Officiating Ohio High School Wrestling

Contributions by:

Ohio High School Athletic Association
Ohio Wrestling Officials Association
National Association of Sports Officials
National Federation of State High School Associations

Unit 5
Objectives—Unit 5

What are legal starting positions?

What is a match?

What are the criteria for being inbounds?

What are the criteria for out of bounds?

Scoring individual maneuvers

What are a wrestler’s supporting points?
Objectives—Unit 5

Team scoring in tournaments?

Team scoring in duals?

What are the criteria for a fall?

What are the criteria for a near fall?
Neutral

POSICIONING

LEGAL

ILLEGAL

Line Extended

Line Extended
POSITIONING

**Offensive:** assume a legal position

- Knee/foot may be placed behind feet
- At least one knee down on near side
- Near side: established by hand on/over elbow
Offensive

Head on or above spinal column

Other arm perpendicular to long axis of body

Second-Palm of hand placed over navel
Optional Start

May position either side on…

- Both feet
- One knee
- Both knees

Hands…

- Between neck & waist with thumbs touching
Optional Start

Offensive wrestler may not…
- Place feet/foot/knees between opponent’s feet/legs
- Straddle opponent
- Be in front of forward starting line

Offensive wrestler must inform official
- Use common sense if changed prior to getting set

Your responsibilities…
- Inform defensive wrestler
- Allow defensive wrestler to adjust
Neutral Signal

NEUTRAL OPTION

Prior to assuming an offensive starting position, the offensive wrestler may signal to the referee the neutral position.

The defensive wrestler is awarded an escape, and wrestling begins from the neutral position.

This rule change now allows the offensive wrestler another choice from the offensive starting position.
DEFINITIONS

Defensive Position

Must allow offensive wrestler to assume legal starting position on either side

Elbows can’t touch mat

Knees parallel & behind rear starting line

Heels of both hands on mat & in front of forward starting line
DEFINITIONS

Supporting Points

Parts of body touching, or within, wrestling area bearing the wrestler’s weight, other than those parts with which he is holding his opponent.

Note: The outer circular boundary line is part of the wrestling area (in-bounds). Areas beyond the outside edge of the line are considered out-of-bounds.
Wrestling continues as long as there are two total supporting points inside or on the boundary line. The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler on or inside the boundary line.
Supporting Points

Down on mat...
  Knee(s)
  Side of thigh
  Buttocks
  Hand(s)
  Head

Pinning situation...
  Shoulders or scapulae
Out of Bounds Calls

When possible, award points before blowing the whistle to indicate out-of-bounds.

- Make the call with confidence.
- Be consistent.
- If called to the table explained what you saw regarding supporting points relative to the boundary line...*it’s my judgement doesn’t cut it.*
Takedown — 2 Points

From the neutral position:

• Gain control over opponent while a total of two supporting points are inbounds.

• The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.

• Torso controlled and one or both knees of the defensive wrestler touch mat beyond reaction time.

• Torso or legs of defensive wrestler controlled and hand(s) touch the mat beyond reaction time.
CONTROL

Takedown — 2 Points

Edge of mat situations:

• Control must be established while a total of two supporting points of either wrestler are in-bounds or while at least the feet of the scoring wrestler finish down on the mat in-bounds.

• The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.
Escape — 1 Point

Defensive wrestler gains a neutral position and the opponent loses control beyond reaction time while a total of two supporting points of either wrestler are in-bounds.

• The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.

Rule of thumb to look for…

• Turn and face opponent
• Be able to defend yourself
It is a reversal when the defensive wrestler comes from underneath and gains control of the opponent…

- On the mat
- In the rear standing position…

while a total of two supporting points are inbounds. The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.

In edge of mat situations, control must be established while a total of two supporting points of either wrestler are in-bounds or while at least the feet of the scoring wrestler finish down on the mat in-bounds.
Near Fall

Defensive wrestler held with:

1. One shoulder or scapula touching mat & other shoulder or scapula at 45° angle or less
2. Both shoulders or scapula within 4” less of mat
3. High bridge
4. Posted on both elbows

NOTE: The pinning area may be out-of-bounds to earn a fall or near fall.
Near Fall

Near fall points:

Restrained in near fall criteria for 2-4 seconds…
  “one-thousand one…one thousand two”
2-points awarded

Restrained in near fall criteria for 5 seconds…
3-points awarded
Near Fall

When a near fall situation occurs while the official is in the standing position…

- Start a silent count when dropping to the mat to view the near fall situation.
- Pick-up the visual hand count once you reach your belly to view the near fall.
- Do not use the visual hand count while standing.
Near Fall

- Near fall points are awarded when the situation has ended.

