



“APPROVED”

President of the International
Belt Wrestling Association



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INTERNATIONAL JUDGING RULES FOR BELT WRESTLING

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INTERNATIONAL JUDGING RULES FOR BELT WRESTLING

freestyle (for men and women) and Greco-Roman style (for men)
Belt wrestling

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ARTICLE 1.

INTRODUCTION

National wrestling styles of the peoples of the world, in each specific case, have their own special judging rules, but they are united by the fact that the fights are held in clothing **WITH A BELT**.

Belt wrestling has been perfected for centuries. For the sake of increasing spectacle, further development of this sport and improvement of the judging rules of competitions, it is necessary to preserve the basis of technical actions, leaving the original and effective techniques.

The main goal and objective of belt wrestling is to unify all types of wrestling, both national and traditional, around the world for belt wrestling **competitions** under the rules adopted by the International Belt Wrestling Federation.

Belt wrestling competitions are held in freestyle (for men and women) and Greco-Roman style (for men).

In belt wrestling (freestyle), throws, trips, lifts, sweeps, lifts, hooks, twists, wraps, falls and covers are allowed from a standing position with a grip on the opponent's belt with both hands.

In Greco-Roman style, leg work is prohibited.

ARTICLE 2.

BASIC CONCEPTS AND TERMS IN BELT WRESTLING

Belt wrestling is a type of martial arts competition where the wrestler's GOAL is to put their opponent on their back (**CLEAN WIN**) by using any of the permitted techniques after the wrestler has assumed their starting position.

Positions in wrestling:

STANDING (in a stance): the position of the wrestlers where they touch the mat only with the soles of their feet (standing on their feet).

LYING DOWN – the position of the wrestlers where one of the wrestlers touches the mat with any part of their body, except for the soles of their feet. In this case, the fight **IMMEDIATELY** stops and the wrestlers return to a standing position.

When falling, a wrestler may find themselves: a) “on their back” – a position where the wrestler touches the mat with both shoulder blades; b) “on a bridge” – a position where the wrestler is lying on their back with their feet and head touching the mat; c) “on their side” – a position where the wrestler touches the mat with one shoulder blade and their back at shoulder blade level forms an angle of less than 90 degrees with respect to the mat; d) “on their chest, stomach” – a position where the wrestler touches the mat with their chest or stomach and their back at shoulder blade level forms an angle of more than 90 degrees with respect to the mat; e) “on their buttocks” – a position where the wrestler touches the mat with one or both buttocks, the back of their thighs, or their lower back; f) “on their shoulder” – a position where the wrestler touches the mat with their shoulder pressed against their body (shoulder joint).

Note: The wrestler's position “on a bridge,” “on their side” (angle less than 90 degrees), touching the mat with the shoulder blades alternately without stopping (“rolling”) in dynamics is considered a “dangerous position.”

“Throw” is a technique performed by a wrestler from a standing position, as a result of which their opponent loses their balance and falls to the mat with any part of their body. “Fall” is a technique performed without lifting the opponent from the mat. “Twisting” is a technique performed with or without lifting from a standing position, as a result of which the opponent falls to the mat with any part of their body. “Covering” is a counter-technique as a result of which the attacking wrestler ends up on the bottom, under control, without finishing the technique.

“Out of the mat” is a position where one or both wrestlers step out of the working area of the mat with one or both feet, or, after performing a technique, the body of the wrestler(s) ends up outside the working area.

ARTICLE 3.

BELT WRESTLING COMPETITION VENUE

The competition venue is a flat horizontal surface on which a special mat is laid with a thickness of at least 5 cm.

A working zone and a safety zone are marked on the mat.

The working zone is a circle with a diameter of 6 to 9 meters and is located in the center. In official competitions, the circle diameter is only 9 meters. A circle with a diameter of 1.5 meters for the wrestlers' starting position is marked in the center of the working zone. The strip separating the working zone and the safety zone is called the "passivity zone" and is part of the working zone. It is a contrasting color, usually red. Its width is one meter.

The area behind the "passivity zone" is called the "safety zone," and its width should be 1.5–2.0 meters.

The left corner of the mat chairman's table is marked red, and the right corner is marked blue.

ARTICLE 4.

COMPETITOR'S OUTFIT

The competitor's outfit in belt wrestling competitions consists of white trousers, red and blue sports shirts, and a belt 110–150 cm long for teenagers and young men and 150–180 cm long for adult athletes. The belt width is 4–7 cm.

Competitors must wear sports shoes ("wrestling shoes") with a soft but non-slip sole. Wrestling barefoot is **PROHIBITED!**

If these requirements are not met, the competitor is not allowed to participate in the matches.

ARTICLE 5.

COMPETITOR'S HYGIENE

The competitor must be tidy. The nails are trimmed. Have short hair on the head. Long hair should be pulled back.

Competitors are prohibited from wearing watches, bracelets, rings, or chains on their hands. Protective shields must be soft, without metal objects or plastic.

ARTICLE 6.

JUDGING THE MATCH

The match is judged by a judging panel consisting of a mat chairman, referee, side referee, cornerman, operator judge, and field judge.

Members of the judging panel are prohibited from leaving their work stations and talking to anyone during the match, unless required by the performance of their duties.

Protest: Cornermen have red and blue foam cubes as "challenges" available to them for an emergency stop of the match in a controversial situation, specifically for this technical action.

They are thrown by them onto the center of the mat after the score appears on the scoreboard for 5–10 seconds (before the referee's whistle). In this case, the judge should ask the athlete's opinion. The athlete's decision is decisive. But at the same time, if, after discussion by the judging panel, the assessment of the technical action remains unchanged, then the wrestler loses the right to challenge the situation another

time, the “challenge” is taken away, and his opponent receives 1 technical point.

In case of a positive decision, cornerman can use the right to throw the “challenge” several times, and the athlete himself can also use this right if he considers it necessary.

