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 6
Objectives—Unit 6

What is recovery time & how long is it?
What is injury time & how long is it?
What is bad time & how long is it?
What is a stalemate?
Stalling: Is it or isn’t it?
How long is blood time?
DEFINITIONS & SCORING

Objectives—Unit 6

Misconduct: who/when to penalize?

Flagrant misconduct: who/when to penalize?

What is unsportsmanlike conduct?

Technical violations: what are they?

Illegal holds: what are they?
Blood Time

5-minutes maximum

Cumulative throughout match…including OT

Number of time-outs left to referee’s discretion

Time stopped when blood is controlled

Clean up part of official’s time
Blood Time

Coaching allowed

Bleeding wrestler defaults if time exceeded

Bleeding wrestler wins by default if caused by:

- Unsportsmanlike conduct
- Illegal hold
- Unnecessary roughness
CRITERIA

Injury Time

1½ minutes maximum

Cumulative throughout match
• Including overtime & tie breaker

2 timeouts allowed

Following 2nd time out...opponent gets choice of position

A 3rd timeout...defaults match
Injury Time

Exhausting 1 ½ minutes defaults match

Correcting illegal equipment counts as injury time

Locating/replacing contact lens may count as injury time

…use discretion

Coaching allowed!
Be at scorer’s table monitoring clock.

May need to be close to coach & wrestler on the mat.

Notify coach and wrestler at 45 seconds, at 1 minute and the 1 minute 15 minute mark of the amount of injury time left.
8-2-4 (a)

Any contestant who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the match and shall not return to practice or competition until cleared by an appropriate health-care professional.


Familiarize Yourself with the Concussion Resources Posted at www.ohsaa.org/sports/wrestling.

OHIO LAW: ORC 3313.539 and ORC 3314.03 stipulates the role of the coach and official.
Concussion: 8-2-4

8-2-4(b)(1) New (2019-2020)
In the absence of an appropriate health-care professional, all injuries to the head, neck and involving the cervical column will be covered by the same timeframe as other injuries.

8-2-4 (b)(2) New (2019-2020)
When the appropriate health-care professional(s) are present, they have jurisdiction to extend the allowed time limit to a maximum of five minutes for evaluation of the injuries to the head and neck involving cervical column and/or nervous systems only, at which time the athlete would be required to prepare without delay for continuation or default the match.
Concussion: 8-2-4

8-2-4(b)(3) New (2019-2020)
A second occurrence of injury to the head and neck involving the cervical column and/or central nervous system in the same match shall require the wrestler to default the match.

Ohio Law (ORC 3313.539 and ORC 3314.03) takes precedence over NFHS Rule 8-2-4 (b)(2).

- Requires a coach or referee to remove a student athlete exhibiting signs symptoms or behaviors consistent with having a concussion or head injury from practice or competition.
- Prohibits an athlete from returning to practice or competition on the same day as he/she was removed.
Concussion and/or Unconsciousness

- Student athletes who exhibit signs, symptoms or behaviors consistent with having sustained a concussion must be removed from the contest.
- An appropriate health-care professional (e.g., M.D./D.O.) cannot be overruled in determining that a wrestler is unfit to continue.
- Athlete is prohibited from returning to competition on the same day he/she was removed.
- Athlete cannot return until assessed and cleared by an appropriate health-care professional (M.D./D.O.).
- It’s OHIO LAW.
Non-Head Injuries

- The host school is responsible for designating the on-site appropriate health-care professional for the event.
- The appropriate health-care professional may be a M.D., D.O., nurse practitioner, physician assistant, EMT or ATC.
- Only the designated on-site appropriate health-care professional has jurisdiction at the event.
- Only a M.D., D.O. (preferably a dermatologist) may diagnose a contagious/non-contagious skin problem.
- A contagious skin problem cannot be covered to allow wrestling.
Injury Time

- Injury time cannot be denied if requested by a wrestler.
- If injury time is used to prevent scoring or being pinned... It shall be deemed unsportsmanlike conduct.
  - Wrestler is automatically charged with an injury timeout.
Second Injury Time

At conclusion of 1st period…
Choice at beginning of 2nd & 3rd periods

At conclusion of 2nd period…
Choice at start of 3rd period

At conclusion of 3rd period …
Choice of any one of the three starting positions at the beginning of the sudden victory period
Second Injury Time

If the second injury time-out is taken any time during the sudden victory period …

the opponent shall have the choice of top, bottom or neutral position on the restart.

