

## BAD TIME & CORRECTION OF ERRORS

### BAD TIME

- wrestlers are put in the wrong position
- wrong wrestler is given choice of position in 3rd period
- choice of position is not given after 2<sup>nd</sup> injury timeout
- clock should have been stopped at the end of a period
- wrestling continued after a violation when it should have been stopped

\*Any points, penalties and injury time which occur during bad time are voided.

\*Points not voided: Flagrant Misconduct, Unsportsmanlike Conduct, Unnecessary Roughness, Illegal Holds, Blood Time

\*Errors of positioning at the beginning of the 3<sup>rd</sup> period: all points voided (except above), rest 1 minute, re-wrestle period

\*Any errors requiring bad time to be re-wrestled must be corrected prior to the start of the next period

\*Timekeeper errors in starting and stopping the match must be corrected prior to start of next period

\*\*Note - If the timekeeper fails to start clock, let wrestling continue and stop match when there is insignificant action. Then, the official makes a judgment on how much time should be left on the clock. The **OFFICIAL** starts and stops a match. The timekeeper does **NOT**.

### Dual Meet: Match Scoring Errors

Errors by the timekeeper, official scorer or referee must be corrected prior to the offended contestant leaving the mat area, if additional wrestling is necessary. If additional wrestling is not necessary, the error may be corrected as long as the offended contestant or coach remains in the mat area.

Errors involving the **computation** of match score must be corrected within 30 minutes after the conclusion of the dual meet. If the error necessitates additional wrestling, it must be corrected prior to the next match. If it is the last match of the meet, and requires additional wrestling, it must be corrected prior to the offended wrestler leaving the mat area.

### Tournament: Match Scoring Errors

Any error, other than Bad Time or incorrect positioning, shall be corrected prior to the offended contestant leaving the mat area, if additional wrestling is necessary. If additional wrestling is not necessary, the error may be corrected as long as the offended contestant or coach remains in the mat area.

Errors involving the **computation** of match scores must be corrected prior to the next match in which either wrestler competes. If the error necessitates additional wrestling, it must be corrected prior to the offended contestant leaving the mat area. If it is the last match of the meet, and requires additional wrestling, it must be corrected prior to the offended wrestler leaving the mat area. Errors involving the computation of match score must be corrected within 30 minutes after the conclusion of the tournament.

*\*Remember – In the case of a correctable error that occurs in the overtime, the overtime is composed of four separate periods (sudden victory, 2- 30 second tie breakers, and the ultimate tiebreaker).*

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