

NCAA Wrestling Rules for Scoring

1928 Bouts are 10 minutes in length, with 2 three-minute extra (overtime) periods if no winner is determined in regulation. Both of the extra periods shall start in the “referee’s position”.

If a takedown occurs in the first 2 minutes of the bout, it shall become a continuous 10-minute bout.

If no takedown or fall occurs in the first 2 minutes, the remaining 8 minutes are divided into two 4-minute periods, with each wrestler starting on top in one period.

If a wrestler scores a fall in the first 4-minute period, this terminates only the first 4-minute period. The other wrestler has the opportunity to score a fall in a faster time in the second 4-minute period.

Consolation bouts consist of three 2-minute periods. A referee can call for extra periods if he is unable to declare a winner in regulation.

Any part of both shoulders held in contact with the mat for *an appreciable length of time* (i.e. 3 seconds) constitutes a fall.

If no fall has resulted after the end of the regular period of wrestling, the referee shall award the bout to the wrestler *who shows greater wrestling ability and aggressiveness*, provided the wrestler has a riding time-advantage of at least one-minute.

The one-minute riding time advantage is not necessary to declare a winner in extra periods or consolation bouts.

1931 Time for a fall changed from 3 to 2 seconds

1938 One-minute or more of riding time advantage is no longer a criteria to be used by the referee in deciding the winner of a bout not ending with a fall.

Length of periods changed to 3 – 3 – 3, with 2 two-minute overtime periods.

1941 Point system introduced to determine the bout winner:

2 Points	Takedown
2 Points	Reversal
1 Point	Escape
4 Points	Near Fall
1 Point	For each minute of time advantage, with a maximum of 2 points

1942 Near Fall changed to 2 points

1949 Overtime no longer used to decide tournament bouts ending in a tie score. The referee will decide the winner.

1954 Added the Predicament, worth 1 point, to scoring

1955 Near Fall worth 2 or 3 points
Riding Time Advantage worth 1 point for 1 minute or more

1957 Overtime periods restored for tournament bouts ending in a tie score. Overtime will consist of 2 two-minute periods, with each wrestler starting on top in one period.

1959 Near Fall worth 3 points

1962 Takedowns changed from 2 points for all TDs to 2 for the first, 1 point for each additional TD.
Near Fall 3 points, Predicament 2 points

1964 Time for a fall changed from 2 to 1 second

- 1966 All takedowns worth 2 points
Overtime periods 1 – 1 – 1 as a mini-bout
Riding Time Advantage worth 1 point for 1 minute, 2 points for 2 minutes or more
- 1970 Riding Time Advantage worth 1 point for 1 minute or more
- 1976 Criteria instituted to determine the winner of overtime bouts ending in a tie score
- 1982 The bout time periods changed from 2-3-3 to 3-2-2.
- 1993 Sudden death overtime introduced for regulation bouts ending in a tie score. The first wrestler to score a point in the two-minute overtime period wins the bout. If no points are scored, a 30-second ride-out period will determine the winner.
- 2001 Overtime period reduced from two to one minute.
- 2004 Overtime now consists of a one-minute overtime period with the first wrestler to score winning. If no points are scored, two 30-second periods with each wrestler having top follow. If the score remains tied, then the overtime sequence is repeated.

