

Bad Time / Correction of Errors

(10/3/2017)

BAD TIME IS:

- wrestlers are put in the wrong position
- wrong wrestler is given choice of position in 3rd period, 2nd 30 second TB, or ultimate TB
- choice of position not given after 2nd Injury T.O.
- choice not awarded after a 2 point stalling penalty
- 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, IT, during bad time are voided.

* Points not voided are FMC, USC, UR, Illegal holds, and BT

* Errors of positioning at the beginning of the 3rd period – all points voided (except above) – rest 1 min. – re-wrestle period

* Any errors requiring bad time to be re-wrestled must be corrected prior to start of 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. Now make a judgment on how much time should be left and adjust clock.

YOU start and **stop** 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 **and** before the start of the next match on that mat. If additional wrestling is not necessary the error may be corrected as long as the offended contestant or coach remains in the mat area **and** before the start of the next match **on that mat**.

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 positioning shall be corrected prior to the offended contestant leaving the mat area **and** before the start of the next match on that mat 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 **and** before the start of the next match on that mat.

Errors involving the **computation** of match score must be corrected prior to the next match in whom either wrestler competes. If the error necessitates additional wrestling it must be corrected prior to the offended contestant leaving the mat area **and** before the start of the next match on that mat. 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 or official posting of team scores.

**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).*