

Officiating Ohio High School Wrestling

Contributions by :

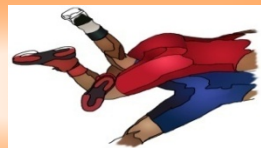
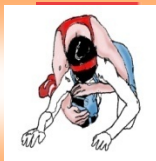
Ohio High School Athletic Association

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?





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

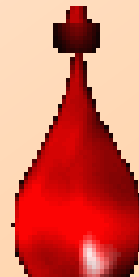
5-minutes maximum

Cumulative throughout match...including OT

Number of time-outs left to referee's discretion

Time stopped when blood is controlled

Clean up part of referee's time





Blood Time

Coaching allowed

Bleeding wrestler defaults if time exceeded

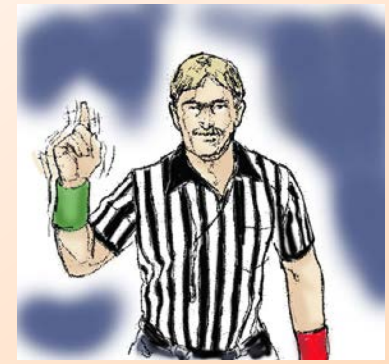
Bleeding wrestler wins by default if caused by...

Unsportsmanlike conduct

Illegal hold

Unnecessary roughness





Injury Time

1 ½ minutes maximum

Cumulative throughout match

...including overtime & tie breaker

2 timeouts allowed

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

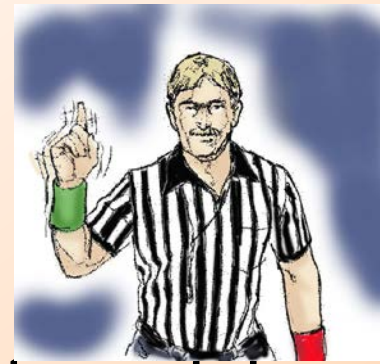
A 3rd timeout...defaults match





POINTS OF INTEREST

Injury Time



Exhausting 1 ½ minutes defaults match

Correcting illegal equipment counts as injury time

Locating/replacing contact lens may count as injury time

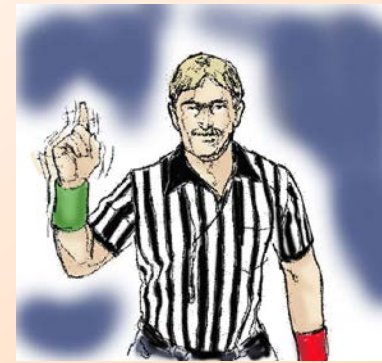
...use discretion

Coaching allowed!





Referee's Duties



Be at scorer's table monitoring clock

Not be on mat with coach or wrestler

Notify coach and wrestler at 1 minute and 30 second mark as to amount of time left.





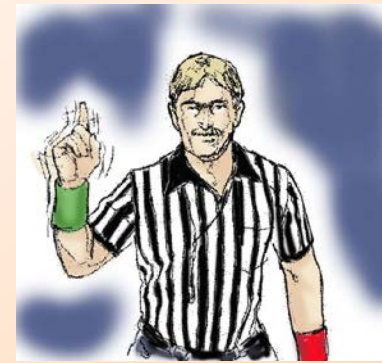
Concussion: 8-2-4

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.





Concussion &/or Unconsciousness



Not permitted to continue until cleared by an appropriate health-care provider.

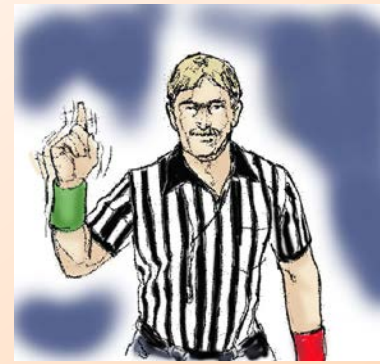
MD, DO cannot be overruled

Limit of two (2) team attendants & MD permitted on mat
...use discretion





Non-Head Injuries



The host school is responsible to designate the on site medical staff, for the event.

Medical professional personnel may be MD, EMT, ATC, nurse and/or Physician Assistant.

