

KIDS FOLK STYLE WRESTLING RULES

The objective of the sport of wrestling is to force your opponent onto his back and pin your opponent. A pin, also called a fall, occurs when any part of both shoulders or both shoulder blades (scapula) of either wrestler are in contact with mat for two (2) continuous seconds. A technical fall occurs when a wrestler is winning by 15 pts or more. A pin or technical fall ends the match immediately. For some dual meets, a two pin rule will be in effect to allow additional wrestling. Otherwise, the winner is the wrestler with the most points at the end of the match. There are five ways to score points: Takedown, Escape, Reversal, Near-Fall, and Penalty

MATCH SCORING		
Move	Points	Description
Takedown	2 Pts	From a neutral position (both standing with neither wrestler having control) a wrestler gains control over his opponent down on the mat while the supporting parts of either wrestler are inbounds.
Escape	1 Pt	When a defensive (bottom) wrestler gains a neutral position and his opponent has lost control while at least one wrestler is inbounds.
Reversal	2 Pts	When the defensive wrestler comes from the bottom position and gains control of his opponent, either on the mat or in a rear standing position, while the supporting points of either wrestler are inbounds.
Near Fall	2 or 3 Pts	<p>Near fall criteria is:</p> <ul style="list-style-type: none"> a) when any part of both shoulders or scapula of the defensive wrestler are held for a least 2 seconds within four inches of the mat; b) or when one shoulder or scapula is touching the mat with the other shoulder or scapula held at an angle of 45 degrees or less. <p>If near fall criteria is met for two continuous seconds, 2 points are awarded when the defensive wrestler is out of the predicament. If near fall criteria is met for five continuous seconds a 3 point near fall is awarded when the defensive wrestler is out of the near fall situation.</p>

Penalty	1 Pt typ., See Chart	A wrestler is awarded point(s) for technical violations or infractions of the rules committed by his opponent. These points are awarded according to the penalty chart.
---------	----------------------	---

PENALTY CHART					
Infraction	Warning	First	Second	Third	Fourth
Illegal Holds	No	1pt	1pt	2pt	Disqualify
Unnecessary Roughness	No	1pt	1pt	2pt	Disqualify
Un-sportsman-like conduct	No	1pt	1pt	2pt	Disqualify
Stalling	Yes	1pt	1pt	2pt	Disqualify
Technical Violations	No	1pt	1pt	2pt	Disqualify

Technical violations include avoiding wrestling by leaving the mat, grabbing clothing or headgear, incorrect starting position, locked hands.

Technical violations for false start or incorrect starting position are 1 point penalty for each infraction following two cautions. This infraction does not count toward disqualification.

Un-sportsman-like conduct - No warning, deduct 1 team point for first offense. On 2nd penalty deduct 1 team point, disqualify, and remove from premises. Includes coaches and non-participants.

Flagrant Misconduct- No Warning. Disqualify and deduct 2 team points. Remove from premises. Includes contestants, coaches, and non-participants.

TEAM SCORING		
Type	Points	Description
Decision	3 Pts	Match won by 1 to 7 points
Major Decision	4 Pts	Match won by 8 to 14 points
Technical Fall	5 Pts	Match won by 15 points or more (Match is stopped immediately)
Pin (Fall)	6 Pts	Match won by Pin (Fall)