- Bridgebacks or bridgeovers by the wrestler in control are not scored though a defensive fall may result.

- Near fall is not scored if the pinning area of the defensive wrestler is exposed during an escape or reversal attempt unless restrained for at least 2 seconds.
If injury or bleeding of the defensive wrestler occurs during the following situations the match is stopped and points are awarded as follows:

- Just prior to near fall criteria being met (90° to 46°) – 2 points.
- Near fall criteria has been met for a 1 second count - 2 points.
- Near fall criteria has been met for a 2 to 4 second count – 3 points.
- Near fall criteria has been met for at least a 5 second count – 4 points.
DEFENSIVE VIOLATION

Near Fall Situation

If during a near fall situation one or more of the following violations occur, penalty point(s) are awarded in addition to the near fall points earned.

- Illegal holds(s)
- Unsportsmanlike conduct
- Technical violation(s)

The near fall points earned as well as the accrued penalty points are awarded as follows:

- At the end of the near fall situation
- At the end of the period
- Wrestlers go out of bounds
- The violation itself (endangering the offensive wrestler)
- When the situation is stopped for blood or injury
Near Fall Situation

Examples of near fall plus penalty points:

- Just prior to near fall criteria being met (90° to 46°) – 2 points + penalty point(s).
- Near fall criteria has been met for a 1 second count - 2 points + penalty point(s).
- Near fall criteria has been met for a 2 to 4 second count – 3 points + penalty point(s).
- Near fall criteria has been met for at least a 5 second count – 4 points + penalty point(s).
Fall & Tech Fall

Fall

• Both shoulders/scapula in contact with mat for two seconds

“One-thousand-one”… “One-thousand-two”

Technical Fall

• 15-point differential – match terminates
• Takedown/reversal to near fall criteria to at least a 15-point differential – the match continues until the near fall situation ends
• Can only lose for flagrant misconduct
What Is A Match?

A match begins when the proper wrestlers report to the scorer’s table in dual matches.

Wrestling concludes when...

• Time expires at the end of the third period
• Overtime ends
• Fall, tech fall, disqualification or default occurs
Team Scoring

Regular decision – 3 team points
• Match score exceeds opponent’s by fewer than 8

Major decision – 4 team points
• Score exceeds opponent’s by 8 to 14 points

Technical fall - 5 team points
• Score exceeds opponent’s by 15 or more

Fall – 6 team points

Default – 6 team points
• Opponent unable to continue for any reason
• Coach/wrestler may default a match in progress
DUAL MEET

Team Scoring

Disqualification - 6 Team Points
• Removed in accordance with penalty chart
• Not necessarily eliminated from further competition

Technical fall - 5 team points
• Score exceeds opponent’s by 15 or more

Forfeit – 6 team points
• Opponent fails to appear for a match
• To receive forfeit, a wrestler must be in a legal uniform and ready to wrestle
Team Scoring

If teams have identical scores, a team tie-breaking system shall be used to determine the winner. (Rule 9-2-2)

If none of the criteria resolve the tie, a flip of a disk will determine the winner.

Upon determining the winning team a single team point shall be added to the prevailing team, followed, followed by the letter of the criterion that broke the tie.

Note: A new criterion has been added to the tie-breaking system – “The team giving up the least number of forfeits shall be declared the winner”.
## Team Scoring

<table>
<thead>
<tr>
<th>Event</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major Decision</td>
<td>1 Point</td>
</tr>
<tr>
<td>Technical Fall</td>
<td>1½ Points</td>
</tr>
<tr>
<td>Fall</td>
<td>2 Points</td>
</tr>
<tr>
<td>Default</td>
<td>2 Points</td>
</tr>
<tr>
<td>Forfeit</td>
<td>2 Points</td>
</tr>
<tr>
<td>Disqualification</td>
<td>2 Points</td>
</tr>
</tbody>
</table>

### Bye followed by a win:
- Championship Bracket: 2 Points
- Consolation Bracket: 1 Point

### Advancement:
- Championship Bracket: 2 Points
- Consolation Bracket: 1 Point