This rule applies only to the main time of the match and the fight in short grip. After the match is over and the result is announced, this rule is not in force.

ARTICLE 7.

DUTIES AND RIGHTS OF PARTICIPANTS

A participant is obligated to:

- a) strictly adhere to the Regulations, Rules, and Competition Schedule;
- b) comply with the judges’ requirements;
- c) promptly appear on the wrestling mat when called upon by the judging panel;
- d) be courteous to all competition participants and spectators.

A participant has the right to: a) receive timely information about the progress of the competition, the Competition Schedule, and changes to the Competition Schedule; b) receive information about decisions made by the judging panel through the official representative of their team or coach.

ARTICLE 8.

FUNCTIONS OF THE TEAM REPRESENTATIVE AND COACH (CORNERMAN)

- The team representative is the intermediary between the judging panel of the competition and the team’s athletes (coaches).
- If the team does not have a representative, their duties are performed by the coach or team captain.
- Team representatives must be located in the designated areas for them.
- A team representative cannot simultaneously be a judge and a doctor in these competitions.
- The team representative performs the following functions: a) participates in the draw; b) participates in joint meetings with the judges, where they can express comments on the judges’ work only based on specific provisions of the Rules; c) approves the results of each day and the competition as a whole; c) is responsible for the discipline of the team members and ensures their timely arrival at the competition.
- The team representative is prohibited from interfering with the decisions of the judges and the persons conducting the competition, as well as performing actions that insult the judges, participants, and spectators.
- For violation or non-performance of their duties, the team representative may be removed from their duties.
- During the match, the coach (cornerman) has the right to give instructions to their athlete, being in the designated area near the wrestling mat and not interfering with the work of the judges.
- Coaches (cornermen) must sit in the designated places for them until the start of the match and be dressed in sportswear (wearing shorts and wrestling gear is prohibited).
- Coaches (cornermen) do not have the right to go onto the mat and behave improperly towards the judges and all competition participants (including spectators).
- For violation or non-performance of their duties, the coach (cornermen) may be removed from their duties.

ARTICLE 9.

FUNCTIONS OF THE CHIEF JUDGE

The Chief Judge of the competition is appointed by the Head of the IBWA or his authorized representative (the Chairman of the IBWA Judging Panel). The Chief Judge manages the competition in accordance with the Regulations and Rules. He is responsible for conducting the competition for the organization conducting the competition.

The Chief Judge is obligated to:

- Verify the readiness for the competition of all premises, equipment, and inventory, their compliance with the requirements of the Rules, draw up an acceptance act for the competition venue, and also ensure the availability of the necessary documentation;
- Approve the list of judges;
- Organize and supervise the weighing of participants;
- Organize and supervise the draw of participants;
- Approve the competition schedule;
- Conduct meetings of competition judges jointly with team representatives before the start of the competition, after the end of each day of competition, as well as in cases where it becomes necessary;
- During the competition days, ensure the compilation of a judge rating and conduct tests to determine the level of knowledge, which is an integral part of the Chief Judge's report;
- No later than 7 days after the end of the competition, submit a report to the organization conducting the competition (Appendix No. 1);
- On the day of the competition, ensure the compilation of a protocol of violations (removal, disqualification, imposition of penalties) and its transmission to the Federation Secretariat for registration (Appendix No. 2).

The Chief Judge has the right to:

- Cancel the competition if the venue, equipment, or inventory does not meet the requirements of the Rules by the time of its commencement (the decision is made jointly with the representative of the conducting organization);
- Interrupt the match, announce a break, or terminate the competition in the event of unfavorable conditions that interfere with normal conduct;
- Change the program and competition schedule if there is an urgent need.
- Issue a warning or remove (remove, disqualify) a judge, representative (coach, cornerman), or participant from performing their duties for a gross violation of the rules

Note: If necessary, the Chief Judge may propose to the IBWF that penalty sanctions be imposed on the National Federation (Association), without paying which the country cannot participate in the following competitions.

Compliance with the orders of the Chief Judge is mandatory for judges, participants, representatives, and coaches of teams.

At the request of the Chief Judge, his functions at the competition may be temporarily performed by his deputy.

ARTICLE 11.

FUNCTIONS OF THE MAT CHAIRMAN

- The Mat Chairman leads the judging panel, keeps the judging protocol, informs about the progress of the match, and announces the result.
- The Mat Chairman wears armbands: red on the left arm and blue on the right arm.
- The Mat Chairman, along with the referee and the side referee, evaluates the actions of the wrestlers

and uses gestures or an electronic scoreboard to show the scores.

- The Mat Chairman has the right to stop the match and inquire about the reasons for certain decisions made by the referee and the side referee.
- The Mat Chairman, in case of disagreements in the assessments of the referee and the side referee, after listening to their opinions, makes the final decision, but he must not express his opinion first. The Chairman has a **green foam cube** available for an emergency stop to the match.
- The Mat Chairman must not allow the distortion of the match due to attempts at interference from the outside.
- The Mat Chairman, in the absence of assessed technical actions, conducts an assessment of the progress of the match by decision of the judging panel **EVERY 30 SECONDS**.
- After the match is over, Mat Chairman points to the winner with the armband of the winner's shirt and announces the result.
- The Mat Chairman must have yellow and red cards available (remarks, warnings, and removals from the stands for spectators).

Note: For violation or non-performance of their duties, the cornerman or coach-representative is first shown a yellow card (remark), and if the situation does not change, he shows a red card (after coordination with the referee and side referee, warning, and removal to the stands for spectators). In cases of unethical behavior (indecent, insulting shouts, remarks, or gestures), the cornerman or coach representative is given a warning—removal from the stands for spectators (a red card is shown). The cornerman or coach-representative can be replaced by another team's cornerman or coach.

ARTICLE 10.

