical points shall be declared winner.

In case of a tie in points at the end of regulation time, an extra round shall be held:

- 2 minutes for bouts with a regulation time of 4 or 5 minutes;
- 1 minute for bouts with a regulation time of 2 or 3 minutes.

If the score remains tied at the end of the extra round, the winner shall be determined by overtime in accordance with Article 29.

For the U13 and younger age categories, if the score remains tied at the end of the extra round, the winner shall be determined by decision after a consultation between the referee and the mat chairman, awarding the win to the competitor who showed greater offense and came closest to scoring or finishing the match by submission. Positional overtime shall not apply.

## Article 29 - Overtime

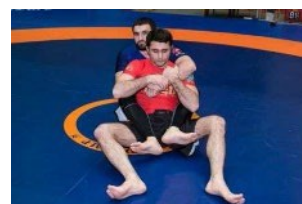
Except for the U13 and younger age categories, if the score remains tied at the end of the extra round, the central referee shall call positional overtime.

Overtime consists of a submission only round of 1 minute with the aim of submitting the opponent starting from specific position (technical points are not awarded and the only way of winning is by submission, disqualification or default).

*Note: Cautions from Passivity and Illegal Actions awarded in the overtime does not score point but are counted and can lead to disqualification of an athlete according to the criteria defined in **Article 36 and 38**.*

The grappler who must submit the opponent is the one whose opponent scored the last technical point **during regulation time or the extra** round (cautions point are not considered). If this criterion is not applicable, the grappler who must submit the opponent is determined by coin flip. The competitor can decide to start in one of the possible positions:

1. Back Mount Restart Position, at the centre of the mat with both athletes sitting on the ground, with the Offending athlete in back mount controlling the opponent with the chest in contact with the back, the heels between the opponent thighs and the arm connected in a seat belt control (one arm passing over the shoulder connected with the other arm passing under the opposite armpit). The Defending athletes must grab, with both hands, the controlling





athlete's arm that is passing over the shoulder.

2. Armbar Restart Position, at the centre of the mat with Defending athletes on **their** back and the hands locked in a defending position and the Offending athlete in an armbar position with one arm of choices inside the opponent's arms and the other arm either grabbing the defending athletes' leg or posted to the ground.



The competitor has 1 minute to submit the opponent. If the submission is achieved, **the competitor** is declared the winner. If **the competitor** is unable to submit the opponent (i.e., the defending athletes manage to not get submitted or manage to submit the opponent), the opponent is declared the winner.

## Article 30 - The Coach

The coach may remain at the foot of the platform or at least two meters from the edge of the mat during the bout. If the UWW doctor (or the competition doctor) allows him/**her**, **the coach** is authorized to assist the injury treatment of **the** grappler. Except during this situation and during the break, it is strictly forbidden to the coach to step on the mat **which may result in sanction** by the referee.

The coach is strictly forbidden to influence decisions or to insult the refereeing body. **They** may only speak to the grappler. The coach has the right to give water to **the** grappler only during the break. No other substance may be given during the pause or during the match.

If these restrictions are not observed, the referee is obliged to ask the mat chairman to present the coach with a 'Yellow' card (caution); if **the coach** persists, the mat chairman will present a 'Red' card (elimination). The mat chairman may also **take the initiative to** present the YELLOW or RED card.

As soon as the red card is given, the mat chairman reports to the competition director and the coach shall be eliminated from the competition and may no longer continue **their** duties. These facts also need to be reported **ed** on the scoresheet of the concerned bout. However, the grappling team involved shall have the right to obtain the services of another coach. The National Federation of the eliminated coach will be penalized following the dispositions of the Disciplinary and Financial Regulations.

Moreover, if a coach gets two yellow cards during one competition (not necessarily during the same bout), **they** will be also eliminated from the competition and may no longer continue **their** duties. As for the red card, **the coach's** accreditation will be removed.

A maximum of one accompanying people is authorized to enter the Field of Play with the grappler.

It is also specified that a coach cannot officiate as a referee during the same competition.

## Article 31 - The Challenge

The challenge is the action through which the coach is allowed, on behalf of the grappler, to stop the action and request the refereeing delegate (or substitute) and the mat chairman to watch the video evidence in case of a disagreement with the call. The disagreement must be reasoned and may not be requested as a simple protest otherwise the concerned coach will be sanctioned by a **yellow card**.

This possibility only exists during competitions **where** video control is formally established by UWW and the Organizing Committee. **When an official broadcaster is appointed to cover the event, the broadcasting feeds shall also be used, if necessary, to provide additional angles during challenge reviews.**



# GRAPPLING

The coach must request the challenge by pushing **the** button provided immediately after the refereeing body has awarded or failed to award points to the contested situation. If the grappler disagrees with the coach's decision, **they** must reject the challenge directly and the match continues.

