Team Georgia Freestyle rules for 2014

Technical superiority 10 points

-4 points for all throws (any feet to back or grand amplitude throw earns 4 points)

- Elimination of the 5 second count for the 1 additional back point exposures

- Any penalty imposed for a false start will receive 1 point

-Two three minute periods with a 30 second break between periods for Cadets, and Juniors

-Two two minute periods for Schoolboys, and younger

-Cumulative scoring

\_winner of the match is the wrestler with the highest point total for the two periods

-Stepping out of bounds while under attack or pushed will result in 1 point, and possibly a caution and one for fleeing the mat

-All cautions and warnings are cumulative

Passivity procedure

1. First offense is a warning with no stoppage. No confirmation is required.
2. Second offense requires conformation from judge, and chairman. Match is stop once the call is confirmed, and offending wrestler is put on the thirty second clock. The wrestler on the clock must score within the thirty seconds or his opponent is awarded a penalty point. Should either wrestler score in the thirty second period there is no penalty point.
3. Third offense and all subsequent offenses follows same procedure as second offense.

-All fleeing the mat, illegal holds, and fleeing the hold remain in effect with a caution and one point.

-Three cautions in one match is a disqualification.

Team Georgia Wrestling Greco-Roman Wrestling Rules for 2014

-Technical superiority 10 points

- 4 points for throws (must be followed and controlled)

- 5 points grand amplitude throws (must be followed and controlled)

-Two 4 point throws, or one 5 point throw does not end the match.

- Elimination of the 5 second count for the 1 additional back point exposure

- Any penalty imposed for a false start will receive 1 point

Passivity

- 1st warning – the bout is not stopped to give warning no confirmation required.

-2nd warning requires confirmation. Inactive wrestler is given a caution. Match is stopped. The active wrestler is given a choice of standing, or par terre position.

-3rd passivity Technical point awarded to the active wrestler, and caution to passive wrestler. Call must be confirmed. Active wrestler is given choice of standing, or par tarre.

-4th offense results in disqualification of the passive wrestler due to third caution.

Tie breaker

-Highest technical point value (5,4,2)

- Last point scored

-Most active wrestler (not last called for passivity)