NCAA Wrestling Tournament Pairings and Weight Classes

- 1928 Seven weight classes: 115 – 125 – 135 – 145 – 158 – 175 – Unlimited (UNL)
Bagnall – Wild bracketing (single-elimination) system used, with two seeded wrestlers allowed
Three wrestlers place per weight class
For second place, the loser of the championship final shall wrestle the winner of elimination bouts between those contestants who were defeated by the champion.
If the defeated finalist is also defeated in the final second place match, he is automatically awarded third. If the challenger for second loses, he shall wrestle for third the winner of elimination bouts between those contestants who were defeated by the winner of second place prior to the final second place match.
- 1929 Eight weight classes: 115 – 125 – 135 – 145 – 155 – 165 – 175 – UNL
For the tournament team championship, first place is worth 5 points, second 3 points and third 1 point. A fall, forfeit, default or disqualification is worth 1 team point.
- 1931 Weight classes changed: 118 – 126 – 135 – 145 – 155 – 165 – 175 – UNL
No team scoring
- 1932 Seven (Olympic) weight classes: 123 – 134 – 145 – 158 – 174 – 191 – UNL, with team scoring
- 1933 Returned to 1931 weight classes, but no team scoring
- 1934 Team scoring restored
- 1936 Used 1932 Olympic weight classes, Olympic bracketing (black mark) system and Olympic rules (e.g. touch fall). Four individual places per weight class, with fourth place used to qualify for final Olympic team trials.
- 1937 Returned to 1931 weight classes, collegiate rules and bracketing and three places per weight class
- 1938 Weight classes changed: 121 – 128 – 136 – 145 – 155 – 165 – 175 – UNL
- 1941 Four individual places per weight class with team scoring of 6 – 4 – 2 – 1
The loser in the finals automatically finishes second.
Elimination bouts between those contestants who lost to each finalist will determine the two contestants to wrestle for third. The first contestant losing to a finalist wrestles the second round loser, with the winner wrestling the semi-final loser to determine the consolation finalist.
- 1948 Used eight Olympic weight classes (114 – 125 – 136 – 147 – 160 – 174 – 191 – UNL), Olympic bracketing (black mark) system and Olympic rules (e.g. touch fall)
- 1949 Returned to collegiate weight classes, rules and bracketing
- 1951 Weight classes changed: 123 – 130 – 137 – 147 – 157 – 167 – 177 – UNL
- 1952 Added 115 and 191 weight classes for NCAA tournament, optional for dual meets
Cross bracketing introduced for the consolation elimination bouts for third and fourth place.
- 1953 The cross bracketing system for consolations modified.

- 1954 Consolation bracketing system reverted to that used prior to 1952.
- 1955 Team scoring changed to 7 – 5 – 3 – 1, with an advancement point awarded for championship and consolation bouts.
- 1956 Team scoring changed to 10 – 7 – 4 – 2
- 1963 Six individual places per weight class with team scoring of 10 – 7 – 5 – 3 – 2 – 1
Losers of consolation semi-finals wrestle for fifth and sixth
- 1966 Added weight class and changed weights between 137 and 167 (145 – 152 – 160)
- 1968 Team scoring changed to 12 – 9 – 7 – 5 – 3 – 1
- 1970 Changed to 10 weights for duals and NCAA (118 – 126 – 134 – 142 – 150 – 158 – 167 – 177 – 190 – UNL)
- 1972 Superior decision (win by 10 or more points) added and worth ½ team point in tournaments
Wrestlers defeated by a semi-finalist participate in consolations
- 1974 Team scoring changed to 16 – 12 – 9 – 7 – 5 – 3
Advancement in a consolation round reduced to ½ team point
- 1976 Superior decision changed to a win by 12 or more points and worth ¾ team point in tournaments
Major decision (win by 8 or more points) added and worth ½ team point in tournaments
- 1979 Eight individual places per weight class with team scoring of 16 – 12 – 9 – 7 – 5 – 3 – 2 – 1
- 1985 Technical fall (leading by 15 or more points) added and worth 1 team point in tournaments
A bye is the same as an advancement for team scoring, provided the contestant wins his next round bout.
- 1986 Wrestlers defeated by a quarter-finalist participate in consolations
- 1987 Unlimited weight class changed to a maximum weight of 275 pounds.
- 1988 Superior decision eliminated and the team scoring for a technical fall is reduced to ¾ of a point.
- 1995 Team scoring for fall, forfeit, default or disqualification is increased to 2 team points.
Team scoring for major decision is increased to 1 team point.
Technical fall eliminated and replaced with match termination (leading by 15 points or more), which is worth 1 team point.
- 1996 All defeated wrestlers participate in consolations.
- 1997 Technical fall restored and requires the winner to score back points and lead by 15 or more points. It is worth 1.5 team points.
A match termination is leading by 15 or more points without back points and is worth 1 team point.
- 1999 Weight classes changed: 125 – 133 – 140 – 149 – 157 – 165 – 177 – 184 – 197 – 285
- 2001 Team scoring changed to 16 – 12 – 10 – 9 – 7 – 6 – 4 – 3