**If electronic challenge buttons are unavailable during a competition, coaches may use a sponge provided by the organizer to indicate a challenge.**

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 the coach will keep **their** challenge.

## **Specific points**

Each grappler is entitled to one (1) challenge per match. If after reviewing the challenge the refereeing delegate (or substitute) modifies the initial decision, then the challenge can be used again during the match by the concerned grappler.

If the refereeing delegate (or substitute) confirms the decision by the refereeing body, the grappler loses the challenge, and **the** opponent will receive two (2) technical points.

The mat chairman shall demand to stop the match to review the challenge as soon as the **grappler return to a neutral position.**

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 refereeing delegate (or substitute). The mat chairman and/or the referee cannot decline a challenge **without the approval of the referee delegate (or substitute).**

In case of caution for passivity, the challenge can be requested only if the caution was given. No challenge can be requested for cautions for passivity that were not given by the referee.

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 command to stop the bout** or in case action occurred just before the time is over. The coach has 10 seconds to request a challenge after the points are published on the scoreboard or after the grappler **return to** a neutral position.

**The challenge will not be accepted by the refereeing body after the winner has been declared.**

The coach requesting the challenge must do so from **their** seat, without stepping on the mat or approaching the judge's or the mat chairman's table. Furthermore, the coach is not allowed to indicate **their** challenge request by throwing items on the mat **unless provided with a sponge.**

After having reviewed the action and after a consultation with the mat chairman, the refereeing delegate (or substitute), renders **the** decision **which** will be final and may not be discussed.

It is not possible to request a "counter challenge" once a final decision has been made.



## Article 32 - Team Ranking during Individual Competitions

The team ranking is determined by the first 10 grapplers who are **ranked** at the competition.

| Rank in the weight category       | Points | Rank in the weight category | Points |
|-----------------------------------|--------|-----------------------------|--------|
| 1 <sup>st</sup>                   | 25     | 7 <sup>th</sup>             | 8      |
| 2 <sup>nd</sup>                   | 20     | 8 <sup>th</sup>             | 6      |
| 3 <sup>rd</sup> - 3 <sup>rd</sup> | 15     | 9 <sup>th</sup>             | 4      |
| 5 <sup>th</sup> - 5 <sup>th</sup> | 10     | 10 <sup>th</sup>            | 2      |

The application of the above-mentioned table remains invariable, whatever the number of grapplers in each category.

In **the case of a disqualified** athlete and the final ranking has only one grappler in the 5<sup>th</sup> place, the athlete ranked in the 6<sup>th</sup> place will receive 9 points.

In **the case of** a weight category **using** the Nordic system, the above-mentioned table will be also used. The athlete ranked in the 4<sup>th</sup> place will receive 12 points and if an athlete is ranked in the 6<sup>th</sup> place, **they will receive** 9 points.

If several teams have an equal number of points, these teams will be ranked following these criteria:

1. most first places
2. most second places
3. most third places
4. etc.

During a competition where a country can enter more than one athlete per weight category, the team points are given only to the highest ranked athlete of a country in the category. The team ranking points allocation will remain the same.

|                             |            |                  |
|-----------------------------|------------|------------------|
| 1 <sup>st</sup> place       | TUR        | 25 points        |
| <b>2<sup>nd</sup> place</b> | <b>TUR</b> | <b>20 points</b> |
| 3 <sup>rd</sup> place       | UKR        | 15 points        |
| 3 <sup>rd</sup> place       | GER        | 15 points        |

For the team ranking cups each style summarizes the points of men and women athletes to determine the place of the team. U15, U17 and U20 age categories may have combined cups per style, which summarize the athletes' points of all three age categories for women and men. For Veterans no team ranking cups are awarded.

## Article 33 - Ranking System during Team Competitions

The winning team will receive 1 team point and the losing one 0 team point.

If two or more than two teams have an equal number of team points, the ranking will be determined following these criteria:

- The highest classification points
- Their direct match (if applicable)
- The highest victories by submissions



- The highest technical points scored
- The fewest technical points given
- Their direct match (if applicable)
- The lowest draw number

In case of a tied match (same number of victories like 5-5) between two teams in a team competition, the winner will be determined by successively reviewing the following criteria:

- The total of classification points
- The most victories by submissions
- The most technical points obtained during the match
- The fewest technical points given during the match
- The outcome of the last bout competed



## CHAPTER 6 - POINTS FOR ACTIONS AND POSITIONS

### Article 34 - Definition of Guard

#### Definition of Guard

Guard is the position of the bottom grappler that uses one or both legs to control the opponent and blocks **them** from reaching a dominant position (side, full or back mount).

