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 7
Objectives—Unit 7

Who gets choice in tie breaker?

How many periods are there?

How long are the periods?

How long is the overtime/tie breaker?

Who gets choice in 2\textsuperscript{nd} / 3\textsuperscript{rd} period?
Objectives—Unit 7

Officiating a blind wrestler.

When a team delays its appearance.

Order of weight classes in tournaments.

What does the pre-meet coin flip involve?

Stopping & starting a match in progress.
CONDUCT OF MATCHES

Objectives—Unit 7

The coach’s conference.

When a wrestler is injured.

Do you stop potentially dangerous holds?

Do you stop a match to penalize?
Objectives—Unit 7

End of match procedures.

Who selects weight class order & when?

How & when to correct an error.

Team scoring in dual meets.

Team scoring in tournaments.
Dual & tournament championship rounds

3 periods, 2 minutes each

Tournament consolation round

1\textsuperscript{st} period…1 minute (Ohio rule)

(NFHS gives option of 1 or 2 minutes)

2\textsuperscript{nd} & 3\textsuperscript{rd} periods…2 minutes each
Match Length

Junior High

Dual & tournament championship rounds
  3 periods, 1-1/2 minute periods
Tournament consolation round
  3 periods, 1 minute periods

Over-time: 1 minute with a :30 sec. UTB
Weight Class Order

Selected prior weigh-in

Referee has kit to conduct draw (3-1-1)

Referee or authorized person supervises

First match selected is odd

Remaining matches in traditional order
Captains meet center mat
Winner selects odd or even matches
Odd/even matches sent to table first
Cannot be withdrawn or replaced

2nd period choice: up, down, neutral, defer
Not altered for fall, default, forfeit, DQ
Overview of Match

1\textsuperscript{st} period…Neutral

Ready to go to scorer’s table when called
Wrestlers shall \textit{properly} shake hands

2\textsuperscript{nd} period …

Choice to team having odd/even match
Up, Down, Neutral, Defer

3\textsuperscript{rd} period

Opponent selects up, down, neutral
Sight Handicapped

Finger touch-method in neutral position with initial contact from front

Contact maintained throughout match
Team Delay of Match

A team intentionally delaying its appearance beyond 5 minutes results in 1 team point deduction.

Not appearing within next 5 minutes results in team forfeit.

Team forfeit scored 1-0.

If offended team is ahead, the score stands.
Weight classes follow traditional order.

A random draw for championship final matches for an individual tournament, regular season and/or state high school championship series, may be used for competition.
Tournaments

Must make weight each day of tournament
  Weigh-outs for 2nd day may be granted

Maximum of 5-minutes to appear at mat
  Failure to do so results in forfeit

Verify wrestlers at table on bout sheet
Tournaments

1\(^{st}\) period…

*Neutral*

2\(^{nd}\) period…

*Disk toss…choice of up, down, neutral or defer*

3\(^{rd}\) period…

*Choice of up, down, neutral*
When tied after 3 periods...

1 minute sudden victory period;

- No rest between regulation & sudden victory
- Wrestlers start neutral
- Wrestler scores first point(s) declared winner
- Points penalties, cautions, warnings, time-outs & injury time carry over
Overtime

If no scoring occurs...

Two 30-second tiebreakers wrestled to completion;

- Flip disk to determine wrestler getting choice of position.
- May select top, bottom, or defer.
- At conclusion of first tiebreaker, opponent gets choice.
- 2nd Injury time at end of first 30-sec OT period and opponent had choice, wrestler gets choice and choice on 1st re-start

Wrestler scoring most points declared winner.
TIE BREAKER

If the score remains tied, a 30-second ultimate tiebreaker shall be wrestled.
TIEBREAKER

TIEBREAKER

Choice of position in the ultimate tiebreaker is granted to the wrestler scoring first point(s) in regulation. Choices: top, bottom, defer.

If no points were scored in the regular match - flip disk.

Points for double stalling or simultaneous penalties are considered “no points”.

Note: unsportsmanlike conduct takes precedence over first points scored in choice of position at the start of the ultimate tiebreaker.
TIEBREAKER

TIE AFTER OVERTIME

Tiebreaker

Wrestler scoring first in the ultimate tiebreaker is declared the winner.

If no scoring occurs...

- Offensive wrestler wins.
- 1 match point added to offensive wrestler’s score to determine final match score.
- The match is scored as “RO-1” (rideout-1)
“Controlled” wrestling versus stalling

If offensive wrestler immediately grasps an ankle and is simply hanging on, the official should call a stalemate.

If continued, stalling called.
Start/Stop Match for...

Out of bounds

Resume position at time of out of bounds

Stalemate

Stop match & resume as if out of bounds
If used repeatedly it becomes stalling

Default

Any coach of the wrestler or the wrestler may default the match at anytime by informing the referee.
Illegal/inoperative equipment
A referee’s timeout declared
Restarted as if out of bounds

Headgear
Neutral…when no takedown is in progress
On mat…when placed at disadvantage
Covering eyes, nose, mouth, choking
Other situations…when no significant action
Restarted as if out of bounds
Permitted to go to table regarding score, misapplication of rule, or disagreement of your judgment.

