



CHAPTER 8 - NEGATIVE WRESTLING

Article 45 - Par Terre Position during the Bout

If one of the wrestlers brings his opponent to the ground during the match, wrestling continues in the “parterre” position and the wrestler underneath may counter his opponent’s efforts, stand up or carry out counter-attacks of his choice. If a wrestler brings his opponent to the ground and owing to good defensive action by the attacked wrestler is unable to initiate an action, the referee stops the bout after a reasonable period of time and has the wrestlers resume the bout in a standing position.

While defending attacks and holds from the top wrestler in Greco Roman, the bottom wrestler is not allowed to place more than one of his hands on the opponent’s upper body (torso or any part of the opponent arms). Furthermore, the bottom wrestler must not defend with closed arm or block off with elbows and knees.

The attacking wrestler is forbidden to resume the bout by jumping on his opponent. If he does so, the referee must warn him first; in case of repeated offence, the referee gives him a caution and 2 points and the bout restarts in standing position.

The wrestler on top has no right to interrupt the bout nor to request that wrestling resume in a standing position.

Ordering of parterre position

The initial position of wrestlers in parterre position before the referee blows the whistle is as follows: The wrestler ordered parterre position must have knees and hands in the central circle. Distance between his hands and knees shall be at least 20 centimeters. Arms shall be stretched out, feet shall not be crossed and the superior part of the legs shall be stretched out forming a 90° degree angle with the mat.

The top wrestler is placed behind his opponent, placing both of his hands on the shoulders of his opponent without any hesitation after the parterre position is ordered. He can be in a standing position or have one or two knees on the mat.

Specific points for ordered parterre position in Greco Roman

Immediately after the referee has blown the whistle and the ordered parterre position has started, the bottom wrestler must go flat. Moreover, the bottom wrestler is not allowed to stand up right after the beginning of the ordered parterre position. The bottom wrestler must not jump at the whistle.

Article 47 -Enforcement of Passivity (Freestyle and Greco Roman)

Procedure for enforcement of penalties for inactivity in Freestyle wrestling

The role of the referees, among other vital duties, should be to evaluate and distinguish what is real action versus a feigned attempt to waste time.

- a. Anytime the refereeing body agrees a wrestler is blocking, interlocking fingers, thwarting his opponent and/or generally avoiding wrestling: the mat referee signals to the wrestler “*Caution blue or red*”. First offence, the action is stopped briefly to give a verbal warning: “*Attention*”. Second offence: the action is stopped briefly to designate the guilty wrestler and a 30-second mandatory-score period begins. The referee on the mat shall not interrupt the bout in the midst of a viable action to either start or finish an activity period. A light corresponding to the wrestler at fault is lighted. This notifies the wrestlers, coaches and spectators an “activity period” has begun. Should either wrestler score in the 30 seconds penalty session, no penalty point is awarded, only the corresponding technical point or



UNITED WORLD WRESTLING

points. If neither wrestler scores, the opponent of the designated passive-wrestler is awarded a technical point without stopping the bout.

- b. If after 2:00 minutes into the first period neither wrestler has scored, the referees must mandatory designate one of the wrestler as inactive (the same procedure described above is administered).
- c. When there is less than 30 seconds remaining in either period, if all three of the refereeing body agree a wrestler is evading and/or blocking his opponent, then his/her opponent is awarded two points (i.e. fleeing the hold). This situation can be challenged.
- d. If a wrestler initiates his action some seconds before minute 2:00 with a 0:0 score, the referee will not interrupt the bout and will allow the wrestler to finish the action. If the action ends with points, the bout will continue without any interruption. If the action doesn't end with points, the referee will stop the bout and will apply the activity time.

Procedure for enforcement of penalties for inactivity in Greco-Roman wrestling

Active Wrestling is defined by seeking contact with the opponent, hooking each other and trying to set up an attack. Both wrestlers are always encouraged to perform Active Wrestling.

If only one wrestler is performing Active Wrestling, he will be rewarded. In such cases, his opponent who is blocking and preventing Active Wrestling will be determined as passive and the appropriate passivity procedure takes place.

Negative Wrestling describes every action which is potentially dangerous to the opponent or contrary to the basic principle to provide an offensive and spectacular way of wrestling (e.g. interlocking fingers, avoiding contact).

Negative Wrestling must be stated by the referee upon the first clear sign of it (e.g. "Red, no fingers!") and needs to be confirmed by the mat chairman.

Once confirmed, Negative Wrestling will be declared immediately and a caution (0) and 2 points are awarded to the opponent.

FOR SENIORS, SENIORS U23 AND JUNIORS

Active Wrestling can result in a maximum of two Passive Calls against each wrestler per match. A Passive Call always goes hand in hand with an ordered parterre position in favor of the active wrestler. After two Passive Calls, Active Wrestling can entail only a Total Passivity against the passive wrestler, by which the active wrestler receives 1 point. No parterre position will be ordered in case of Total Passivity. Confirmation of the mat chairman is required for a Passive Call as well as for a Total Passivity. The following procedure will be enforced:

- **First time (P):** 1st Passive Call against the passive wrestler. An ordered parterre position in favor of the active wrestler is called.
- **Second time (P):** 2nd Passive Call against the passive wrestler. An ordered parterre position in favor of the active wrestler is called.
- **Third time:** Total Passivity is called against the passive wrestler. Referee stops the bout and awards 1 point to the active wrestler. Bout continues in standing position.

Negative Wrestling as defined above and in Articles 49-51 must not be penalized with Passive Call or a Total Passivity. In any case, Negative Wrestling results in a caution and 2 points.

A bout must not end with the score 0:0.



UNITED WORLD WRESTLING

If a wrestler is blocking, keeping his head down on his opponent chest, interlocking fingers, or in general avoiding open wrestling in standing position (refusing to come back on a straighter upper body position), the referee will determine this wrestler as being negative.

Passivity and Negative Wrestling have to be distinguished from each other. It is not possible to penalize Passivity with a Negative Wrestling call or vice versa. Passivity and Negative Wrestling are distinctly different.

FOR CADETS AND SCHOOL BOYS

Ordered parterre for passivity is cancelled, and the following procedure will be enforced:

- **First time** issue a verbal warning to the passive wrestler by using UWW vocabulary without stopping the bout. No need to put a "V" on the score sheet
- **Second time (P)** same wrestler is passive, referee will give 1st passivity warning, again without stopping the bout
- **Third time (P)** when the same wrestler is passive, referee shall give 2nd passivity warning and 1 technical point to his opponent, again without stopping the bout.
- **Every further two passivity** will result in 1 technical point to the opponent, all without stopping the bout

Clarification

In case the score is 0:0, 3rd violation to one wrestler must be called within time of the bout not later than 4 minutes 30 seconds (3 minutes for cadets and schoolboys).

In case the bout reach 4 minutes 30 seconds (3 minutes for cadets and schoolboys) and the score is still 0:0, the referee will stop the bout and the refereeing body will choose a wrestler as passive and they will give 1 point to his/her opponent.

Note: the procedures for the enforcement of passivity for the Freestyle and Greco-Roman disciplines are distinctly different.