The on site medical staff has the jurisdiction at the event. Only an MD, DO & especially a Dermatologist may approve a contagious skin problem.

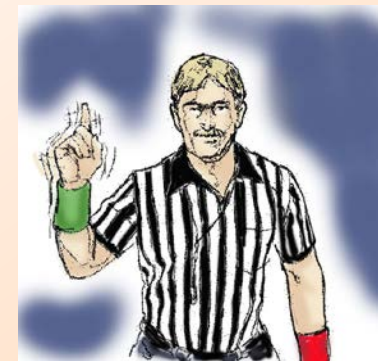
NOTE: a contagious skin problem may not be covered to be allowed to wrestle.





POINTS OF INTEREST

Head Injuries



A MD and/or medical professional cannot be overruled in determining if a wrestler is unfit to continue.

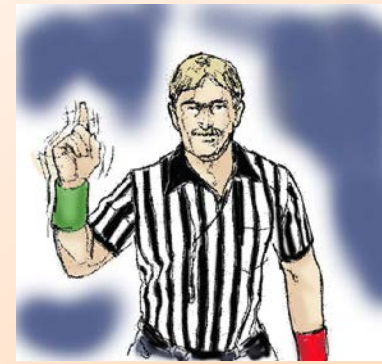
The match stopped when signs, symptoms or behaviors of a concussion are involved. The official must to make the call when signs are witnessed.

Medical professional considered state approved:
MD ... DO ...





Injury Time



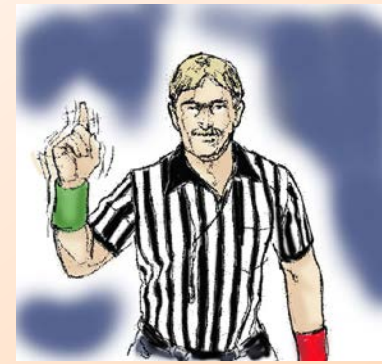
If injury time is used to prevent scoring or being pinned... It shall be deemed unsportsmanlike conduct.

Automatically charged with 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

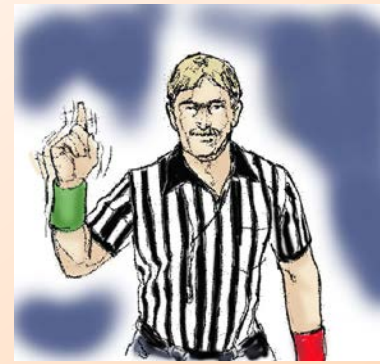
At conclusion of 3rd period ...

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

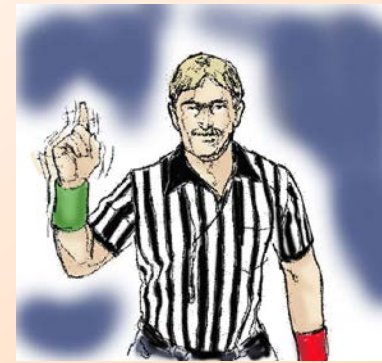
If the second injury time-out is taken at the conclusion of the sudden victory period ...

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





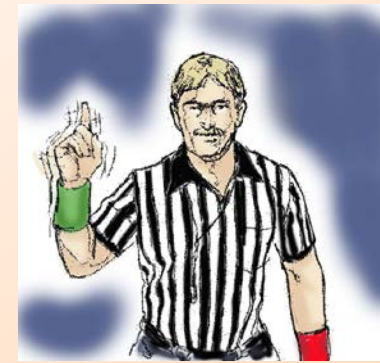
Second Injury Time



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.





Second Injury Time

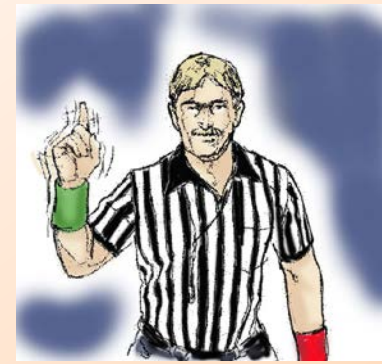
If the second injury time-out occurs at the conclusion of the second period, and the opponent already has the choice at the beginning of the second period ... the opponent would then have the added choice at the first restart after the beginning of the third period.

