

# Officiating Ohio High School Wrestling

## Contributions by :

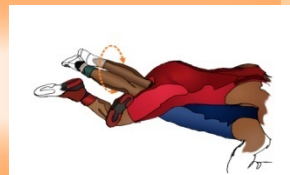
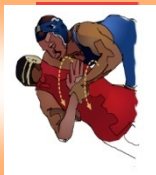
*Ohio High School Athletic Association*

*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<sup>nd</sup> / 3<sup>rd</sup> 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.





# 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?

What is bad time?





# 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.





# Match Length



Dual & tournament championship rounds  
3 periods, 2 minutes each

Tournament consolation round

1<sup>st</sup> period...1 minute (Ohio rule)

(NFHS gives option of 1 or 2 minutes)

2<sup>nd</sup> & 3<sup>rd</sup> 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







# Pre-Meet Coin Flip



Captains meet center mat

Winner selects odd or even matches

Odd/even matches sent to table first

Cannot be withdrawn or replaced

2<sup>nd</sup> period choice: up, down, neutral, defer

Not altered for fall, default, forfeit, DQ





# Overview of Match



## 1<sup>st</sup> period...Neutral

Ready to go to scorer's table when called  
Wrestlers shall **properly** shake hands

## 2<sup>nd</sup> period ...

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

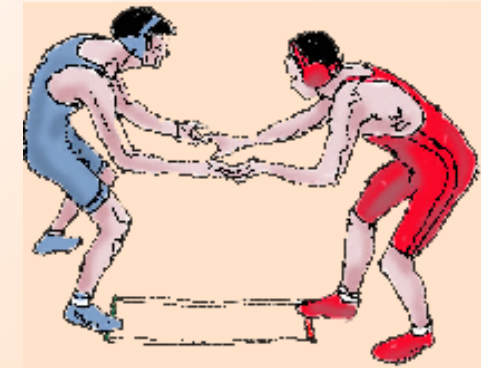
## 3<sup>rd</sup> period

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

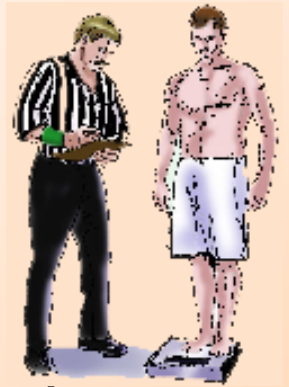
Team forfeit scored 1-0

If offended team is ahead, the score stands





# Tournaments



Weight classes follow traditional order.

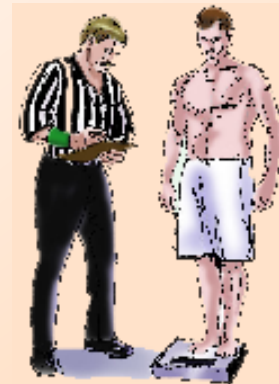
A random draw for championship final matches for an individual tournament, regular season and/or state high school championship series, may be used for competition.





## POINTS OF EMPHASIS

# Tournaments



Must make weight each day of tournament

Weight-outs for next day not permitted

Maximum of 5-minutes to appear at mat

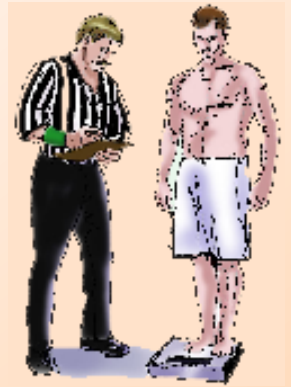
Failure to do so results in forfeit

Verify wrestlers at table on bout sheet





# Tournaments



1<sup>st</sup> period...

*Neutral*

2<sup>nd</sup> period...

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

3<sup>rd</sup> period...

*Choice of up, down, neutral*







# Overtime



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





## TIED AFTER SUDDEN VICTORY



# 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;
- 2<sup>nd</sup> Injury time at end of first 30-sec OT period and opponent had choice, wrestler gets choice and choice on 1<sup>st</sup> re-start

Wrestler scoring most points declared winner.