If the second injury time-out is taken at the conclusion of the sudden victory period …

the opponent shall have the choice of either top or bottom position at the start of both 30-second tiebreaker periods.
Second Injury Time

If the second injury time-out is taken at the conclusion of the first 30-second tiebreaker period … the opponent shall have the choice of either top or bottom at the start of the second 30-second tiebreaker period.

If the second injury time-out occurs at the conclusion of the second 30-second tiebreaker period … the opponent shall have the choice of top or bottom at the start of the ultimate tiebreaker period.
If the second injury time-out occurs at the conclusion of the second period, and the opponent already has the choice at the beginning of the third period … the opponent would then have the added choice at the first restart after the beginning of the third period.

This is also the procedure followed during the first two 30-second overtime periods.
Third Injury Time

A third injury time-out shall terminate the match. The opponent shall be declared the winner by default.
Recovery Time

Time taken for injury through:
- Illegal hold
- Unnecessary roughness
- Unsportsmanlike conduct
- False start in the neutral position

2-minutes of recovery time is granted for each incident.
- Not deducted from injury time.
- Winner by default if unable to continue upon expiration of recovery time.
- Cannot take injury time immediately following recovery time to extend the recovery period.
- Coaching is allowed.
Bad Time

Time wrestled with:

- Wrestlers placed in the wrong position.
- Wrestling continues following violation when match should’ve been stopped.
- Clock should have stopped and wrestling continues after the end of a period.
- Wrong wrestler given choice at the start of the 3<sup>rd</sup> period.
- Wrong wrestler given choice at the start of the 2<sup>nd</sup> 30-second tiebreaker.
- Wrong wrestler given choice at the start of the ultimate tiebreaker.
- Not given choice of position after opponent has taken 2<sup>nd</sup> injury time-out.
- Not given choice of position after opponent has received 2-point stalling penalty.
Bad Time

All points, penalties or injury time voided

Penalties superseding bad time “RIBFUN”

Roughness (Unnecessary Roughness)
Illegal holds
Blood time
Flagrant misconduct
UNsportsmanlike conduct
Bad Time

Must be corrected prior to subsequent period!

If the wrong wrestler is given choice at start of 2\textsuperscript{nd} period or at the start of the 1\textsuperscript{st} 30-second overtime period, no re-wrestling is necessary.

Opponent will be given the choice at the start of 3\textsuperscript{rd} period or at the start of the 2\textsuperscript{nd} 30-second overtime period, respectively.
Situations causing bad time…

Wrong wrestler given choice starting 3rd period

No choice given following 2nd injury time out—refer to next slide for remedy

Remedy for error at start of 3rd period…

All points earned are cancelled

A rest of one minute is granted

3rd period re-wrestled
Bad Time--Positioning

When you determine amount of bad time...

It shall be deleted and/or re-wrestled.

Wrestlers then placed in proper position.
Stalemate

Interlocked in a position in which neither wrestler can improve his position other than a pinning situation.

Hands locked around one leg of opponent to prevent scoring.

If used repeatedly, it is stalling!
Stalling

Wrestlers required to wrestle aggressively regardless of...

- position
- time
- score

First instance a warning is called.
Penalized if stalling continues.
Not stalling when overpowered.
NEUTRAL TACTICS

Stalling

Continually avoiding contact.

Plays edge of mat, steps out of bounds or pushes or pulls opponent out of bounds.

Prevents opponent from returning to or remaining inbounds.

Not attempting to secure a takedown.

Backs out of 10 foot circle, with no effort to make contact.
Content to just ride – doesn’t create angles.

Traps ankle with deep waist with no effort to improve.

Holds opponent in cradle without turning.

Stays parallel with half or arm bar without attempting to turn.

Repeatedly throws legs in when opponent stands.
OFFENSIVE TACTICS

Stalling

When opponent stands, stays behind with no attempt to bring to mat.

Holds heel to buttocks while defensive wrestler is broken down for more than 5 seconds.

Holds opponent’s leg in action not designed to:

• Break opponent down.
• Secure a fall
• Prevent an escape
OTHER TACTICS

Stalling

• If during wrestling, the shoelaces that are tied become undone from typical securing means and also become untied, it is stalling.

• If during wrestling, the shoelaces that are tied become undone from typical secured locking means but stayed tied - no violation.

• Repeated interlocking one leg by either wrestler to prevent scoring.

• Straggling back from out of bounds.

• Changing/adjusting equipment.

• Delay in assuming starting position.

• It is not stalling when intentionally releasing an opponent to immediately thereafter secure a takedown.
OTHER TACTICS

Stalling

Repeated interlocking one leg by either wrestler to prevent scoring

Straggling back from out of bounds

Changing/adjusting equipment

Delay in assuming starting position

It is **not** stalling when intentionally releasing an opponent to immediately thereafter secure a takedown
Refuses to wrestle by not attempting an escape or reversal.