FUNCTIONS OF THE CHIEF SECRETARY

- The Chief Secretary leads the work of the competition secretariat;
- Is a member of the Credentials Commission and appoints secretaries for weighing;
- Participates in the draw;
- Compiles the program and competition schedule;
- Keeps the competition protocols;
- Creates the order of wrestlers' matches by rounds;
- Issues orders and decisions of the Chief Judge;
- Presents the Chief Judge with the competition results for approval and the necessary data for the final report;
- Provides all judging services for the competition, team representatives, and representatives of the media with the necessary materials.
- Ensures the preparation of a report on the competition for submission by the Chief Judge to the organization conducting the competition (no later than 7 days after the end of the competition);
- If necessary, the functions of the Chief Secretary at the competition may be temporarily performed by his deputy with the consent of the Chief Judge.

ARTICLE 12.

FUNCTIONS OF THE REFEREE

- The referee manages the match directly on the mat.
- The referee wears armbands: red on the left arm and blue on the right arm.
- The referee evaluates the actions of the wrestlers and shows the scores with gestures.
- The referee gives a signal with a whistle to start, interrupt, continue, and end the match.
- The referee stops the match in the following cases: a) when a "challenge" is thrown; b) when the wrestler is in the "lying down" position, i.e. touches the mat with any part of their body; c) when one of the wrestlers achieves a clean win or a clear technical advantage (difference of 6 or more points); d) when one of the wrestlers applies or attempts to apply a prohibited move that could lead to injury; e) when one or both wrestlers go out of bounds; f) when one or both wrestlers are injured or feel

unwell; g) when the competitor's outfit needs to be fixed; h) when a warning needs to be given to one or both wrestlers; i) when the Chief Judge or Mat Chairman requests the match to be stopped; j) when the side referee or wrestler(s) requests the match to be stopped; k) when one or both wrestlers are removed or disqualified.

- The referee participates in the announcement of the match result.
- The referee must have yellow and red cards available (remark, warning, or removal); in case of unethical behavior by the cornerman or coach-representative, the referee may request the application of sanctions for violations of the rules from the Mat Chairman.

ARTICLE 13.

FUNCTIONS OF THE SIDE REFEREE

- The side referee is positioned on the opposite side of the mat from the table of the Mat Chairman.
- The side referee wears armbands: red on the left arm and blue on the right arm. They must have a yellow card (remark) and a red card (warning or removal) available. In cases of unethical behavior by the cornerman or coach representative, the side referee can request the application of sanctions for violations of the rules from the Mat Chairman.
- The side referee evaluates the actions of the wrestlers, shows the scores with gestures or on an electronic scoreboard, and fills out the judging notes.
- The side referee cannot get up from his seat until the moment when disagreements arise in the technical assessments during the match and he is invited to the Mat Chairman's table to discuss the situation.

ARTICLE 14.

FUNCTIONS OF THE CORNERMAN

- The cornerman (on the scoreboard) monitors the recording of the country and names of the participants, as well as the scores and penalties given by the judges to the wrestlers during the match.
- The cornerman, in case of failure of the electronic scoreboard, must have a spare mechanical scoreboard.

ARTICLE 15.

FUNCTIONS OF THE OPERATOR JUDGE

The Operator Judge is obligated to:

- before the start of the competition, check for a complete set of video equipment on each mat;
- check the operation of the equipment;
- inform the Chief Judge or Mat Chairman if there are any problems with the equipment.

The Operator Judge records the matches of the wrestlers, if necessary, shows video replays to the judging panel.

ARTICLE 16.

FUNCTIONS OF THE FIELD JUDGE

- The Field Judge, in accordance with the competition schedule protocol and accreditation cards, monitors the compliance of the participants with Article 4 ("Competitor's Outfit") and Article 5 ("Competitor's Hygiene"). Participates in the opening and closing ceremonies of the competition, as well as in the awarding ceremony of the champions and prize winners of the competition.

ARTICLE 17.

MATCH DURATION BY AGE CATEGORIES

The match duration is set as follows:

- Children: boys and girls 10-11 years old - 2.00 min
- Juniors: boys and girls 12-13 years old - 2.30 min
- Youth: boys and girls 14-15 years old - 3.00 min
- Youth: boys and girls 16-17 years old - 3.00 min
- Juniors: junior men and junior women 18-20 years old - 4.00 min
- Adults: men and women 18 years and older - 4.00 min
- Veterans: men over 40 years old, - 3.00 min women over 30 years old.

WEIGHT CATEGORIES

№ №	10-11 y.o Children		12-13 y.o Juniors		14-15 y.o Youth		16-17 y.o Youth		18-20 y.o Juniors		Adults 18 y.o and older		Veterans (Over 40 y.o and older)	
	boys	girls	boys	girls	You ng men	You ng wo men	You ng men	You ng wo men	You ng man	Young wo men	ma n	wom en	man	wom en
1.	32	28	36	32	42	36	45	44	57	48	57	52	65	54
2.	36	32	40	36	46	40	50	48	62	52	62	58	70	60
3.	40	36	44	40	50	44	55	52	68	58	68	66	76	68
4.	44	40	48	44	55	48	60	57	75	66	75	76	83	78
5.	48	44	52	48	60	52	65	63	82	76	82	76+	90	78+
6.	52	48	56	52	65	57	71	70	90	76+	90		100	
7.	56	52	60	57	71	63	77	70+	100		100		100+	
8.	60	52+	65	57+	77	63+	85		100+		100 +			
9.	65		70		85		95							
10.	65+		70+		85+		95+							

ARTICLE 18.

START AND END OF THE MATCH

- The match starts at the referee's whistle (sharp short signal).
- The match ends:
 - when a CLEAN WIN is awarded to one of the wrestlers;
 - CLEAR TECHNICAL ADVANTAGE (difference of 6 or more points);
 - REMOVAL or DISQUALIFICATION of one or both wrestlers;
 - END of the established match time.
- The end of the established match time is announced by a sound signal (gong), after which the referee stops the match with a whistle (sharp prolonged signal).

Note: The sound signal (gong) should have a good timbre and sufficient sound volume.

