

TITLE 15 GAMBLING AND LIQUOR CONTROL
CHAPTER 6 BOXING, WRESTLING AND MARTIAL ARTS
PART 11 SPECIAL REQUIREMENTS FOR WRESTLING

15.6.11.1 ISSUING AGENCY: New Mexico Athletic Commission.
[15.6.11.1 NMAC - N, 3/23/2002]

15.6.11.2 SCOPE: The provisions in Part 11 apply particularly to all persons and parties licensed by the commission to participate in any manner in wrestling exhibitions.
[15.6.11.2 NMAC - N, 3/23/2002]

15.6.11.3 STATUTORY AUTHORITY: Part 11 of Chapter 6 of Title 15 is promulgated pursuant to the Professional Athletic Competition Act, Sections 60-2A-1 through 60-2A-30, NMSA 1978 (1980 Repl. Pam.).
[15.6.11.3 NMAC - N, 3/23/2002]

15.6.11.4 DURATION: Permanent.
[15.6.11.4 NMAC - N, 3/23/2002]

15.6.11.5 EFFECTIVE DATE: March 23, 2002, unless a later date is cited at the end of a section.
[15.6.11.5 NMAC - N, 3/23/2002]

15.6.11.6 OBJECTIVE: The objective of Part 11 of Chapter 6 is to set forth all commission regulations regarding wrestling exhibitions.
[15.6.11.6 NMAC - N, 3/23/2002]

15.6.11.7 DEFINITIONS: "Fall" refers to scoring against a wrestler when, for a count of three, both of the wrestler's shoulders touch the floor at the same time; or when the wrestler is held down by a submission hold.
[15.6.11.7 NMAC - N, 3/23/2002]

15.6.11.8 WRESTLING PROGRAMS ARE NOT CONTESTS: All professional wrestling programs under the supervision and authority of the commission are exhibitions, not contests.
[15.6.11.8 NMAC - N, 3/23/2002]

15.6.11.9 [RESERVED]
[15.6.11.9 NMAC - N, 3/23/2002]

15.6.11.10 COMMISSION RULES APPLY EXCLUSIVELY: All wrestlers are required to wrestle under the rules of the commission.
[15.6.11.10 NMAC - N, 3/23/2002]

15.6.11.11 ADVERTISING FOR WRESTLING EXHIBITIONS:

A. Exhibitions: All wrestling programs shall be advertised or announced as wrestling exhibitions.

B. Commission approval required for exceptions: Any wrestling promoter who advertises, or causes to be advertised, any professional wrestling exhibition as a wrestling match or championship match, may only do so with the express approval of the commission.

C. Preservation of advertising copy: Wrestling promoters shall provide the commission with copies of all advertising issued in connection with the wrestling exhibition.

[15.6.11.11 NMAC - N, 3/23/2002]

15.6.11.12 [RESERVED]
[15.6.11.12 NMAC - N, 3/23/2002]

15.6.11.13 LICENSE BY COMMISSION REQUIRED:

A. Licensees: All promoters, managers, professional wrestlers, referees, announcers, and anyone who enters the ring, shall be licensed by the commission in order to participate in any wrestling exhibition in New Mexico.

B. Booking agencies: Any person or party operating a booking agency for wrestlers must be licensed as a matchmaker by the commission. In any such agency is a corporation, an officer of said corporation must be licensed by the commission.

[15.6.11.13 NMAC - N, 3/23/2002]

15.6.11.14 REQUIRED OFFICIALS AT WRESTLING EXHIBITIONS: The following officials shall be in attendance at each wrestling exhibition.

- A. Referee.
- B. Event coordinator.
- C. Announcer.
- D. Physician.

[15.6.11.14 NMAC - N, 3/23/2002; A, 8/26/2012]

15.6.11.15 [RESERVED]

[15.6.11.15 NMAC - N, 3/23/2002]

15.6.11.16 MANAGERS AND PROMOTERS:

~~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]

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]

15.6.11.18 [RESERVED]

[15.6.11.18 NMAC - N, 3/23/2002]

15.6.11.19 EQUIPMENT REQUIREMENTS AT EXHIBITIONS:

A. Barricade requirements: Barricades around ringside shall be mandatory at all wrestling exhibitions.

B. Wrestling mats: Mats inside the barricades around the ring should be at least one inch thick and cover any exposed ground.

[15.6.11.19 NMAC - N, 3/23/2002; A, 8/26/2012]

15.6.11.20 [RESERVED]

[15.6.11.20 NMAC - N, 3/23/2002]

15.6.11.21 CONDUCTING WRESTLING EXHIBITION: The following special rules and regulations 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.

[15.6.11.21 NMAC - N, 3/23/2002]

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.

- 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 corner.
- 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 ring.
- 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.

[15.6.11.22 NMAC - N, 3/23/2002]

15.6.11.23 [RESERVED]
[15.6.11.23 NMAC - N, 3/23/2002]

15.6.11.24 WRESTLERS' CONDUCT TOWARD THIRD PARTIES: Wrestlers shall not molest, hit, or abuse any spectator in any manner.

[15.6.11.24 NMAC - N, 3/23/2002]

Commented [DB1]: This section is missing Subsection B. Please renumber the Subsections and removed the 2 [RESERVED] subsections. If no new text is added, it will be A. (1) (2), B. C. D. and E.

HISTORY of 15.6.11 NMAC:

Pre-NMAC History:

Material in the part was derived from that previously filed with the commission of public records - state records center and archives:

NMAC 80-11, Special Rules For Wrestling, filed 9/24/1980.

NMAC Rule 92-13, Special Rules For Wrestling, filed 8/17/1992.

History of Repealed Material:

NMAC Rule 92-13 (aka 15 NMAC 6.11), Special Requirements For Wrestling, filed 8/17/1992; repealed effective 3/23/2002.

Other History:

NMAC Rule 92-13 was recompiled into the first version of the New Mexico Administrative Code as 15 NMAC 6.11 and named Special Requirements For Wrestling.

15.6.11 NMAC, Special Requirements For Wrestling, replaced 15 NMAC 11, Special Requirements For Wrestling, effective 3/23/2002.