Tripods head on the mat.

Bunches up with hips flat on the mat.

Repeatedly stands up when opponent throws legs.

Interlocks fingers and brings arms close-in to the body.
Stalling

Stalling Penalties:

- 1st offense warning
- 2nd offense 1 point
- 3rd offense 1 point
- 4th offense 2 points plus choice of position on next restart
- 5th offense disqualification

Note: stalling penalties are now administered independently of the penalty progression chart.
In addition to the 2-point penalty for the fourth stalling violation (includes the warning), the opponent will also have the choice of position at the next restart.
Coaching Misconduct

- Any member of coaching staff can go to table and request a conference to discuss a potential misapplication of a rule.

- If there was no misapplication of a rule, the head coach is penalized for misconduct.

- If a member of the coaching staff questions the official’s judgement, the head coach is penalized for misconduct.
Coaching Misconduct

1st offense

warning

2nd offense

deduct 1 team point

3rd offense

deduct 2 team points

Remove head coach for day

This penalty sequence starts anew each day
Unsportsmanlike Conduct

Actions before, during or after a match:

- Abusive language or behavior
- Interfere with orderly progress of match
- Violation of bench decorum rule
- Taunting
- Acts of disrespect
- Inciting negative reactions
Unsportsmanlike Conduct

- Failure to comply with direction of referee
- Pushing, shoving, swearing
- Taunting, intimidation, baiting
- Throwing headgear or equipment
- Indicating displeasure with a call
- Forceful slap to the face or head
Unsportsmanlike Conduct

- Failure to comply with direction of referee.
- Pushing, shoving, swearing.
- Taunting, intimidation, baiting.
- Throwing headgear or equipment.
- Indicating displeasure with a call.
- Forceful slap to the face or head.
- Failure to comply with end-of-match procedure.
- Failure to keep shoulder straps up on mat.
- Repeatedly dropping to one knee to break locked hands.
- Spitting/clearing nasal passage in other than proper receptacle.
Unsportsmanlike Conduct
Before/During/After Match

Penalty Sequence

<table>
<thead>
<tr>
<th>1st</th>
<th>2nd</th>
</tr>
</thead>
</table>
| Deduct 1 team point | Deduct 2 team points
| Remove from premises for remainder of event |
| Carries over in multiple day events |
Unsportsmanlike Conduct

Involves physical or nonphysical acts

From reporting to the table to the last whistle

Awarded as part of progressive penalty sequence

1 Point

1 Point

2 Points

Disqualify
Unsportsmanlike Conduct

Removed for remainder of event

Responsibility of home management

Done without penalty to either team
Flagrant Misconduct

Involves physical or nonphysical acts

Can occur before, during or after match

Includes, but not limited to…

- Striking
- Butting
- Elbowing
- Kicking
- Using tobacco
- Biting
Flagrant Misconduct

Immediate disqualification

Removed from premises

Must be under adult supervision

If no adult supervision, confined to bench

Bracket: Deduct 3 team points and all team points earned to that point.

Dual: Deduct 3 team points from that dual and any team points earned.
All vacancies created in the tournament pairings as a result of removal for flagrant misconduct shall be scored as:

**Forfeits!**
Flagrant Misconduct

Acts serious enough to remove offender

Immediate disqualification

Deduct 3 team points

Remove for remainder of event
Illegal Holds

“Any and all holds used in such a way as to endanger life and limb are considered to be illegal”
Illegal Holds

- Slam
- Suplay
- Salto
- Intentional drill
- Forceful fall-back
- Pulling back thumb or 1, 2, 3 fingers
- Double under hook snap back from rear standing position
- Hammerlock
- Strangleholds
- Double-knee kickback
- Nelson-Cradle
- Back bow
- Headlock w/o arm above elbow
- Overhead double arm bar
- Neck wrench
- Quarter nelson w/ chin
- Leg block
- Straight head scissors
- Figure 4 around body, both legs or the head
- Twisting hammerlock
- Full nelson
- Heel Trap / Knee Fig. 4
Technical Violations

Assuming an incorrect starting position
False start
Going out of wrestling area to avoid an imminent scoring situation
Grasping clothing, headgear or mat
WHAT ARE THEY?

Technical Violations

Interlocking/overlapping hands, fingers, arms around body or both legs — West Point Cradle

Leaving wrestling area without permission

Reporting to mat not properly equipped or ready to wrestle

Shoe coming off during wrestling