- After the match, the referee takes a position in the center of the mat facing the Mat Chairman, the wrestlers stand on either side of the referee according to the color of the referee's armbands and the participants' uniforms.
- Only after the match result is announced does the referee raise the hand of the wrestler who won the match. Then the referee turns around with the wrestlers facing the audience (back to the Mat Chairman) and raises the winner's hand again. After that, the wrestlers shake hands. The referee gestures that they can leave the mat.

ARTICLE 19.

STARTING POSITION FOR THE MATCH

- The wrestler who is called first goes to the side of the mat marked red on the left side of the Mat Chairman, and the cornerman wrestler goes to the opposite side of the mat marked blue.
- The wrestlers are introduced to the audience, with their names, titles, and teams being announced.
- At the signal of the referee, the wrestlers meet in the center of the mat and shake hands.
- The referee checks the wrestlers' uniforms and the presence of prohibited items.
- On the referee's command, the wrestlers, in the center of the mat, take the starting position within 10 seconds. Otherwise, the (obstructing) wrestler receives a remark and then a warning.

In the same-name stance, freely touching chest to chest at the same level, the wrestlers take a mutual grip with both hands on the belt from the outside with an overhand grip on the back, putting their hands under the opponent's belt, with the right hand passing under the left hand and the left hand over the opponent's right hand. The distance between the hands on the opponent's back should be approximately 25–30 centimeters. The wrestlers' arms should be slightly bent at the elbows, with the head on the shoulder or forearm. The wrestlers do not try to drop lower or stretch out until the whistle, or conversely, excessively press the opponent towards them (dodge or resist the grip); otherwise, the wrestler receives a remark, then a warning.

The size of the belt when tied is determined at chest level on a full breath. The space between the belt and the chest should be one fist; for heavyweight wrestlers, it should be two fists.

Note: A short grip is a grip where the wrestlers must put their hands under the opponent's **belt** so that they touch. If the hands are wider than one fist apart, a **warning** is given.

Starting Position: The wrestlers stand in the center of a circle with a diameter of 1.5 meters, chest to chest, so that the soles of both feet do not go beyond the edge of the circle. The wrestlers' arms are slightly bent at the elbows, their hands are passed under the **belt** and touched, and the head is on the shoulder or forearm. The wrestlers do not try to drop lower, stretch out until the whistle, or, conversely, excessively press the opponent towards them.

Violations: If one of the wrestlers, before the whistle, moves one or both feet outside the circle, drops to a knee (knees), thus preventing the opponent from connecting their hands in a short grip, stretching or pressing against the opponent, pressing their fists against the ribs, side, or stomach, then the referee blows the whistle, stops the encounter, gives a remark, and on a repeat violation, gives a **warning**.

ARTICLE 20.

ASSESSMENT OF TECHNICAL ACTIONS

A technical action is scored if, as a result of its execution, the attacked wrestler is **THROWN, TWISTED, or FALLEN** to the mat and the attacking wrestler falls on him or nearby in a hold.

A score of **CLEAN WIN** is awarded for a throw, takedown, or twist of the opponent to the back (onto the shoulder blades) or for covering the opponent on the back (onto the shoulder blades) with clear fixation (5:0).

Note: ANY OWN FALL ONTO THE BACK WITH THE AIM OF EXECUTING A TECHNIQUE IS CONSIDERED A LOSS. The attacking wrestler must avoid their own pure fall onto the back. The following is equal to a **CLEAN WIN**

:

1. **WIN BY REMOVAL OR DISQUALIFICATION OF THE OPPONENT** (5:0).
 2. **WIN DUE TO THE OPPONENT'S NON-APPEARANCE ON THE MAT** (5:0).
 3. **WIN DUE TO THE OPPONENT'S REFUSAL, ILLNESS, OR INJURY** (5:0).
- WIN WITH CLEAR TECHNICAL ADVANTAGE** with a difference of 6 or more points (4:0); if

the loser has technical points, then (4:1). The match is stopped, but before announcing the result, the referee asks the winner if he wants to continue the match. If the answer is positive, the match continues until the end of the main time.

This is possible when wrestlers compete in a round-robin system and there are no more than five participants in the weight class.

- **WIN BY POINTS** (3:0); if the loser has technical points, then (3:1).
- **MUTUAL DISQUALIFICATION** (0:0).
- **TWO POINTS** are awarded:
 - for a throw, takedown, twist, or cover of the opponent, after which he ends up in a “dangerous position”.
- **ONE POINT** is awarded:
 - for a throw, takedown, or twist of the opponent onto the stomach, chest, buttocks, thigh, or shoulder (for a throw, twist onto the knee (knees));
 - for covering the opponent on the buttocks and shoulders.

In a disputed situation, when after a technical action the wrestlers are in the same position, preference is given to the attacking wrestler, and he is awarded 1 point. Covering in this case is excluded, i.e., the attack is taken into account.

A counter-technique is a technical action where the attacking wrestler, while executing a technique, as a result of the attacked wrestler’s counteraction, himself ends up in a “dangerous position” without completing the technique. In this case, the wrestler who performs the cover receives two points, one point, or a **CLEAN WIN** if the opponent is on his back (shoulder blades).

If, during the execution of a technique by the attacking wrestler, the attacked wrestler uses prohibited actions (drops to a knee (knees), releases the grip, works with his legs in the classical style, etc.), but the dynamics of the technical action continue without interruption, then the referee must give the attacking wrestler the opportunity to complete the technique and only then show the score. If the attacking wrestler does not receive a score for the technique, then the attacked wrestler is given a warning.

In any case, the attacked wrestler receives a **WARNING**.

If, during the execution of a technique, the attacking or attacked wrestler touches the mat with their knee, but the dynamics of the technical action continue uninterrupted, then the referee must give the attacking wrestler the opportunity to complete the technique and give the appropriate score.

