

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?

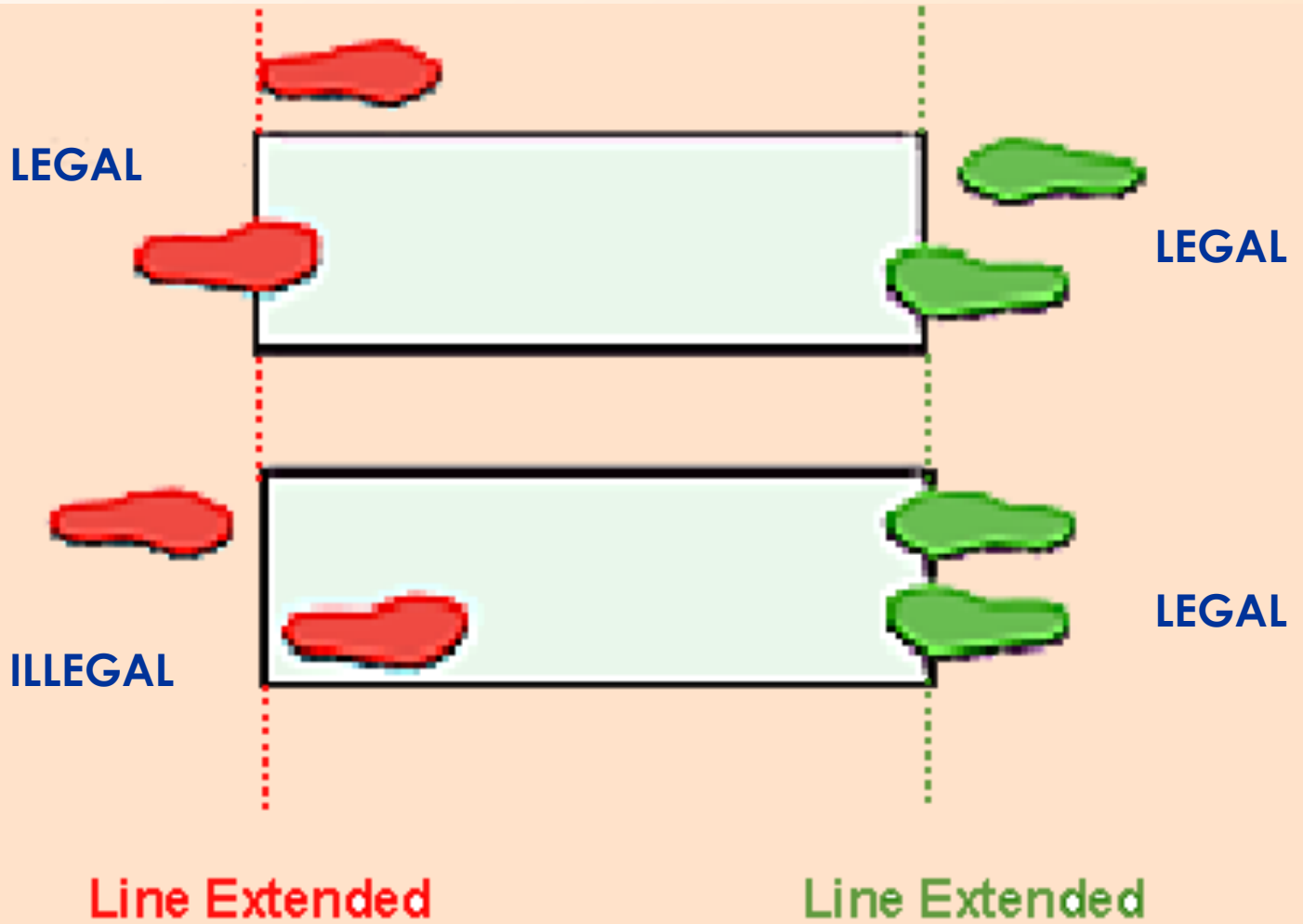
What are the criteria for a fall?

What are the criteria for a near fall?