TIED AFTER OVERTIME

# Tie Breaker



If the score remains tied, a 30-second ultimate tiebreaker will be competed.





# Tie Breaker



Choice of position granted to wrestler scoring first point(s) in regulation: *top, bottom, defer.*

If no points scored - flip disk.

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

Note: unsportsmanlike conduct take precedence over first points scored in choice of position at the start of the ultimate tie breaker



TIED AFTER OVERTIME



# Tie Breaker

Wrestler scoring first declared winner

If no scoring...

Offensive wrestler wins

1 match pt added to offensive wrestler's score to determine final match score

Scored as "R0-1"





# Tie Breaker

“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





## POINTS OF EMPHASIS



# 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 do so at anytime by informing the referee.





# Start/Stop Match for...

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







# Coach's Conference

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

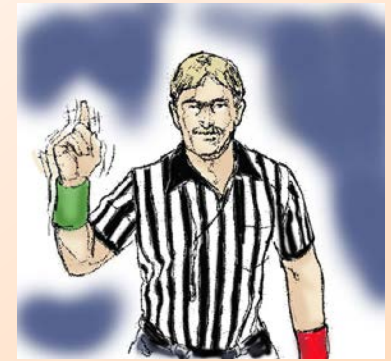
If no error/questions judgment, penalized for misconduct







# 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...

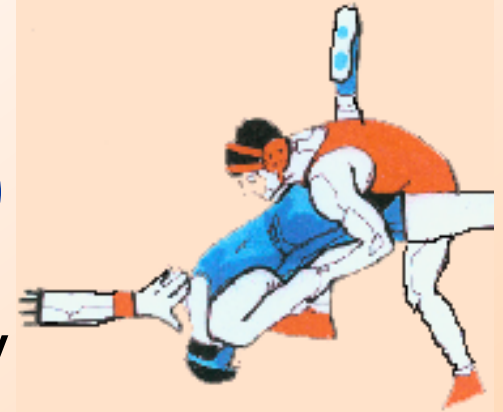
Legal action...wrestler defaults to opponent

Illegal action... injured wrestler wins by default  
not including technical violations





# Potentially Dangerous



Anticipate dangers of injury

Be in position to block before reaching danger point

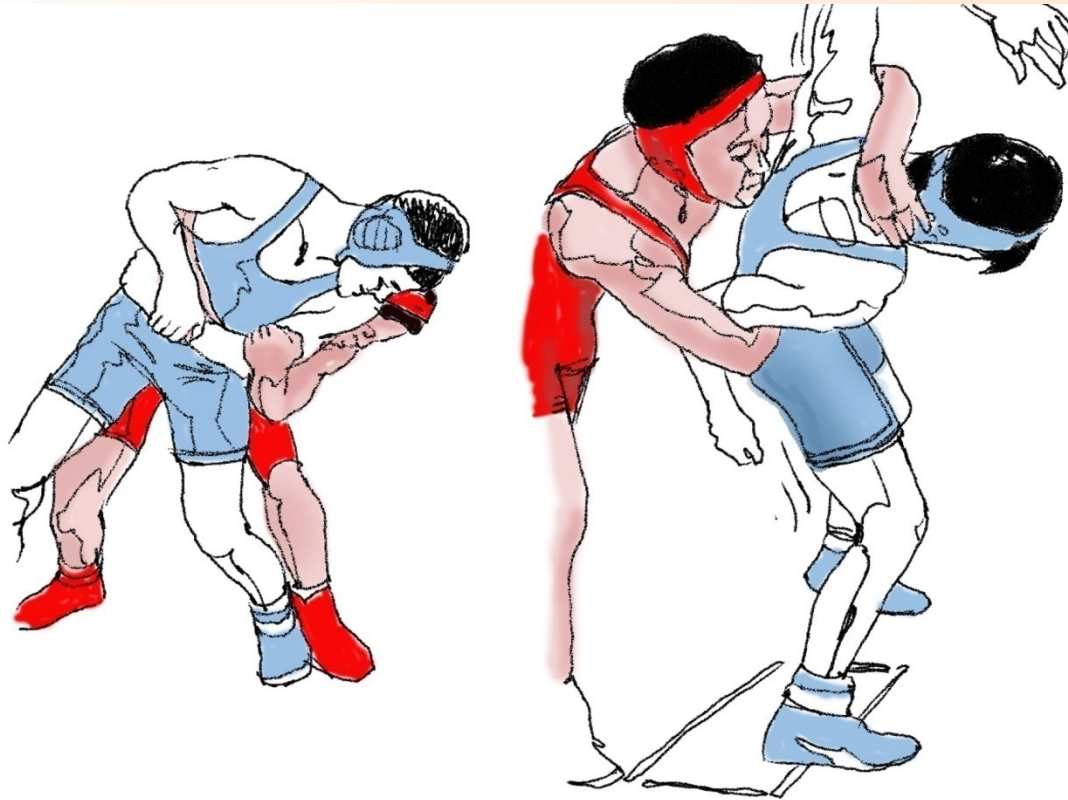
Verbally caution against forcing into illegal position without interrupting action unless it is necessary to stop in order to prevent injury