If, however, the attacking wrestler, while attempting to execute a technique, uses a prohibited action, then the match is stopped, the technique is not scored, and the athlete is given a remark.

Upon a repeat violation, the wrestler is given a **WARNING**.

- Technical actions initiated on the mat and completed outside of it are scored in points (1 or 2 points).
- A **CLEAN WIN** outside the mat is not awarded.
- All technical actions are scored on the first contact with any part of the body. Dragging or pressing are not scored, as there is no grappling on the ground (in the parterre).

Note: In cases where the wrestlers enter the “passive zone,” the referee loudly says “ZONE.” Upon this command, the wrestlers must move to the middle of the mat without interrupting the match. If, however, the athlete after the “ZONE” command does not turn towards the working area of the mat but goes outside it (this moment is interpreted by the judges as “passivity” or “attack failure”), then he is punished after each exit outside the working area of the mat—first with a remark, then with a warning.

Note 1: If one of the wrestlers during the match starts blocking the opponent’s grips, presses their fists into the opponent’s stomach, ribs, and sides, takes an exceptionally low stance, goes outside the mat during the fight (interpreted as a failed attack or passivity), simulates, stalls the match, avoids and evades active fighting, or exhibits obvious passivity, then such a wrestler must be punished with a remark, a warning (one or two), and, eventually, may be removed from the match for passive fighting, regardless of whether he was leading in the match or losing it.

Note 2: A technical action initiated before the sound signal (gong) or simultaneously with it and completed after it is evaluated by the judging panel.

Note 3: If, after the end of the set time, the score is equal, the wrestler with more than two points (based on quality) wins. If there are two or one scores, the wrestler who performed the last technical action wins.

Note 4: If, after the end of the set match time, the wrestlers have no points, the match continues until

the first technical action in the short grip.

Note 5: If the wrestlers do not have points after both wrestlers are given a second warning, the match continues in the short grip until the end of the set time (if there are no points, Note 4 comes into force).

Belt wrestling competitions can be conducted according to the following systems:

- **Olympic system** with consolation matches for the finalists;
- **Olympic system** with direct elimination, two rounds, in case of a large number of participants in the weight class. The decision is made by the Judges' Commission.
- **Round-robin system**, when there are no more than **five** participants in the weight class. In this case, only one third place is determined.

Note: If there are six participants in a weight class, then this group is divided into two subgroups, "A" and "B," according to the draw, with three participants each. The opponents in the subgroups fight in a round robin, each against the other. The wrestlers who take **FIRST PLACE** in the subgroups compete for the gold and silver medals, and those who take **SECOND PLACE** in the subgroups automatically take **THIRD PLACE** in the competition.

- a) 7 participants are reduced to 4. Then to 8, 16, 32, 64, etc. The wrestlers who lose to the finalists have the opportunity to compete in consolation matches for bronze medals.

ARTICLE 21.

PENALTIES AND PROHIBITED ACTIONS

When announcing a penalty, the referee must explain the reason for the penalty with a simple gesture.

REMARK is announced for the following violations:

- taking a low defensive stance;
- passive fighting;
- intentionally stepping outside the mat with one or two feet during the match after the "zone" command;
- dropping to a knee (knees);
- slowly taking the starting position (more than 10 seconds);
- pressing the opponent towards oneself, not attempting to execute a technique, and holding the opponent in this position for a long time;
- not allowing the opponent to take a grip;
- obstructing the grip in the starting position.
- pressing the head into the opponent's face, shoulder, or chest;
- pressing fists into the opponent's ribs, side, or stomach;
- talking during the match;
- pressing the opponent down on their back after executing a technique.

WARNING is announced for the following violations:

- a repeated REMARK
- releasing the grip;
- executing a technique while in the position "outside the mat" after the referee's whistle;
- executing a technique after the referee's whistle to stop
- obstructing the opponent from taking a short grip;
- if the hands are wider than one fist apart in the short grip.

A wrestler (wrestlers) may be **REMOVED FROM THE MATCH** for the following violations:

- making indecent shouts, remarks, and gestures that are insulting to the opponent and referees during the match or after its completion;
- not obeying the referee's instructions;
- having hard or metal objects (hidden or openly);
- for not appearing on the mat within 3 (three) minutes;
- after a third WARNING.

DISQUALIFICATION may be announced for the following violations:

- delivering various strikes to the opponent;
- performing actions that may injure the opponent;
- any display of unsportsmanlike conduct;
- for a prior agreement regarding the result of the match (simulated wrestling);
- deceiving the referees.

The decision to disqualify is made by the Chief Referee or his deputy (in the absence of the Chief Referee), together with the judging panel. If necessary, the Chief Referee may propose that the IBWA impose penalties on the National Federation (Association). Failure to pay these penalties may result in the country's inability to participate in subsequent competitions.

Note: Disqualified participants are not given a place, medals, or prizes.

ARTICLE 22.