Half-guard is **a** guard position where the athlete on bottom position has one of the top athlete's legs trapped between **their** legs.



Example of Half guard

Open guard is when the athlete on bottom position uses both legs to prevent the opponent from achieving a dominant position, without closing **the** legs around the opponent's body (in that case it is considered Closed Guard).



Example of Open Guard

Closed Guard happens when the athlete on bottom position has the athlete on top between **their** legs with **the** feet or **legs** crossed or in contact.



Example of Closed Guard



## Article 35 - Values assigned to the Actions and Positions

|                   | 1 point               | 2 points      | 3 points   | 4 points   |
|-------------------|-----------------------|---------------|------------|------------|
| SCORING ACTIONS   | Submission attack     | Takedown      | Guard Pass |            |
|                   | Opponent's Guard Pull | Reversal      |            |            |
| SCORING POSITIONS |                       | Knee on belly |            | Full Mount |
|                   |                       |               |            | Back Mount |

### SCORING ACTIONS

#### Takedown - 2 points

2 points for a takedown is awarded to any situation (except for a Guard Pull as defined below) in which the action starts standing and then finishes on the ground and one grappler manages to maintain top position with control for 3 seconds.

It is only considered a Controlled Takedown when the athlete on top can keep the opponent on the ground, with the back or the side facing the ground at an angle less than 90°, while maintaining contact with **them** for at least 3 seconds. Or, in the case of the opponent is landing frontal (with belly towards the mat), when they are able to keep him/her down with 3 points of contacts (two arms and one knee or two knees and one arm or head) controlling him/her from behind, having passed the control of his/her arms.

The athlete on top is not considered in control if **they are** under a Submission attack of the opponent. To be considered in control he/she must first escape the submission attempt.

After a Takedown, transitioning from ground to standing position the athletes shall be considered to have returned to standing fighting only once they have remained in a neutral standing position, facing each other, for a continuous period of 3 seconds.

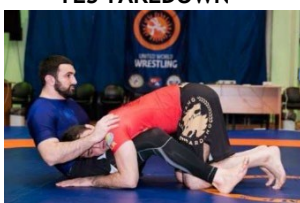
Transitioning to the ground from a standing position without contact with the opponent, with the purpose of avoiding stand-up fighting, shall be penalized with a caution, and 1 point shall be awarded to the opponent. The central referee shall stop the action and bring the competitors back to the neutral standing position.

Guard Pull: A guard pull is defined as the deliberate action of transitioning from a standing position to a bottom guard position while maintaining contact with, or a grip on, the opponent. In this situation, the referee shall allow the action to continue, and the opponent will be awarded 1 point only if they establish and maintain top control for 3 seconds.

No caution shall be issued for a guard pull.

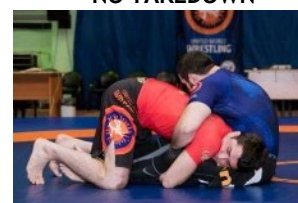
If the athlete returns to a standing position before the completion of the 3-second count, no point shall be awarded. A guard pull shall be evaluated in the same manner when performed as part of a submission attempt, including a guillotine choke or any other submission.

YES TAKEDOWN



Back less than 90° Degree

NO TAKEDOWN



Back more than 90° from the ground



# GRAPPLING

YES TAKEDOWN



There are 3 Points of contacts between knee and arms

NO TAKEDOWN



There aren't 3 points of contacts between knee and arms

YES TAKEDOWN



Athletes have passed behind the control of the arms

NO TAKEDOWN



Athlete has not passed behind the control of the arms

## Reversal - 2 points

Reversals from a bottom position to a top position without direct establishment of a **dominant position** will be awarded 2 points if control from the top position is maintained for 3 seconds.

Reversals from a disadvantaged position, or any bottom position, to a top position with direct establishment of a **dominant position** will be awarded with 2 points + the points corresponding to the dominant position if control is maintained for 3 seconds.

Is considered control after a reversal when the athlete on top is able to keep the opponent on the ground with the back or the side at an angle less than 90° from the ground while maintaining contact with **them** or, in case of the opponent landing frontal (with belly towards the mat), when they are able to keep **them** down with 3 points of contacts (two arms and one knee or two knees and one arm or head) controlling **them** from behind, having passed the control of **their** arms.

The athlete on top is not considered in control if **they are** under a Submission attack of the opponent. To be considered in control, **the athlete** must first escape the submission attempt.

