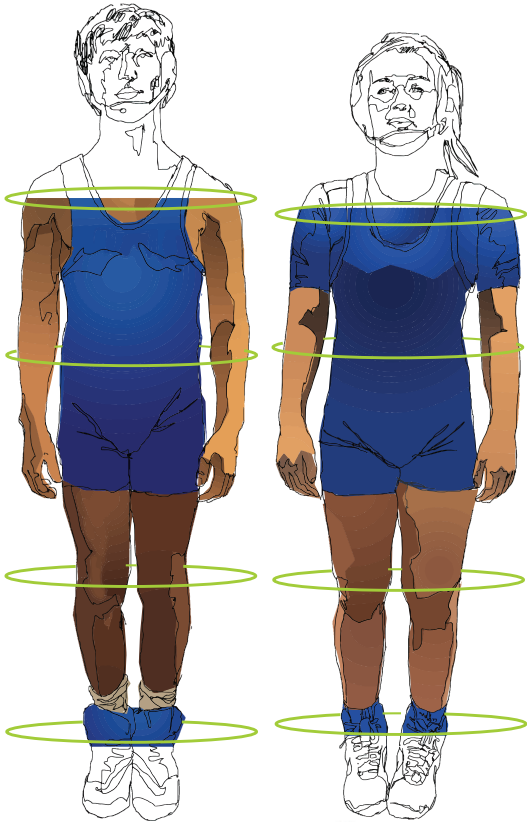
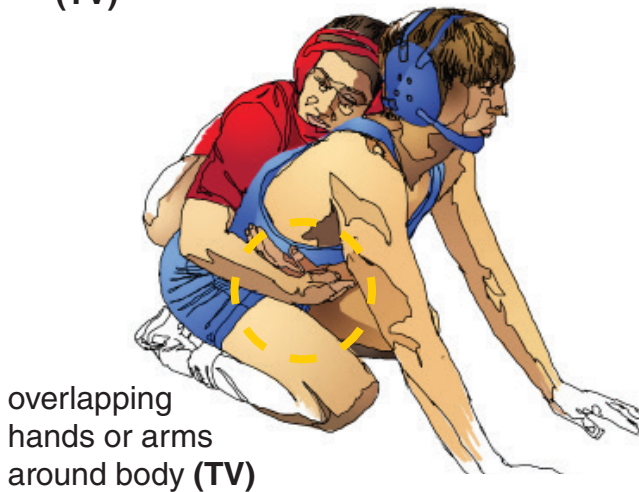
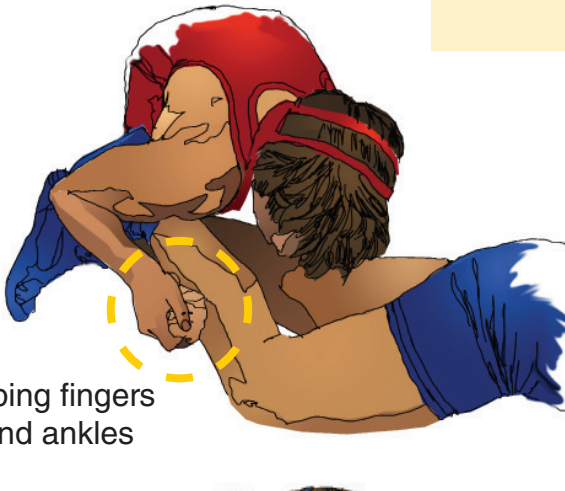