REFEREE GESTURES

- **INTRODUCTION OF PARTICIPANTS** - After calling the wrestlers to the mat, stand with your back to the Mat Chairman's table in the center, point at the wrestlers in turn (first at the wrestler in red, then at the wrestler in blue) with a straight arm, extended towards the wrestler with an open palm forward.
- **WRESTLERS TO THE CENTER** - Blow the whistle and simultaneously point to the middle of the mat with both hands extended with open palms.
- **TAKE THE STARTING POSITION** - Show a simulated belt grip with both hands.
- **START OF THE MATCH** - At the beginning of the match (during a short pause and continuation of the match), after taking the starting position, blow a sharp short signal with the whistle and take a step back.
- **CLEAN WIN** - Raise a straight arm above your head with the palm forward.
- **TWO POINTS** - Raise a hand clenched into a fist, to the side - up at a 45-degree angle. The thumb and index finger of the raised hand are straightened.
- **ONE POINT** - Raise a hand clenched into a fist, to the side - up at a 45-degree angle. The thumb of the raised hand is straightened.
- **TECHNIQUE NOT SCORED** - With both hands extended to the sides, with open palms down, make two or three cross motions in a horizontal plane.
- **CANCELLATION OF AN ERRONEOUS SCORE** - Show the erroneous score and with the other hand, make a wave two or three times over your head. Then show the correct score.
- **REMARK** - Without stopping the match, point at the wrestler with your hand palm down and clenched into a fist.
- **WARNING** - Stop the match and, standing facing the Mat Chairman's table, raise a bent elbow arm upwards with the palm forward and clenched into a fist.
- **PASSIVITY (NOT FIGHTING)** - Rotate the forearms of the hands, with an open palm in front of you, from the outside towards yourself.
- **GOING OUTSIDE THE MAT** - Point with the index finger of your hand in the direction of the wrestler who intentionally left the working area of the mat. With the other hand, open palm down towards yourself, make a wave two or three times away from yourself outwards.
- **ACTION OUTSIDE THE MAT** - With both hands, open palms down, show a motion away from yourself outwards.
- **POSITION ON KNEES** - Touch both knees with both hands, and then point with the index finger towards the wrestler who has dropped to a knee (knees).
- **BLOCK** - Lower a hand, palm clenched into a fist, down at a 45-degree angle, in the direction of the penalized wrestler.
- **RELEASING THE GRIP** - Bend your arms at the elbows and cross them in a lock, then release the

- grip and point with the index finger in the direction of the wrestler who released the grip.
- **WRESTLERS TO THE CORNERS** - Signal with the whistle and point to the corners with straight arms extended with open palms forward.
- **END OF THE MATCH** - Show the forearms of your hands with open palms forward, edge facing forward, crossed.
- **ANNOUNCEMENT OF THE RESULT** - Standing in the center, facing the Mat Chairman's table, take the wrestlers by the hands and raise the winner's hand upwards. Then turn around together and do the same.
- **INVITE A DOCTOR** - Point with the index finger of one hand at the injured wrestler and with the other hand, open palm up, point towards the medical staff and say "DOCTOR".
- **TAKE TIME** - Hold the forearm of one hand with an open palm down horizontally, and with the fingers of the other hand, place them under this palm.

Note 1: When performing all gestures, the color of the referees' armbands should match the color of the wrestler's uniform.

Note 2: The duration of each gesture should be from 3 to 5 seconds.

ARTICLE 23.

MEDICAL SERVICES

The competition organizer is responsible for providing comprehensive medical services, encompassing pre-weigh-in medical check-ups, pre-competition medical examinations, medical assistance during matches, and the presence of medical personnel throughout the entire competition. A doctor must examine athletes before the weigh-in to evaluate their health status. If an athlete is deemed unfit and their condition poses a risk to themselves or their opponents, they will be disqualified from the competition.

Medical services must be readily available at all times to provide immediate assistance in case of any accidents or injuries. The doctor will determine if an injured wrestler can safely continue the match. Team doctors are authorized to provide medical care to their athletes only in the presence of a coach or official team representative.

IBWA shall not be held liable for any injury, disability, or death of a wrestler under any circumstances.

The official competition doctor has the authority to stop the match at any point if they deem the wrestler unable to continue. A wrestler cannot leave the mat unless they sustain a serious injury requiring hospitalization. If an athlete suffers an injury, the referee must immediately summon the doctor. If the doctor does not confirm the injury, the referee will impose penalties on the athlete for simulation, in consultation with the judge or mat chairman.

When a wrestler sustains a clearly visible injury, the doctor has a designated timeframe to provide immediate care and make a decision regarding the wrestler's ability to continue the match.

ARTICLE 24.

INJURY, ILLNESS, OR ACCIDENT

In the event of an injury, illness, or accident, the refereeing panel will make a decision after consultation, taking into account the following criteria:

- **If the injury or accident occurred due to the fault of the injured party, the win is awarded to their opponent.**
- **If the injury or accident occurred due to the fault of the opponent, the win is awarded to the injured party.**
- **If a participant feels unwell during the match and is unable to continue, the win is awarded to**

their opponent.

- **If one or both participants are injured and it is impossible to determine fault, the win is awarded to the participant who can continue the competition.**

In the case of injury, illness, or accident, as well as any issues with a participant's (or participants') uniform, the match will be paused for a maximum of 3 minutes per participant, with a total cumulative pause time limit. Each minute of the pause will be announced. If, after 3 minutes, a participant cannot continue the match, they will be declared the loser.

ARTICLE 25.

PROTESTS AND SANCTIONS

1. Grounds for Protest:

A protest may be filed in the case of a gross violation of the rules during the judging of a match or in the event of an extraordinary situation.

2. Protest Procedure:

- A protest must be submitted in writing by the official team representative to the Chief Referee of the competition during the competition, specifying the article and paragraph of the Rules that were violated.
- Protests regarding extraordinary situations (violations of the Regulations, weighing and drawing procedures, pair formation) must be submitted immediately in writing upon their occurrence, allowing the refereeing panel to make a timely decision with minimal disruption to the competition's progress and results.

3. Protest Review:

- If a protest is accepted regarding a violation of the rules during judging, it will be reviewed by the Chief Referee with the involvement of the refereeing panel and the participants of the match.
- When reviewing a protest regarding an extraordinary situation, individuals responsible for the violation of the rules must be present.

4. Protest Decision:

- A decision regarding a violation of the rules during judging will be communicated to the representative who filed the protest during the competition.
- In the case of protests regarding other matters, the decision will be made within a timeframe that allows for the correction of errors with minimal disruption to the competition's progress and results. The Chief Referee makes the final decision, which is communicated to all parties involved.

Sanctions:

The International Belt Wrestling Association, as the highest authority, collegially approves disciplinary measures (sanctions) through a decision of its Executive Committee. These sanctions may be imposed on:

- The Chief Referee
- Refereeing panel members (at the request of the Chief Referee)
- Team representatives, coaches, and cornermen
- Competition participants
- National Federations

These sanctions may include fines, with the amount determined and overseen by the Federation. In all cases, a Protocol of Violations (Appendix No. 2) must be drawn up.