Following an attempted reversal, if the action transitions from ground fighting to a standing position, the athletes shall be considered to have returned to standing fighting only once they have remained in a neutral standing position, facing each other, for a continuous period of 3 seconds. Until that moment, the action shall be considered a continuation of the same ground exchange, and no additional takedown points may be awarded.

**Example:** If an athlete, while attempting a reversal from guard, comes up to a standing single-leg attack, the 3-second count shall begin only after the single-leg action has been completely defended and both athletes are in a neutral standing position, facing each other. If the athletes transition from guard to a standing single-leg attack and then return to guard without first remaining in a neutral standing position for 3 continuous seconds, the referee shall not award an additional takedown score, as the action is deemed a continuation of the same exchange.

**Guard Pass (3 points):** A guard pass is scored when the top athlete successfully passes the opponent's guard and maintains chest-to-torso top control (including side control, north south, scarf-hold, art triangle) while keeping the opponent's back pinned to the mat at an angle of less than 45 degrees from the ground along the longitudinal axis for 3 seconds

**Submission Attack (1 point):**



# GRAPPLING

The athlete that attempts a submission hold where the opponent is in **real danger** of a submission, for at least 3 seconds, he/she shall be awarded 1 point for the Attack when the opponents is able to completely escape the submission. It is the referee's duty to assess how close the submission hold came to fruition.

If an Attack point worth submission attempt is stopped by the end of match, the attacking athlete shall be awarded the 1 point for the attack at the end of the competition time.

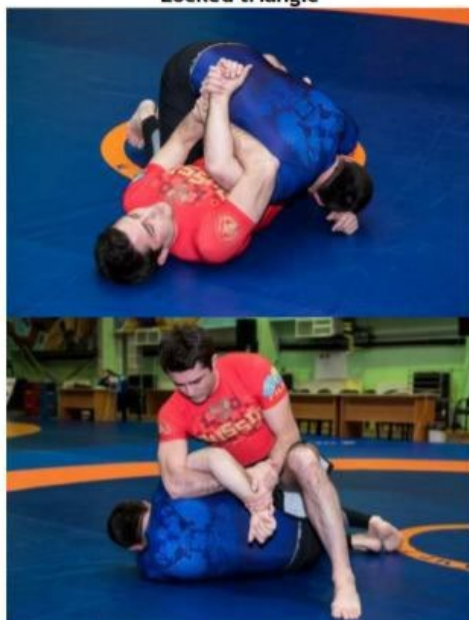
**Note: Wristlock attempts do not score Attack points.**



Locked triangle



Loose triangle attempt with opponent defending



Kimura with arm bend behind opponent back



Kimura attempt with the arm NOT bent behind opponents back and opponent defending

## SCORING POSITIONS

Note: The athlete on top is not considered to be in control if he/she is under a Submission threat from the opponent. To be considered in control, and score the points for the dominant position, he/she must first escape the submission attempt.

### Knee on the Belly - 2 Points

Knee-on-belly is a top control position in which the attacking athlete places the inside knee or shin across the opponent's torso or abdominal area, applies controlling pressure through that knee or shin, and maintains the position continuously for 3 seconds.

The controlling knee or shin may be positioned on the opponent's abdomen, solar plexus, or torso. Exact placement in the centre of the abdomen is not required.

The opponent must be lying predominantly on their back, and the attacking athlete must maintain effective top control for 3 continuous seconds.

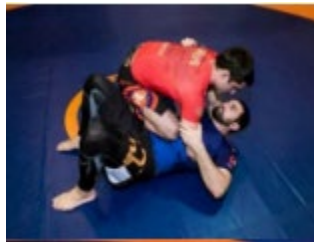


# GRAPPLING

Points may be awarded only when the inside knee or shin is used as the primary point of control. The attacking athlete's other knee may remain raised or touch the mat.

Merely touching the opponent's torso with the knee or shin, without applying effective control and pressure, shall not score points.

A knee placed exclusively on the opponent's head, neck, or groin shall not qualify as knee-on-belly.



## Full Mount (4 points):

When a grappler controls from the top, sitting on the torso of the opponent facing the head with both of knees touching the ground on both sides of the opponent (with up to one arm trapped under a knee) for the count of 3 seconds.

Should the athlete have one of the opponent's arms trapped under their leg, the athlete shall only be awarded points for the full mount if the knee trapping the opponent's arm is not over the line of the armpit.



Example of Full Mount



# GRAPPLING



Example of position that are NOT Full Mount  
1 arms under the legs; knee not on the ground; facing the leg; mounted triangle; leg above armpit level

## Back Mount (4 points):

When a grappler controls the opponent from the back, with his/her chest to the opponent's back and his/her heels between both of the opponent's thighs, or in a body triangle with the legs in a position to trap up to one of the opponent's arms, for the count of 3 seconds.