This is also the procedure during the first two 30 second O-T periods. **New for 2012-13**





Second Injury Time

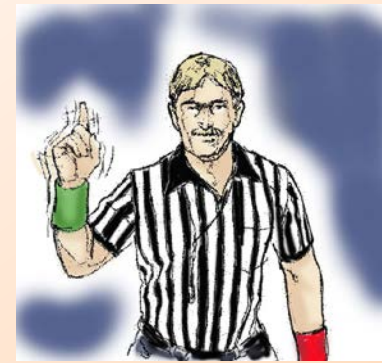


A third injury time-out shall terminate the match. The opponent shall be declared the winner by default.





Recovery Time



Time taken for injury through...

Illegal hold

Unnecessary roughness

Unsportsmanlike conduct

2-minutes granted for each incident

Not deducted from injury time

Wins by default if unable to continue

Cannot take injury time following recovery time

Coaching allowed





Bad Time



Time wrestled with...

Wrestlers in wrong position

Wrong wrestler given choice at start of 3rd period

Choice of position not given after 2nd injury T.O.
After a two-point stalling violation

Also occurs when...

Clock should have stopped at end of period

Wrestling continues following violation when
match should've been stopped





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 wrong wrestler given choice at start of 2nd period no re-wrestling necessary

Opponent gets choice at start of 3rd period





Bad Time



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





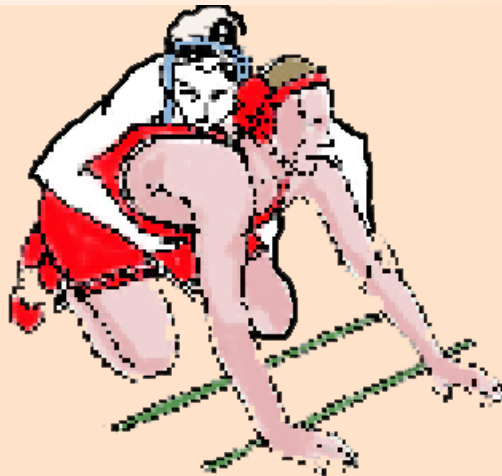
Bad Time--Positioning



When you determine amount of bad time...

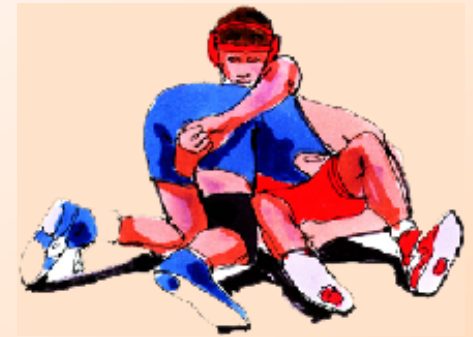
It shall be deleted and/or re-wrestled

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





Stalling

Continually avoids contact

Plays edge of mat

Prevents opponent from returning to or remaining inbounds

Not attempting to secure a takedown

Backs out of 10 foot circle, w/o an effort to make contact.





Stalling

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 w/o attempting to turn

Repeatedly throws legs in when opponent stands





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 him down

- secure a fall

- prevent an escape





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





Stalling

Refuses to wrestle
by not attempting an
escape or reversal

Bases out

Bunches up – hips flat on mat





Stalling



Starting 2012-13:

In addition to the two-point penalty for the third violation being stalling, the opponent will also get choice of position at the next restart





POINTS OF INTEREST

Coaching Misconduct

Conference regarding rule and there is no misapplication or a coach questions your judgment