# Basic Locking hands... Technical Violation (TV)



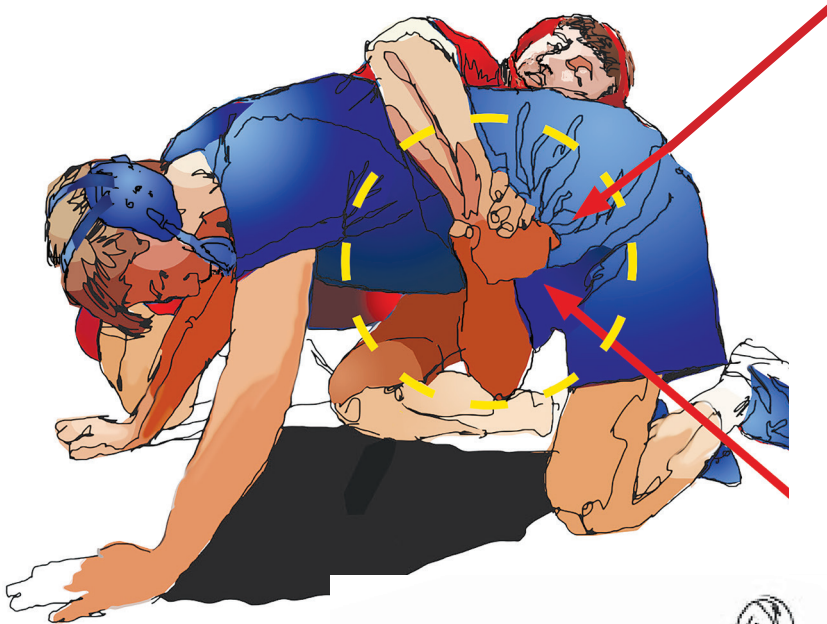
**NOTE:** Think of the tube of the body as a cylinder, offensive **Wrestler "A"** locking hands around **Wrestler "B"**'s shoulders, waist, knees, or ankles with clasped hands, overlapping hands, or interlocking fingers shall be called for locking hands and a **Technical Violation (TV)**



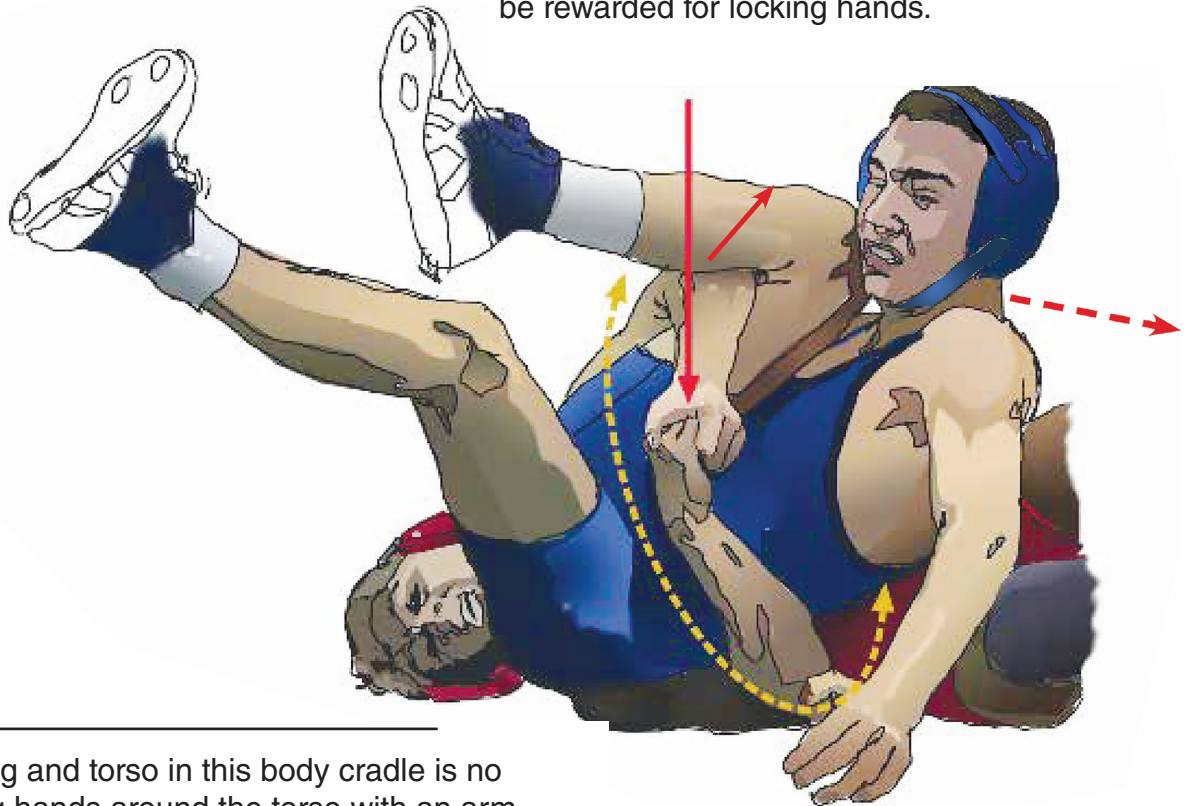
## Locking hands (Extremities included)