ARTICLE 26.

PERFORMANCE-ENHANCING DRUGS (PED)

To combat the usage of PED, the International Belt Wrestling Association has the right to require any wrestler to undergo a PED examination or test at any competition included in the official calendar.

In the case of a positive PED test, the wrestler will be disqualified, automatically relegated to the last

position, and left without a place with the word “disqualified” next to their name.

If a wrestler who finished 1st or 2nd is disqualified due to doping, the bronze medalist who lost to them will be moved to 2nd place.

The wrestler who lost in the consolation round for 3rd–5th place will move up and receive a bronze medal.

ARTICLE 27.

UNFORESEEN SITUATIONS

In situations not covered by these RULES, the decision, after consultation, will be made by the competition director (Chief Referee), the Chairman of the refereeing panel, or the IBWA.

SUPPLEMENT TO THE INTERNATIONAL RULES OF JUDGING FOR BELT WRESTLING

BELT WRESTLING ON SNOW AND SAND (BEACH WRESTLING)

To enhance the spectacle, popularity, accessibility, and further development of this sport, it is proposed to hold competitions on snow - in winter, and on sand - in summer, in open-air environments, while maintaining the core technical actions.

Belt wrestling competitions on snow (sand) are conducted exclusively in the freestyle style. Permitted techniques include throws, leg sweeps, lifts, takedowns, “under-the-arm” lifts, hooks, twists, wraps, takedowns from a standing position, and covering techniques while holding the opponent’s belt with both hands.

In exceptional cases, competitions may also be held in traditional style, where footwork is prohibited. In this style, “under-the-arm” lifts are not permitted.

To minimize the risk of injury in snow and sand belt wrestling competitions, the concept of a “dangerous position” **DOES NOT APPLY**.

In traditional belt wrestling, a “dangerous position” result is **CLEAN WIN**.

ARTICLE 1.

COMPETITION VENUE

The competition venue is a flat, horizontal surface covered with snow (or sand) of at least 20 cm in thickness, lightly compacted and evened out. Inflatable polyethylene pools with diameters of 7-9 meters or bags filled with foam may be used to mark the boundaries of the competition area; in extreme cases, a colored cord (tape) secured across the diameter can be utilized.

The working zone consists of a circle with a diameter ranging from 7-9 meters. In official competitions, the diameter of the circle is strictly 9 meters. The passive zone is not marked.

The corner to the left of the mat director's table is indicated by material (a sheet of cardboard, plywood) of red color, and the right corner by blue color.

ARTICLE 2.

COMPETITOR'S OUTFIT

Competitors in belt wrestling on snow must wear warm clothing, consisting of a padded (down) jacket and trousers or a long coat. Belts must be 110–150 cm long for adolescents and young men and 150–180 cm long for adult athletes. The width of the belt should be 4–7 cm. In addition, there should be armbands of red or blue colors on the sleeves of jackets or coats.

Competitors must wear sports footwear: high leather boots (sneakers) tightly fitting the calf above the ankles, with warm woolen socks, or short felt boots with non-slip soles. For injury prevention, they must have padded shoulder pads, elbow pads, knee pads, and ankle pads.

ARTICLE 3.

REFEREEING OF THE MATCH

The refereeing of the match is conducted by a refereeing team consisting of the mat chairman, referee, side referee, cornerman, and operator judge.

When conducting competitions on snow, members of the refereeing team must wear warm sports clothing, and when conducting competitions on sand, they must wear black trousers, a white short-sleeved

shirt, a black tie, and sports footwear (sneakers or dark-colored slippers), as well as red and blue armbands, a sports whistle, a yellow card (warning), a red card (caution/removal), and red and blue “challenge” cubes at the corners of the mat.

**ARTICLE 4.
MATCH DURATION BY AGE CATEGORIES**

- Cadets (Boys and Girls 15-17 years old): 2.00 minutes
- Youth (Juniors and Junior Girls 18-20 years old): 3.00 minutes
- Adults (Men and Women 18 years and older): 3.00 minutes

WEIGHT CATEGORIES

№№	15-17 y.o. Cadets		18-20 y.o. Youth		18 y.o. and older Adults	
	Cadets	Girls	Juniors	Juniors Girls	Men	Women.
1.	45	44	57	48	62	52
2.	50	48	62	52	68	58
3.	55	52	68	58	75	66
4.	60	57	75	66	82	76
5.	65	63	82	76	90	76+
6.	71	70	90	76+	100	
7.	77	70+	100		100+	
8.	85		100+			
9.	95					
10.	95+					

ARTICLE 5.

STARTING POSITION FOR THE MATCH

- The referee checks the athletes’ attire and the presence of prohibited items.
- On the referee’s command, the wrestlers take their starting position in the center of the mat.
- In the same-sided stance, standing freely with chests touching at the same level, the wrestlers take a mutual grip with both hands on the belt from the outside, gripping from above on the back, passing their wrists under the opponent’s belt, with the right hand passing under the left hand and the left hand passing over the right hand of the opponent. The distance between the hands on the opponent’s back should be approximately 25–30 centimeters. The wrestlers’ arms should be slightly bent at the elbows, and the head should be on the shoulder or forearm. The wrestlers do not attempt to lower themselves, stretch, or, conversely, excessively press against their opponent until the whistle blows.
- The size of the belt when tied is determined at chest level with a full breath. The space between the belt and chest should be one fist for wrestlers in the heavier weight category—two fists.

Note: There is NO “short grip” position when conducting competitions on snow and sand.

ARTICLE 6

EVALUATION OF TECHNICAL ACTIONS

A technical action is evaluated if, as a result of its execution, the attacked wrestler is **THROWN, TWISTED, or TAKEN DOWN** onto the snow (sand) while the attacking wrestler falls

onto them or nearby, maintaining a hold. All technical actions are scored based on the initial contact of any part of the body with the ground surface.

