This is an amendment to 15.6.11 NMAC, Sections 16, 17, 21 and 22, effective 1/30/2024

## 15.6.11.16 MANAGERS AND PROMOTERS: [RESERVED]

- [A. The commission prohibits any person licensed and acting as a wrestling promoter from also acting as a wrestling manager.
- B. The commission prohibits any person licensed and acting as a wrestling manager from also acting as a wrestling promoter.

[15.6.11.16 NMAC - N, 3/23/2002; Repealed, 1/30/2024]

## 15.6.11.17 MEDICAL EXAMINATION OF A WRESTLER:

- **A.** Conducted by physician designate: Before any wrestler may enter the ring, a physician designated by the commission shall examine all wrestlers, referees, and any other licensed person entering the ring and engaging in a professional exhibition.
- **B.** Medical examination schedule: All wrestlers, referees, and any other person who will enter the ring, must present themselves for such examination within [one hour] one calendar day prior to the commencement of the exhibition.
- **C. Disclosure required**: No wrestler shall conceal any known illness or disability from the examining physician.
- **D. Drug testing of wrestlers**: The commission has the right to drug test any wrestler at any given time.
  - (1) The drug test can consist of the following: cocaine, marijuana, [steroids,] etc.
- (2) If the wrestler tests positive, his license will be withheld or suspended, and he is prohibited from wrestling in New Mexico until he appears before the commission and proves that he is drug-free.
- **E.** Wrestler prohibited from wrestling: The examining physician shall not permit any wrestler to enter the ring who is suffering from any illness or disability that in any way interferes with or prevents the wrestler from giving a full, complete, and satisfactory exhibition of his ability and skill; or endangers his health or the health of his opponent.

[15.6.11.17 NMAC - N, 3/23/2002; A, 1/30/2024]

15.6.11.21	[CONDUCTING WRESTLING EXHIBITION: The following special rules and re-	<del>egulations</del>
apply particularly	to wrestling exhibitions.	

- A. Scoring of exhibitions: All wrestling exhibitions shall be scored as follows.
- (1) One fall match: In a one fall match, the wrestler winning the fall within the time limit shall be declared the winner; or the match can be declared a draw if it goes the time limit.
- (2) Two out of three fall match: In a two out of three fall match, the wrestler who first wins the two falls within the time limit shall be declared the winner. If only one fall occurs within the time limit, the wrestler scoring the fall shall be declared the winner; or the match can be declared a draw if it goes the time limit and no falls occur.
- C. When exhibitions terminate: An exhibition shall be terminated by one fall in a one fall match; or by two out of three falls in a two out of three fall match, unless otherwise approved by the commission.
  - D. [RESERVED]
- E. How referee awards falls: The referee shall immediately slap the back or the shoulder of the wrestler scoring a fall, and raise the wrestler's hand in victory.
- F. Intermission between falls: If the exhibition provides for two-out-of-three falls, wrestlers shall be allowed one minute rest period between falls.
  - G. [RESERVED]
- H. Wrestler refuses or is unable to continue: At the referee's command, an exhibition shall be terminated when a wrestler refuses, or is physically unable, to continue an exhibition, and the decision shall be awarded to the opponent [RESERVED]

[15.6.11.21 NMAC - N, 3/23/2002; Repealed, 1/30/2024]

15.6.11.22 [TAG TEAM WRESTLING: Following are the rules specifically for tag team wrestling. In all other instances, the general rules governing wrestling shall be applicable.

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A. The exhibition shall commence between one man from each opposing team while their respective
partners remain on the apron of the ring outside the ropes in each respective team's corner.
(1) The outside partner is prohibited from entering the ring unless the inside partner is
defeated or is able to touch the outside team member's hand to be relieved.
(2) At all times while awaiting his turn, the outside partner must maintain a hold of a
regulation three foot double rope with a knot in one end, and the other looped over the ring post of his team's
<del>corner.</del>
B. When a tag contact occurs between partners, the outside partner must have both feet on the apron
floor and may only reach over the top rope to make the tag contact.
C. The referee must see to it that the wrestler in the ring retires to the outside of the ring upon tagging
his partner, so that his partner may enter the ring.
D. Team falls occur only when either man from one team has lost a fall by pin or submission.
E. When a fall occurs, team partners may relieve each other.
F. Time out must be taken after an injury to permit the injured contestant to be removed from the
<del>ring.</del>
G. If a wrestler is unable to continue the contest, his partner must carry on the contest alone.
H. If neither team has been able to win a fall, the match can be declared a draw, or the referee can
make a decision.
I. After one warning to the offending wrestler of a foul infraction, the referee shall disqualify the
offender.
(1) It shall be a foul for a contestant to assist his partner or to interfere in any way with the
opponent while waiting his turn on the apron.
(2) It shall be a foul for a contestant to release his hold on the rope in his corner for any
reason whatsoever while waiting his turn on the apron until he is officially replaced by his partner or the referee]
[RESERVED]
[15.6.11.22 NMAC - N, 3/23/2002; Repealed, 1/30/2024]

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