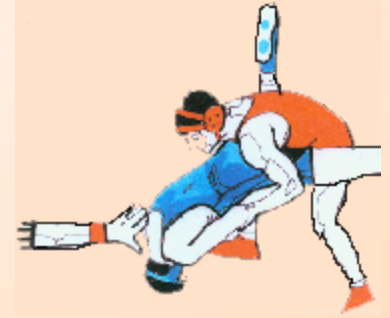
An arm trapped upon return

# Potentially Dangerous





# Potentially Dangerous



Promptly stop holds, which are...

Being used for punishment alone

Legal & forced to an extent to endanger

Legal & become punishing





# 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

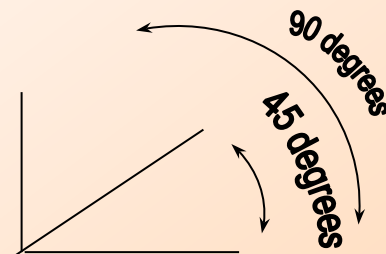
If flagrant, match is stopped immediately







# 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)**

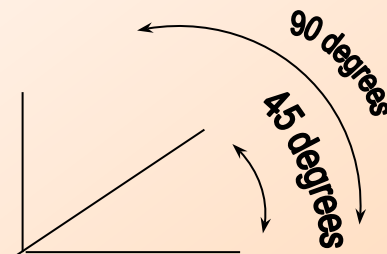
Near fall with 5 count ..... **4 pts + penalty pt(s)-**





## 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 & 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 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.





# Correction of Errors



## Dual Meets...Match Score

Errors involving the computation of match score must be corrected within 30 minutes after the team points are posted

If the error necessitates additional wrestling, it must be corrected prior to the next match.







# Correction of Errors



## Dual Meets...Team Score

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





# 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 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.







# 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.

If the error necessitates additional wrestling, it must be corrected prior to the offended wrestler leaving the mat area.





# 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.





# Bad Time



Time wrestled with...

Wrestlers in wrong position

Wrong wrestler given choice at start of 3<sup>rd</sup> period

Choice of position not given after 2<sup>nd</sup> injury T.O.

Also occurs when...

Clock should have stopped at end of period

Wrestling continues following violation when match should've been stopped





# Bad Time



Wrong wrestler given choice starting  
3<sup>rd</sup> period

To correct this situation...

All points earned are cancelled, except "RIBFUN"

A one minute is given

3<sup>rd</sup> period re-wrestled





# Bad Time



Any points, penalties or injury time that occurred during bad time shall be voided except for unnecessary roughness, illegal holds, flagrant misconduct, unsportsmanlike conduct, bleeding time.





# Bad Time



Must be corrected prior to subsequent period!

If wrong wrestler given choice at start of 2<sup>nd</sup> period no re-wrestling necessary

Opponent gets choice at start of 3<sup>rd</sup> period







# Bad Time--Positioning

When you determine amount of bad time...

It shall be deleted and/or re-wrestled

Wrestlers then placed in proper position