Any member of coaching staff can go to table

However, misconduct penalty called on head coach





PENALTY SEQUENCE

Coaching Misconduct

1st offense



warning

2nd offense



deduct 1 team point

3rd offense



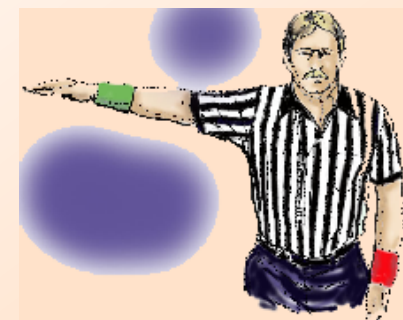
deduct 2 team point



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

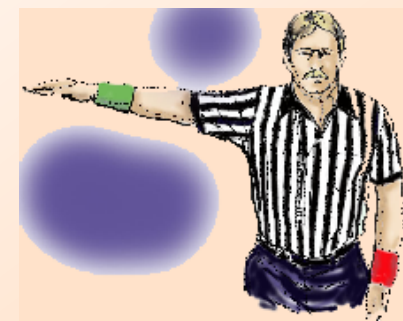
Acts of disrespect

Inciting negative reactions





WRESTLER: BEFORE, DURING, AFTER



Unsportsmanlike Conduct

Failure to comply with direction of referee

Pushing, shoving, swearing

Taunting, intimidation, baiting

Throwing headgear or equipment

Indicating displeasure with a call

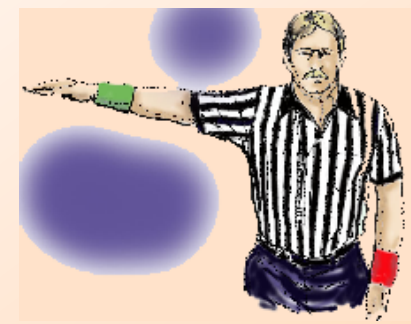
Forceful slap to the face or head





WRESTLER: BEFORE, DURING, AFTER

Unsportsmanlike Conduct



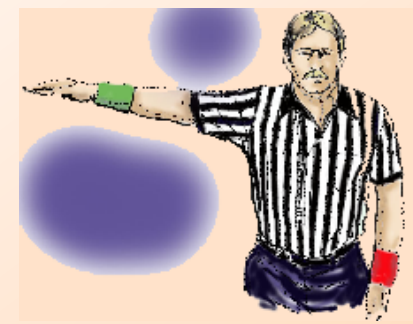
Failure to comply with end-of-match procedure

