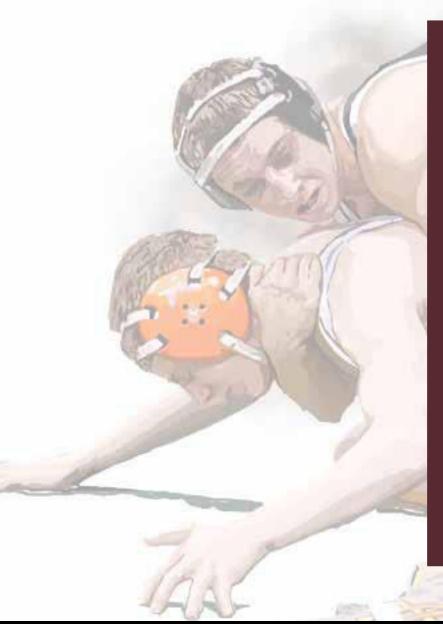


## # 4 Stalling, Stalemate and Fleeing







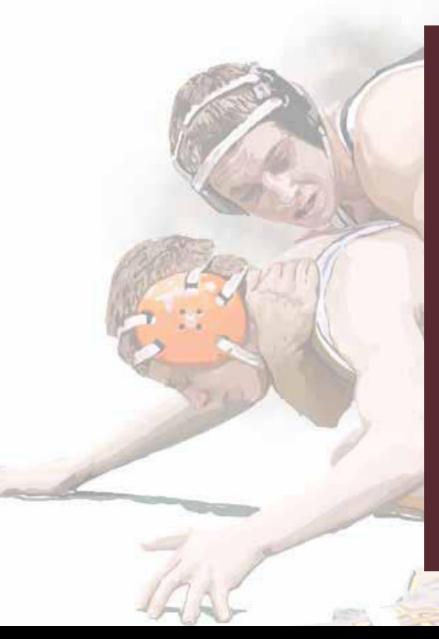


### **Stalling**

- Webster defines stalling as:
  "to employ delaying tactics against"
- Wrestlers are expected to
  - wrestle aggressively
  - regardless of time,
  - score
  - position on the mat.







### What constitutes stalling?

- Repeated action or nonaction to keep opponent from scoring.
- No attempt to improve their position
- Playing the edge
- Delaying a match
- Holding
- Blocking
- Backing





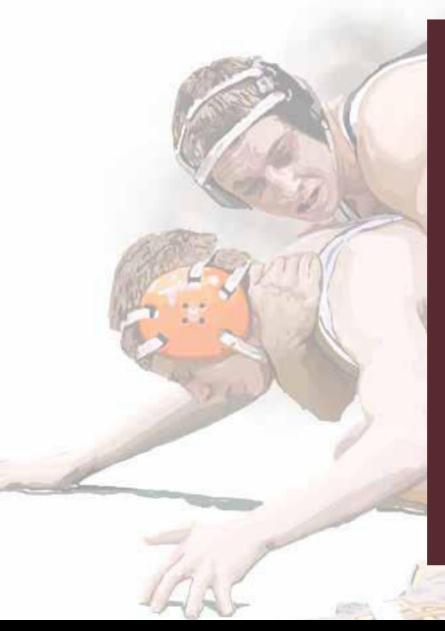


# How to eliminate stalling What is the official looking for?

- Neutral (standing) position-staying in the 10' circle, changing levels, creating angles, wrestling aggressively and initiating action to score a takedown. Lack of effort to contact.
- Offensive (top position)-attempt to score near fall points or a fall by turning opponent.
- Continually changing positions to turn opponent
- Defensive (bottom position)-working aggressively to escape or reverse their opponent



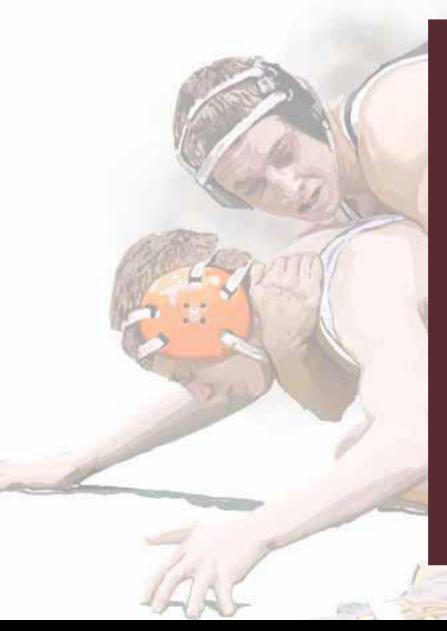




#### **Stalemate situations**

- Stalemate situations occur when neither wrestler can improve their position
  - May not put himself in danger of being injured
  - May not put himself in danger of giving up a score
- Repeated stalemates caused by same wrestler shall be considered stalling.





### Fleeing the Mat

- Fleeing is penalized 1 match point for a technical violation; some forms of fleeing are...
  - Intentionally going out of the wrestling area or
  - Forcing your opponent out of bounds to avoid wrestling or
  - Not allowing the opponent to come back inbounds to wrestle
- Fleeing the mat can occur in any of the three positions (standing, top or bottom)