In this situation with leg included it is a (TV) when applied by wrestler in the advantage position (**Wrestler "A"**). Stop the match and penalize.

**NFHS Rule 7-3-3** states in-part: "Interlocking or overlapping the hands, fingers or arms around the opponent's body (with or without arms included) or both legs by a wrestler in the advantage position...is a Technical Violation (TV)"



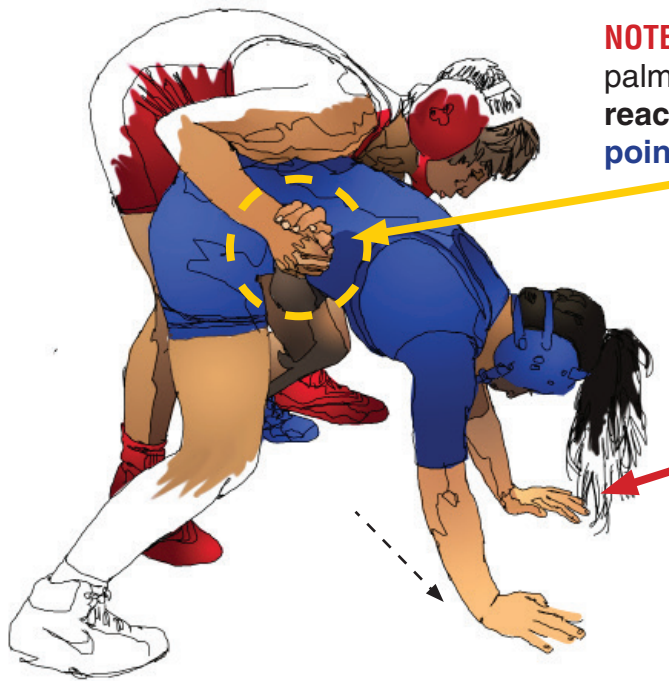
If **Wrestler "A"** takes **Wrestler "B"** to a stacked near fall position, **Wrestler "A"** has committed a (TV) and shall not be rewarded for locking hands.



**NOTE:** The encircled leg and torso in this body cradle is no different than a locking hands around the torso with an arm encircled. In fact, **Wrestler "B"** is placed even more at a disadvantage with a leg and torso being encircled versus torso encirclement with an arm included, (TV)



From neutral position **Wrestler "A"** takes **Wrestler "B"** to the mat, hand,(s) are supporting points. Signal and clearly call out "Take down 2." or "Reversal 2.". **Wrestler "A"** has *reaction time*, to release clasped hands. Rule:5-25-1 and 2.



**NOTE: Wrestler "A"** uses a cross palm grip, if not released **beyond reaction time** penalize and award **point(s) Technical Violation (TV)**

**Wrestler "B"**'s hands are a supporting point making **Wrestler "B"** a defensive wrestler. **Wrestler "A"** completed a takedown or reversal and has **reaction time** to release clasped hands. (TV)



**NOTE: Wrestler "A"** uses a cross palm grip, if not released **beyond reaction time** penalize and award **point(s). (TV)**

**Wrestler "B"**'s hand is a supporting point making **Wrestler "B"** a defensive wrestler. **Wrestler "A"** completed a takedown or reversal and has **reaction time** to release clasped hands. (TV)