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

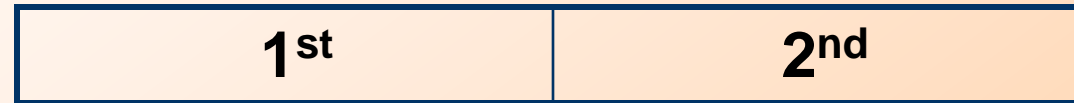




Unsportsmanlike Conduct

Before/During/After Match

Penalty Sequence



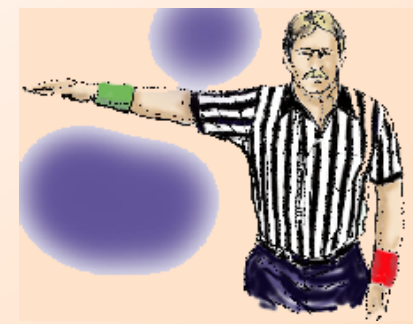
Deduct 1 team point

Deduct **2** team points

Remove from premises for remainder of event

Carries over in multiple day events



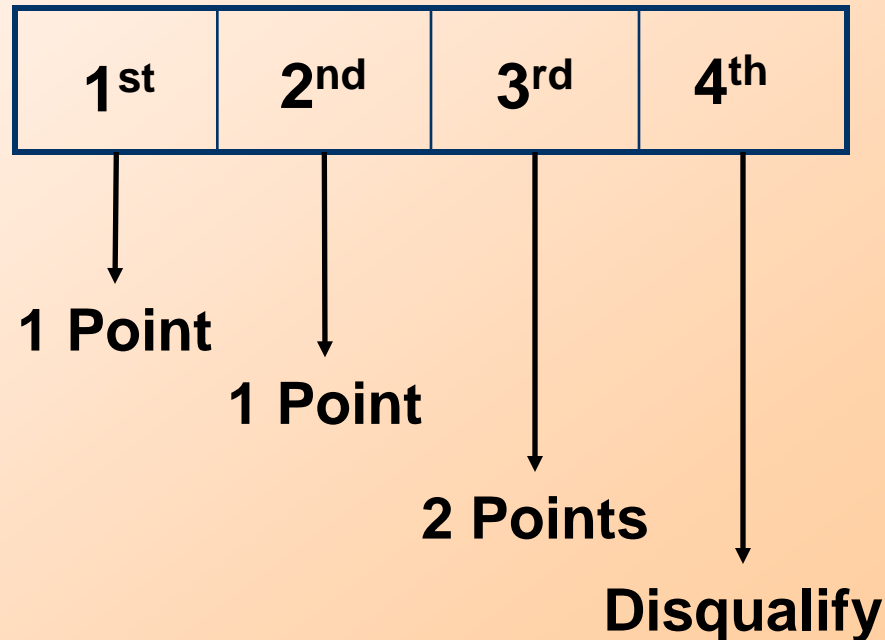


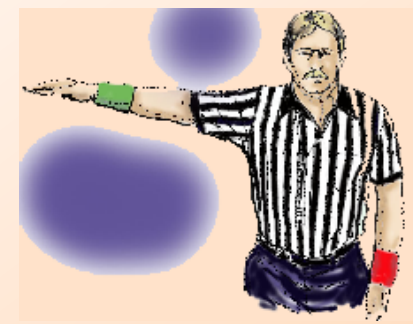
Unsportsmanlike Conduct

Involves physical or nonphysical acts

From reporting to the table to the last whistle

Awarded as part of progressive penalty sequence





Unsportsmanlike Conduct

Removed for remainder of event

Responsibility of home management

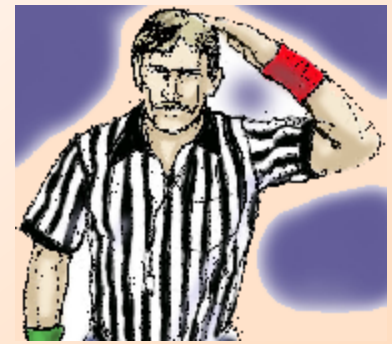
Done without penalty to either team





WRESTLER

Flagrant Misconduct



Involves physical or nonphysical acts

Can occur before, during or after match

Includes, but not limited to...

Striking

Kicking

Butting

Using tobacco

Elbowing

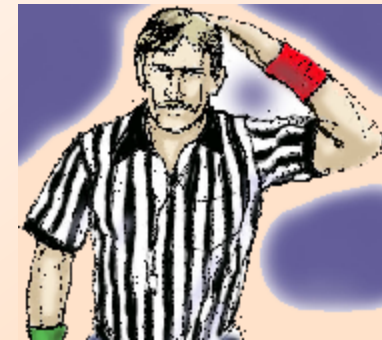
Biting





PENALIZING WRESTLER

Flagrant Misconduct



Immediate disqualification

Removed from premises

Must be under adult supervision

If no adult supervision, confined to bench

Bracket: Deduct 3 team points & All team points earned to that point.

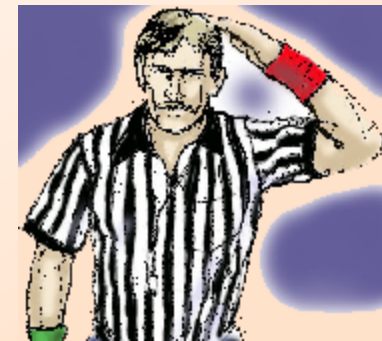
Dual: Deduct 3 team points from that dual





PENALIZING WRESTLER

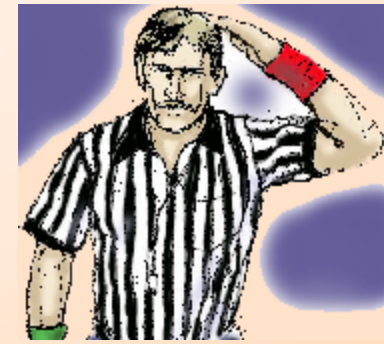
Flagrant Misconduct



All vacancies created in the tournament pairings shall be scored as:

Forfeits !