Back mount position is the only dominant position that can be scored on a standing opponent or from a bottom position.



Examples of positions that are Back Mount  
(i.e., feet are inside the opponent's thighs; body triangle with the legs)



Example of a position that is NOT Back Mount  
(i.e., feet are not inside the opponent's thighs)



## POSITIONAL SCORING AND RESET CONDITIONS

Points for scoring positions are awarded only once per position, unless a defined positional reset occurs.

Once points for a scoring position have been awarded, that same position shall not be scored again unless one of the following reset conditions is met:

- The bottom athlete fully regains guard and maintains it for at least 3 continuous seconds.
- The bottom athlete completes a sweep or reversal and maintains the resulting top position for 3 continuous seconds.
- Both athletes return to a neutral standing position facing each other and maintain it for 3 continuous seconds.

A position shall be considered reset only upon completion of one of the conditions above.

In the absence of a reset, transitions between positions—including returning to a previously scored position—shall not result in additional points. For example, moving from knee-on-belly to full mount and back to knee-on-belly does not generate new points for knee-on-belly unless a reset has occurred.

## CUMULATIVE SCORING OF ACTIONS AND POSITIONS

Points for any scoring technical action or position shall be awarded only when the athlete establishes control and maintains it for 3 continuous seconds.

Points shall not be awarded if, during the execution of the action, during the transition, or before control is stabilized, the athlete who would otherwise score is placed under an immediate threat of a submission hold or choke. In such cases, points shall be awarded only after the submission threat has been fully escaped and the position has been stabilized for 3 continuous seconds.

In such sequences, only one final 3-second control period is required. After stabilization, all valid technical actions and positions completed during the sequence shall be scored cumulatively.

Examples:

- Guard pass followed directly by full mount: 3 points + 4 points awarded after stabilization of full mount.
- Reversal followed directly by full mount: 2 points + 4 points awarded after stabilization of full mount.



## **CHAPTER 7 - CLASSIFICATION POINTS AWARDED AFTER A BOUT**

### **Article 36 - Classification Points**

The classification points that competitors receive for their matches will be used to determine their final ranking.

#### **Victory by Submission (5 points to the winner - 0 points to the loser)**

A victory by submission occurs when a grappler admits his/her defeat either verbally (by screaming or saying “tap” or “stop”) or physically (by tapping at least twice the opponent or the mat with his/her hand or foot). Except for Senior Continental and World Championships, the central referee is entitled to declare a victory by submission if, upon observing a submission attempt, the referee deems that the grappler caught in the submission hold will not be able to escape without harm. A stop by an Injury of any kind caused by a legal action is considered as a Submission.

**Note:** Any illegal action executed to prevent the opponent from completing a submission will also result in a Victory by Submission for the opponent.

#### **Victory by Disqualification (5 points to the winner - 0 points to the loser)**

A victory by disqualification occurs when a grappler is banned from the competition for any reason.

#### **Victory by Default (5 points to the winner - 0 points to the loser)**

A victory by default is declared when a grappler cannot continue the match for any reason or is declared unfit to continue by the Head medical officer.

**Note:** Injury caused by involuntary illegal actions (example: a cut cause by involuntary head clash) result in default.

#### **Victory by Cautions (3 points to the winner - 0 points to the loser)**

A victory by Cautions occurs when a grappler loses the match by receiving 4 Cautions. The reason for the cautions, whether for passivity or illegal actions, is irrelevant.

#### **Victory by Forfeit (3 points to the winner - 0 points to the loser)**

A victory by forfeit is declared when a grappler fails to appear on the mat for the match or does not comply with the present rules as far as competition uniform.

**Note:** Grapplers who forfeits a match without proper medical certificate will not be allowed to proceed throughout the tournament (even in other styles) and be withdrawn from the final ranking.

#### **Victory by Points (3 classification points to the winner - 0 or 1 classification point to the loser)**

A victory by points occurs when an athlete has a higher technical score at the end of regulation time or, where an extra round is required, at the end of the extra round.

The loser shall receive 1 classification point if they score at least 1 technical point during the bout. If the loser scored no technical points, they shall receive 0 classification points.

If the technical score remains tied at the end of the extra round, the winner shall be determined by overtime in accordance with Article 29.

#### **Victory in Overtime (2 points to the winner - 0 points to the loser)**

A victory in overtime occurs after an athlete is declared the winner according to the overtime criteria.

**Note:** For **by points** victories, 1 match classification point will be awarded to the loser if **they** managed to score 1 or more technical points during the match.