Stop match when no significant action.

Must meet with coach.

Listen, explain, cite rule: be brief & focused.

If no error/questions judgment, penalize head coach for misconduct.
STopping/Starting Match

Injury or Illness

Signal table to start time:
- On a slam situation, don’t let condition of wrestler determine legal/illegal.

If wrestler continues:
- Signal table to stop & record time consumed.
- Restart as if out of bounds.

If unable to continue:
- Legal action…wrestler defaults to opponent.
- Technical violation injury…wrestler defaults to opponent.
- Illegal action…injured wrestler wins by default (includes contact injury from a false start in the neutral position).
Anticipate dangers of injury

Be in position to block before reaching danger point

Verbally caution against forcing into illegal position without interrupting action unless it is necessary to stop in order to prevent injury
An arm trapped upon return

Potentially Dangerous
Points of Emphasis

Potentially Dangerous

Promptly stop holds, which are...

Being used for punishment alone

Legal & forced to an extent to endanger

Legal & become punishing
POINTS OF EMPHASIS

Penalizing

Stop match, announce & signal so all are aware of penalty

Match not stopped for stalling when...

Warning/penalizing defensive stalling.

Warning/penalizing in the neutral position for stalling.

Warning/penalizing the offensive wrestler when the defensive wrestler is on his feet.
Near Fall Situation

Penalizing defensive wrestler in pinning situation...

Allow action to continue while slapping away hand from face, headgear, eyes, uniform.

If flagrant, match is stopped immediately.
Near Fall Situation

Near fall points awarded plus penalty point(s)

- # of penalty pts depends on penalty chart
- # of NF points depends on criteria...

90° to above 45° ................. 2 pts + penalty pt(s)
Near fall with 1 count .......... 2 pts + penalty pt(s)
Near fall with 2 - 4 count ...... 3 pts + penalty pt(s)
Near fall with 5 count .......... 4 pts + penalty pt(s)
DEFENSIVE VIOLATION

Near Fall Situation

Illegal hold

Technical Violation (grabbing headgear or singlet)

Unnecessary roughness

Unsportsmanlike conduct

Penalty point(s) awarded following:
   End of pinning situation; or
   End-of-period; or
   Out of bounds situation; or
   The violation itself!
Penalizing

Offensive wrestler locks hands or grasps clothing while defensive wrestler is attempting escape or reversal…

Stop & penalize if unable to complete… defensive wrestler is “checked”

If defensive wrestler completes reversal or escape, wrestling continues

Award point(s) in the sequence in which they occurred for the escape / reversal plus the violation
Penalizing

Wrestler clasps hands to prevent a switch … signal the clasp and allow the defensive wrestler the opportunity to complete the move.

When checked … stop & penalize.

If reversal is completed, wrestling continues.

Award point(s) in the sequence in which they occurred for the escape/reversal plus the violation.
Penalizing

Wrestler grasps clothing while a takedown is imminent …

Stop & penalize if unable to complete.

If takedown is completed, wrestling continues.

Award point(s) in the sequence in which they occurred for the escape / reversal plus the violation.
End of Match

If no fall occurs direct wrestlers to return and remain on the 10-foot circle & verify match score.

You may need to go to scorer’s table to do so.

Wrestlers shall again properly shake hands and it must be a real handshake.

Referee will raise winner’s hand.
Correction of Errors

**Dual meet** scoring errors by the timekeeper, scorer, or referee, other than bad time or positioning, must be corrected prior to the offended contestant leaving the mat area and before the start of the next match on that mat if additional wrestling is necessary.

If additional wrestling is not necessary, the error may be corrected as long as the offended contestant or coach remains in the mat area and before the start of the next match on that mat.
Correction of Errors

Dual Meets…Match Score

Errors involving the computation of match score must be corrected within 30 minutes after the conclusion of the dual meet.

If the error necessitates additional wrestling, it must be corrected prior to the next match.
Errors involving the recording or computation of team scores must be corrected within 30 minutes after the conclusion of the dual meet.
Correction of Errors

**Tournament** scoring errors, other than bad time or positioning, by the timekeeper, scorer or referee must be corrected **prior to the offended contestant leaving the mat area and before the start of the next match on that mat** if additional wrestling is necessary.

If additional wrestling is not necessary, the error may be corrected as long as the offended contestant or coach remain in the mat area and before the start of the next match on that mat.
Correction of Errors

Tournaments...Match Score

Errors involving the computation of match score must be corrected prior to the next match in which either wrestler competes.

- Computation error(s) means addition errors not recording errors.

If the error necessitates additional wrestling, it must be corrected prior to the offended wrestler leaving the mat area and prior to the start of the next match on that mat.
Correction of Errors

Tournaments…Team Score

Errors involving the recording or computation of team scores must be corrected within 30 minutes after the team points are posted.