Flagrant Misconduct

Acts serious enough to remove offender

Immediate disqualification

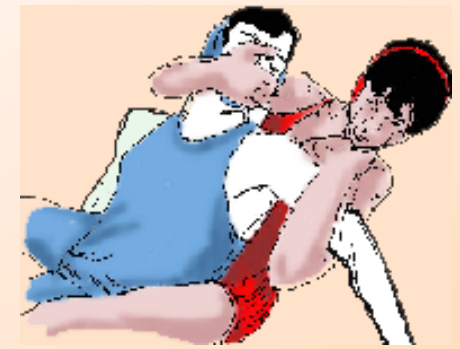
Deduct 3 team points

Remove for remainder of event



DEFINED

Illegal Holds



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





Illegal Holds



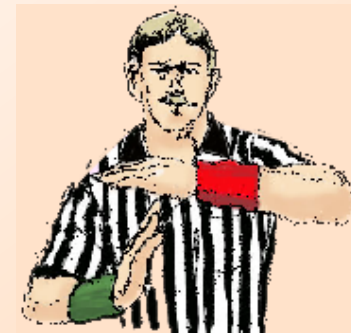
- Slam
- Suplay
- Salto
- Intentional drill
- Forceful fall-back
- Pulling back thumb or 1, 2, 3 fingers
- Double under hook snap back from rear standing position
- Hammerlock
- Strangleholds
- Double-knee kickback
- Straight head scissors
- Headlock w/o arm above elbow
- Overhead double arm bar
- Neck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





WHAT ARE THEY?

Technical Violations



Assuming an incorrect starting position

False start

Going out of wrestling area to avoid wrestling

Forcing opponent out of wrestling area to avoid wrestling

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

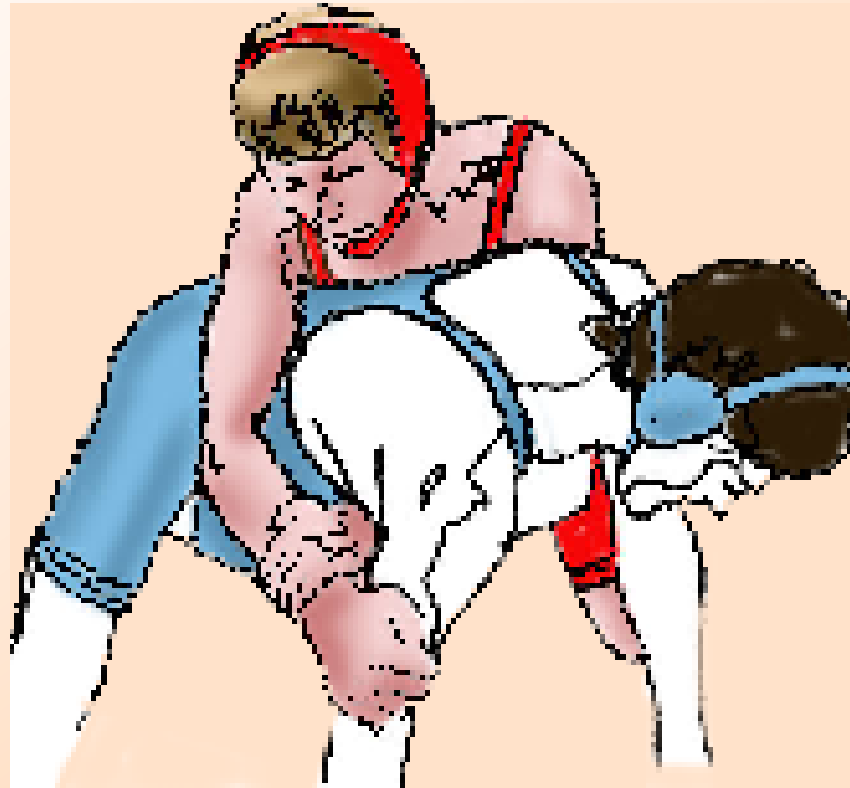
Reporting to mat not properly equipped or ready to wrestle

Fleeing the mat or leaving the mat to avoid being scored upon





West Point Cradle



Technical Violation unless
Excessive Force is used