Note: ANY DELIBERATE FALL ONTO THE BACK WITH THE INTENT TO EXECUTE A MOVE IS CONSIDERED A DEFEAT.

The attacking and attacked wrestlers must avoid falling flat onto their backs at all costs.

"CLEAN WIN" (5:0)

"A WIN WITH CLEAR TECHNICAL SUPERIORITY" is awarded when there is a margin of **three** or more points (4:0), but if the losing wrestler has technical points, then it is (4:1). The bout is stopped, but before announcing the result, the referee asks the winner if they wish to continue the match. If the answer is affirmative, the bout continues until the end of regular time.

This scenario is possible when wrestlers compete in a round-robin system with no more than 5 participants in a weight category.

"WIN BY POINTS" (3:0)

If the losing wrestler has technical points, then it is (3:1).

"MUTUAL DISQUALIFICATION" (0:0).

"CLEAN WIN"

A clean win is awarded for any technical action performed from a standing position, with or without lifting the opponent, after which they fall directly onto their shoulders or into a "dangerous position," or for a counter-move (covering), in which the attacking wrestler, failing to complete the move, ends up on their shoulders or in a "dangerous position."

Counter-move – This is a technical action where the attacking wrestler, while executing a move, is countered by the attacked wrestler and ends up in a "dangerous position" or on their shoulders, without completing the move. In this case, the wrestler who executed the covering move is awarded a **CLEAN WIN**.

"ONE POINT"

One point is awarded for throws, takedowns, and twists of the opponent, with or without lifting, as a result of which the opponent lands on their stomach, chest, buttocks, thigh, shoulder, knee, or knees.

Note: If, during the execution of a move by the attacking wrestler, the attacked wrestler employs prohibited actions but the dynamics of the technical action continue without interruption, the referee must allow the attacking wrestler to complete the move and only then show the score.

If the attacking wrestler does not receive a score for the move, the attacked wrestler receives a warning, and the attacking wrestler is awarded one point.

In any case, the attacked wrestler receives a **WARNING**.

In a disputed situation where, after the execution of a technical action, the wrestlers end up in the same position, preference is given to the attacking wrestler, who is awarded 1 point. In this case, covering is excluded, meaning the attack is considered.

Note: If during the execution of a move, the attacking or attacked wrestler touches the snow (sand) with their knee or knees, but the dynamics of the technical action continue without interruption, the referee must allow the attacking wrestler to complete the move and then score accordingly.

Competitions in belt wrestling can be conducted according to:

- The Olympic system with consolation viches from the finalists;
- The Olympic system with double elimination (knockout) for two rounds, in cases where there are a large number of participants in a weight category. This decision is made by the Referee Commission;
- The round-robin system, when there are no more than **five** participants in a weight category. In

this case, only one **THIRD** place is determined.

Note:

If there are 6 (six) participants in a weight category, this group is divided into two subgroups "A" and "B" according to the draw, with 3 participants each. Competitors within the subgroups wrestle in a round-robin format.

The wrestlers who take **FIRST PLACE** in their subgroups compete for the gold and silver medals, and those who take **SECOND PLACE** in their subgroups automatically take **THIRD PLACE** in the competition.

a) 7 participants are reduced to 4. Then to 8, 16, 32, 64. Wrestlers who lose to the finalists have the opportunity to compete in consolation matches for bronze medals.

ARTICLE 7.

DETERMINATION OF THE WINNER IN CASE OF EQUAL POINTS OR NO SCORED ACTIONS

If, at the end of the bout, the wrestlers have no points, the match continues from the initial position until the first scored technical action. If the wrestlers have an equal number of points, the wrestler with more two-point scores (in terms of quality) wins. If the number of two-point scores is also equal, the wrestler who performed the last technical action wins.

Report of the Chief Referee on the Conducted Competitions

Event Name _____

1 Date _____

2 Location _____

3 Organizers: _____

4 Competition Schedule (Regulations attached)

5 Total number of participating teams: _____

6 Total number of competitors _____

7 Number of Participants, including Men and Women (Final Protocol attached) _____

8 Support Staff (Number) _____

Security Personnel _____

Doctors _____

Coaches _____

9 Athletes' Skill Level (Number of athletes of specific qualifications – International Masters of Sports, Masters of Sports, Candidates for Master of Sports, 1st Category, etc.):

10 Composition of the Referee Team (List attached)

11 Number of Protests _____

12 Injuries _____

13 Equipment Provision for the Competition (computers, printer, photocopier, information display, other office equipment, stationery, etc.) _____

14 The Emergency Situations Ministry (MChS) was involved (list or attachment).: _____

15 Media Covering the Competition

Chief Referee: _____ / _____ / _____

Chief Secretary: _____ / _____ / _____

Attachments:

1. Protocol of the Mandate Commission
2. Acts of acceptance of the competition venue (sports facility)
3. Final Protocols
4. Composition of the referee team with positions, referee categories, and assessment of their work
5. Regulations
6. Minutes of meetings of the Competition Organizing Committee and team representatives (if available)

Violation Report (Penalties or Disqualifications)

Event Name: _____

Date: _____

Place: _____

Age category: _____

Discipline: _____

Team: _____

Rule Violation (Detailed Description of the Infraction)

Proposed Penalty (Removal from Match; Removal from Competition; Disqualification from Next Competition; Disqualification for 1 Year or Another Period; Permanent Disqualification)

Chief Competition Referee

_____/_____
(signature) (Full Name)

Mat Chairman

_____/_____
(signature) (Full Name)

Арбитр на ковче

_____/_____
(signature) (Full Name)

Mat Referee

_____/_____
(signature) (Full Name)

Competition Organizer

_____/_____
(signature) (Full Name)

Note:

*The violation report must be submitted to the Secretariat of the Federation organizing the competition on the day of its preparation.