9.01

Introduction to Sports

Wrestling

College wrestling is vastly different from the wild theatrics often seen on television. Raving madness, blood-blooding screams, and loveless duels into the grandstand are three features missing from this precise and exacting sport. The object of the game is to touch both the opponent's shoulders to the mat at once; if this is not done, within the time limit, the winner is decided on points awarded for various actions.

Since the intramural wrestling tournament began before the freshman wrestling team came under the rules, given here are adaptable to intramural competition; intercollegiate rules differ only slightly:

**Stalling (Defender's)**: One wrestler is on his hands and knees, with the other standing behind him; the second man puts his right hand on the first's stomach, and his left knee on the opponent's left arm.

**Position of Advantage**: A position in which a contestant is in control of his opponent.

**Take Down**: (2 points) Whenever a contestant brings his opponent to the mat and gains control while the supporting points of either wrestler are on the mat.

**Reversal**: (2 points) When the defensive wrestler comes from underneath and gains control while the supporting points of either wrestler are on the mat.

**Escape**: (1 point) When the defensive wrestler gains a neutral position while the supporting points of either wrestler are on the mat.

**Fall**: Any part of both shoulders or area of both scapulae are held in contact with the mat for two seconds.

**Near Fall**:
- a) When the offensive wrestler has control of his opponent in a pinning combination within two inches of the mat for two seconds.
- b) In like position, when the shoulders are held to the mat for one second.
- c) In like position, when opponent has been held for less than two seconds; this is a "predicament".
- d) Illegal holds:
  - All holds designed to create danger to life or limb are banned by the NCAA. This includes: interlocking hands or arms; body slams; holding over mouth, nose, or eyes; grappling one, two, or three fingers; too holds; strangle holds; and the famous "Full Nelson".

**Scoring System**: Take Down, 2 points; Escape, 1 point; Reversal, 2 points; Near Fall, 2 or 3 points; Predicament, 1 point.

Wrestlers are divided into weight classes, in order to keep competition based on skill, rather than sheer weight. An intramural tournament will contain classes of wrestlers weighing less than 129, 137, 147, 157, 177, 197 pounds. There is also an "unlimited" class, open to anyone, but generally dominated by heavyweights.

By Jay Saloman ’83

In the final week of regular league intramural football play, Delta Upsilon, Lambda Chi Alpha, Beta Theta Pi and Sigma Alpha Epsilon all clinched berths in the playoffs. The B Division Nova Theta Delta Chi, Baker and Sigma Nu stop their respective loops with Leopards VIII and IX tied.

The DU-PJ-Carolina Delta game proved to be the most exciting game of the day as the fired-up PJ fans took the offense, kicked off and marched for a touchdown on John Wicke’s ’62 sharp passing, the marker coming on a pass to Chuck Ingram ’68. The DU’er struck back in the second period as Jim Sams ’62 returned a pass interception 40 yards for the score, making it 7-7 at the half. After PJ threatened ineffectually early in the fourth period, Dock Stoffen ’62 set up DU’s second touchdown by intercepting a pass on the PJ one yard line. Two plays later Paul Cramer ’62 accepted the end for the tally to give DU a 14-7 verdict.

In League III it was the same old story as it’s hostesses of Dave Silver ’66 and Herb Pease ’64 proved too much for Phi Delta Theta. Silver scored twice and Pease once to give LXA an 18-6 triumph.

League II saw the powerful unseated upon Beta Tau brother Theta Chi 6-0. The Beta matadors, led by quarterback Dick Pickett ’62 and end Warren Goodnow ’62 boasts a sound hard-hitting offense and a vicious, opportunistic defense which has outscored League II opposition 155-60.

SAE clinched the fourth spot in the playoffs by beating game but outmatched Phi Kappa Theta 20-0. Mickey Hanley ’62 once again rolled the big gun as his running and passing proved too much for the SAE’s.

Turning to the future, East Campus and NRES will play off the tie for the League VIII crown, and Student House and Beta Kappa Epsilon will do likewise for League IX. On Thursday, Sunday will find DU blasting SAE at 11:30 and the Beta’s taking on LXA at 3:30 in the A Division semifinals, and Beta taking on the League VIII champ in a B Division pre-seasonal game.

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scoreboard

**Division A**

League I

LIX 14 -- E. DU 18

LIX 11 -- E. Delta Chi 12

LIX 8 -- E. Sigma Nu 6

League II

LXI 16 -- E. Beta Tau 19

LXI 13 -- E. Lambda Chi Alpha 6

LXI 10 -- E. Delta Chi 19

League III

LXII 15 -- E. Sigma Alpha Epsilon 9

LXII 12 -- E. Theta Delta Chi 3

LXII 9 -- E. Phi Delta Theta 6

League IV

LXIII 14 -- E. Sigma Nu 14

LXIII 11 -- E. Phi Kappa Theta 11

LXIII 8 -- E. Zeta Beta Tau 17

League V

LXIV 13 -- E. Theta Delta Chi 13

LXIV 10 -- E. Sigma Chi 9

LXIV 7 -- E. Sigma Alpha Epsilon 17

League VI

LXV 16 -- E. Sigma Nu 14

LXV 13 -- E. Lambda Chi Alpha 6

LXV 10 -- E. Phi Delta Theta 9

League VII

LXVI 15 -- E. Sigma Chi 15

LXVI 12 -- E. Zeta Beta Tau 17

LXVI 9 -- E. Theta Delta Chi 19

League VIII

LXVII 26 -- E. Sigma Kappa 26

LXVII 23 -- E. Theta Chi 23

LXVII 20 -- E. Sigma Alpha Epsilon 20

League IX

LXVIII 15 -- E. Sigma Kappa 15

LXVIII 12 -- E. Theta Chi 12

LXVIII 9 -- E. Sigma Alpha Epsilon 9

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