## CHAPTER 8 - PASSIVITY

### Article 37 - Passivity

It is the grapplers' duty to maintain action by continuously working to improve their position or submit their opponent and make an honest attempt to keep the actions in bounds.

When the central referee feels that a grappler is exhibiting passivity or stalling, they shall issue a verbal warning ("Red/Blue, Action") without interrupting the match. If the grappler continues to remain passive, the central referee shall raise the arm corresponding to the grappler's colour band and make a fist, signalling the start of the passivity period. 15-second timer will then begin on the scoreboard. During this time, the grappler must actively attempt to score points or secure a submission.

If the grappler fails to show activity within the 15 seconds, the referee, while keeping the first raised, lifts the other hand to give 1 Caution to the passive grappler (and 1 point to the opponent). Every Caution must be reported on the score sheet.

If the passive grappler effectively shows activity or points are awarded before the end of the 15 seconds, the referee signals with the other hand to "wave off" and the passivity time is cancelled.

The first, second and third caution for passivity award 1 point to the opponent up to the fourth caution which results in the disqualification of the passive grappler.

*1<sup>st</sup> caution = 1 point > 2<sup>nd</sup> caution = 1 point > 3<sup>rd</sup> caution = 1 point > 4<sup>th</sup> caution = disqualification*

Note: Cautions from Passivity and Illegal Actions add up (e.g. 2 cautions for passivity + 2 cautions for illegal action) lead to disqualification of the athlete.

#### Passivity includes:

- Holding on in an attempt to neutralize or prohibit action or advancement (e.g., from bottom closed guard holding the opponent without trying any attack just for prevent **them** to posture up and try to pass. From top closed guard, try to hold the opponent and not try to open the guard to pass)
- Delaying action by communicating with coach/corner
- Leaving the mat without permission
- Taking too much time to go back to the centre of the mat for restarts.
- Incorrect restart position
- Misusing timeouts
- Fleeing the mat (i.e., purposely fleeing the mat with both feet to escape from takedown or another action,
- **positioning oneself** constantly near the border of the mat in attempt to use out of bounds to avoid being scored on).
- Note: If an athlete goes out of bounds during a submission attempt (without doing the correct defence) the match will not be stopped until the action is finished or when a part of the head of either grappler is out of the protection area. In that case the athlete that bring the action out of the protection area with the purpose of stopping the fight to escape the submission without doing the correct defence will immediately lose by submission.
- Fleeing the position to avoid stand up or ground fighting (for example if an athlete sits in guard without contact while the athletes are standing up or if the athlete on top stands up during ground fight and not trying to achieve dominant position or a submission on the athlete on bottom).
- **False start — beginning the action before the referee's command to start the bout.**



## **Article 38 - Enforcement of Passivity**

One of the roles of the refereeing body should be to evaluate and distinguish what is real action versus a feigned attempt to waste time.

Active Grappling is defined by seeking contact with the opponent, hooking each other, get dominant positions and trying to set up an attack. Both grapplers are always encouraged to perform Active Grappling.

If only one grappler is performing Active Grappling, **the grappler** will be rewarded. In such cases, **their** opponent who is blocking and preventing Active Grappling will be determined as passive and the appropriate passivity procedure takes place.

### **Clarification**

Any passivity **must** be confirmed by the mat chairman. If in applying the passivity procedure a serious mistake is made by the referee, the mat chairman must intervene.



## **CHAPTER 9 - PROHIBITIONS AND ILLEGAL HOLDS**

### **Article 39 - Illegal Actions**

If a grappler violates the United World Wrestling Code of Ethics in a blatant and unsportsmanlike manner, the central referee shall disqualify him/her from the competition.

Any illegal action executed to prevent the opponent from completing a submission will result in a Victory by Submission for the opponent.

Each caution for illegal action awards 1 point to the opponent; the maximum number of such cautions per bout is 4.

#### **Illegal actions that lead to immediate disqualification from the tournament include:**

- Intentional breaking of bones or joints (i.e. continuing to apply pressure on the joint after the tap out and referee commands to stop) or performing any action with an obvious intent to injure the opponent.
- Intentionally striking with the hands, feet, knees, forearms, elbows, or head.
- Intentional Biting, pulling of hair, nose, ears, or attacking the groin
- Intentional Eye, ear, or nose gouging, fish hooking
- Spikes (when an athlete lifts and drives their opponent head- or neck-first into the ground)
- Back/Front splashes from standing position
- Falling onto a grounded opponent from a standing position.

#### **Illegal actions that will lead to 1 caution include:**

- Intentional grabbing of competition uniform
- Fingers outstretched toward an opponent's face/eyes
- Disregard of the referee's instructions
- Coating the skin with any kind of substance or using gauzes or any kind of protective materials without the authorization of the Head medical officer and in agreement with the referee (the athletes will have the 2 minutes uniform time to remove it).
- Argument/insults towards anybody present in the competition hall
- Talking/screaming during the bout
- Intentionally provoking a reaction from the opponent that causes the opponent to enter a prohibited position resulting in disqualification.
- Pretence of injury
- Pulling individual fingers or toes, fewer than four fingers on the hand or fewer than five toes on the foot.

Illegal actions that lead to 1 caution if they do not hurt the opponent and/or prevented by Referee or to 4 cautions if they hurt the opponent before Referee intervention include:



# GRAPPLING

|    | U5  | U15 BEG | U15 ADV | U17 ADV | SEN ADV | Techniques                                                                                                              |
|----|-----|---------|---------|---------|---------|-------------------------------------------------------------------------------------------------------------------------|
|    | U7  | U15 INT | U17 BEG | SEN INT | U20 ADV |                                                                                                                         |
|    | U9  |         | U17 INT | U20 INT |         |                                                                                                                         |
|    | U11 |         | SEN BEG | VET INT |         |                                                                                                                         |
|    | U13 |         | VET BEG | VET ADV |         |                                                                                                                         |
| 1  | X   |         |         |         |         | Leg stretch submission - banana split                                                                                   |
| 2  | X   |         |         |         |         | Front choke with spinal pressure using a triangle with the legs                                                         |
| 3  | X   | X       |         |         |         | Ezekiel choke                                                                                                           |
| 4  | X   | X       |         |         |         | Straight foot lock                                                                                                      |
| 5  | X   | X       |         |         |         | Front choke - Guillotine (arm in, arm out guillotine)                                                                   |
| 6  | X   | X       |         |         |         | Shoulder lock with leg (Omo-plata variations)                                                                           |
| 7  | X   | X       |         |         |         | Pulling the opponent's head toward oneself with the hands while applying a triangle choke                               |
| 8  | X   | X       |         |         |         | Arm triangle variations (Arm Triangle, Anaconda, D'Arce, Peruvian Necktie)                                              |
| 9  | X   | X       |         |         |         | Buggy choke                                                                                                             |
| 10 | X   | X       |         |         |         | Blocking the opponent's airflow to the nose or mouth using the palms (muffler)                                          |
| 11 | X   | X       | X       |         |         | Reverse rear naked choke applying pressure to the neck                                                                  |
| 12 | X   | X       | X       |         |         | rib and kidney compression from closed guard                                                                            |
| 13 | X   | X       | X       |         |         | Wrist locks                                                                                                             |
| 14 | X   | X       | X       |         |         | Bicep slicer                                                                                                            |
| 15 | X   | X       | X       |         |         | Calf slicer                                                                                                             |
| 16 | X   | X       | X       |         |         | Knee bar                                                                                                                |
| 17 | X   | X       | X       |         |         | Toe hold                                                                                                                |
| 18 | X   | X       | X       |         |         | Knee reaping during a leg lock                                                                                          |
| 19 | X   | X       | X       |         |         | Jumping Guard or Flying Submission                                                                                      |
| 20 | X   | X       | X       | X       |         | Scissor takedown                                                                                                        |
| 21 | X   | X       | X       | X       |         | Heel hook                                                                                                               |
| 22 | X   | X       | X       | X       |         | Aoki Lock                                                                                                               |
| 23 | X   | X       | X       | X       |         | Outside Toe Hold                                                                                                        |
| 24 | X   | X       | X       | X       | X       | Slam                                                                                                                    |
| 25 | X   | X       | X       | X       | X       | It is prohibited to apply a guillotine choke across the face with a twisting force on the chin.                         |
| 26 | X   | X       | X       | X       | X       | It is not allowed to roll forward while the opponent is in back control.                                                |
| 27 | X   | X       | X       | X       | X       | Throws from standing that cause the opponent to land on the head or neck.                                               |
| 28 | X   | X       | X       | X       | X       | Applying submission techniques to individual fingers (fewer than four) or toes (fewer than five).                       |
| 29 | X   | X       | X       | X       | X       | Neck Cranks (including Twister, Crucifix neck crank, Full Nelson, Can Opener, and all variations and similar mechanics) |
| 30 | X   | X       | X       | X       | X       | Choking with the fingers by compressing the throat or trachea.                                                          |

*including all variations and similar mechanics*



## **CHAPTER 10 - THE PROTEST**

### **Article 40 - The Protest**

No protest after the end of a match or any appeal before CAS or any other jurisdiction against a decision made by the refereeing body may be lodged. Under no circumstances may the result of a match be modified after victory has been declared on the mat.

If the UWW President or the responsible person for refereeing notes that the refereeing body have abused their power to modify a match result, they can examine the video and, with the agreement of the UWW Bureau, sanction those responsible as laid down in the provisions of the Regulations for International Refereeing Body.



## CHAPTER 11 - MEDICAL

### Article 41 - Medical Service

The organizer of the competition in question is obliged to provide a medical service responsible for conducting medical examinations prior to the weigh-in and give medical control during the bouts. The medical service, which is required to operate throughout the competition, is under the authority of the UWW doctor in charge. The medical requirements are described in ad hoc rules.

Before the competitors weigh in, the doctors shall examine the athletes and evaluate their state of health. If a competitor is considered to be in poor health or in a condition that is dangerous to **themselves** or to **their** opponent, **the competitor** shall be excluded from participating in the competition.

Throughout the competitions, and at any time, the medical service must be prepared to intervene in case of an accident and to decide whether a grappler is fit to continue the contest. Doctors from the participating teams are fully authorized to treat their injured grapplers, but only the coach or a team officer may be present while treatment is being administered by the doctor. In no case may UWW be held responsible for an injury, disability, or death of a grappler.

### Article 42 - Medical Service Interventions

- a) The UWW doctor in charge has the right and duty to stop a bout at any time through the mat chairman, whenever **they** consider that either competitor is in danger. At first the injury treatment shall be provided by **or under the supervision of** the UWW doctor only. In case **additional** support **is needed**, the doctor of the grapplers' team or the grappler's coach **may be allowed** to come **to the mat**.
- b) **The UWW doctor** may also stop a bout immediately by declaring one of the grapplers unfit to continue. The grappler must never leave the mat, except in the event of a serious injury requiring immediate removal. In **the** case of a grappler being injured, the referee must immediately ask the doctor to intervene; in case no injury is reported by the competition doctor, the referee must request a sanction to the judge or the mat chairman.
- c) If a grappler has a visible injury, the doctor will have the time necessary to treat the injury and will decide if the grappler can carry on the match or not.
- d) A maximum of four minutes will be allocated for each grappler for the entire duration of the bout to be treated for a bleeding injury. The consequences of overrunning this allocated time are described under **article 25**.
- e) In the case of any medical dispute, the doctor for the team of the grappler in question has the right to intervene in any treatment required, or to give advice on an intervention or decision made by the medical service. Only the UWW Medical Commission delegate may propose to the officials that the bout be stopped.
- f) In international competitions where the UWW Medical Commission is not represented, the decision to interrupt the bout will be taken by the competition doctor in consultation with the UWW delegate or the UWW nominated referee and the injured grappler's team doctor.
- g) In all cases, the doctor making the decision to prohibit the grappler from continuing the bout shall be of a nationality other than that of the grappler in question or the opponent, and the doctor must not be involved in the weight class concerned. In case this situation occurs, the decision will be delegated to another doctor



as designated by the delegate referee.

- h) All the first aid injuries (not requiring hospitalization) occurring in UWW international competitions are at the organizer's costs. The injuries requiring hospitalization are covered by the UWW license, provided the case has been announced to the insurance company (at the number appearing at the back of the card) the same day.
- i) If an athlete is injured and can't continue the bout, **they** will lose the match by injury. The concerned athlete won't have to attend the second weigh-in and will be ranked based on the points **accumulated up until the** injury. If the injured athlete is ready to compete for **the** next match, **they must** receive the approval of the UWW Doctor.

**An injured athlete will have until one hour after the conclusion of the first day of competition for their weight category to announce the injury to the UWW Doctor.** For all the other type of injuries or diseases that **occur** out of competition, the concerned athlete will have to attend the weigh-in otherwise **they** will be eliminated **from** the competition and ranked last, without rank.



## **CHAPTER 12 - APPLICATION OF THE GRAPPLING RULES**

The UWW Grappling & Pankration Committee is the sole decision-making authority concerning any modifications to the above provisions that are deemed desirable with a view to improving the technical rules of grappling.

These Rules have been drawn up bearing in mind all the circulars and information distributed by the UWW. They contain all the suggestions put forward by the auxiliary bodies and the Committee which were accepted by the UWW Congress.

These Rules are the only valid document of their type until the following Congress which will be asked to rule on all the possible modifications or interpretations decided by the Executive Bureau.

The National Federations must translate this document into their official language.

Every referee at a competition must have **access to the most recent version of the UWW rule book.**



UNITED WORLD  
**WRESTLING**