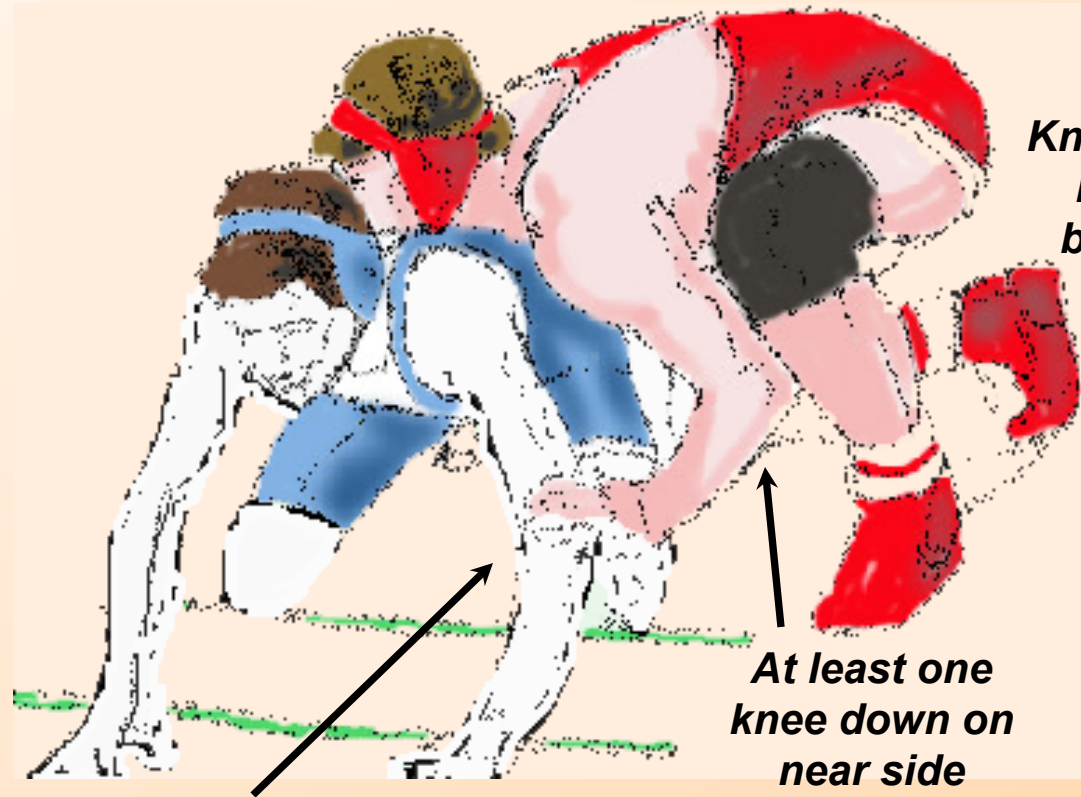


Neutral



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*

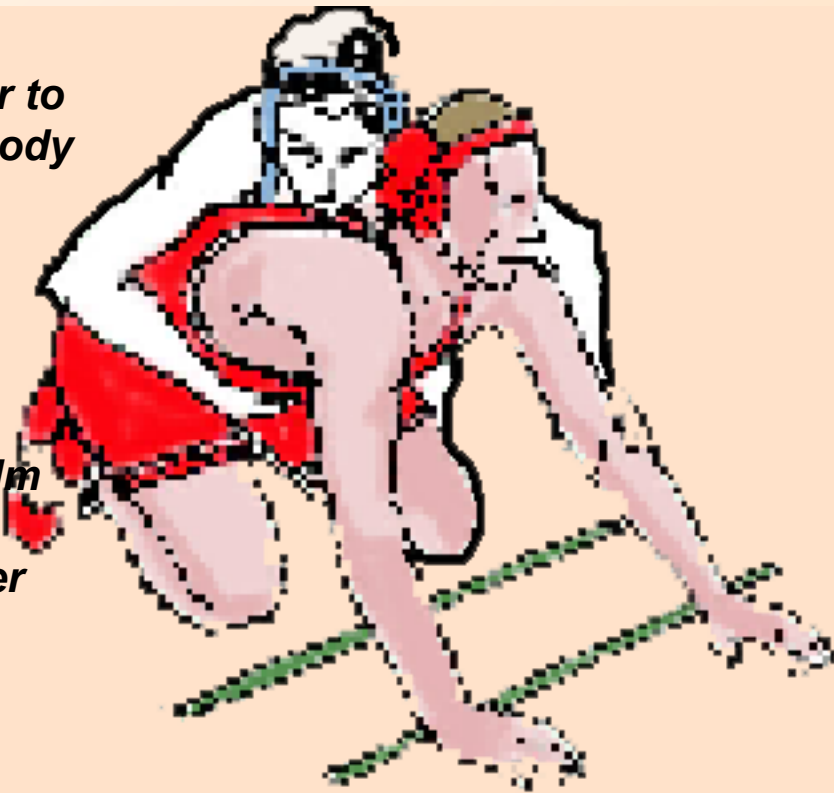


Offensive

*Head on or
above spinal
column*

*Other arm
perpendicular to
long axis of body*

*Second-Palm
of hand
placed over
navel*



DEFINITIONS

Optional Start

May position either side on...

Both feet

One knee

Both knees

Hands...

Between neck & waist with thumbs touching



KEY POINTS

Optional Start



Offensive wrestler may not...

Place feet/foot/knees between oppt.'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.

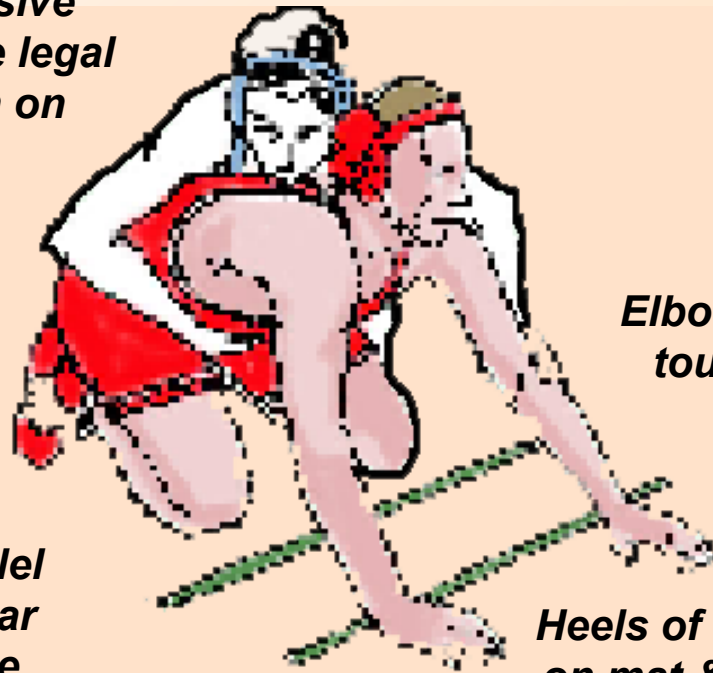
This rule change now allows the offensive wrestler another choice from the offensive starting position.



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 out-of-bounds ring is now part of the wrestling area. The outside edge of the ring is OB



DEFINITIONS

Supporting Points



Wrestling continues as long as the supporting parts of either wrestler remain inbounds



DEFINITIONS

Supporting Points

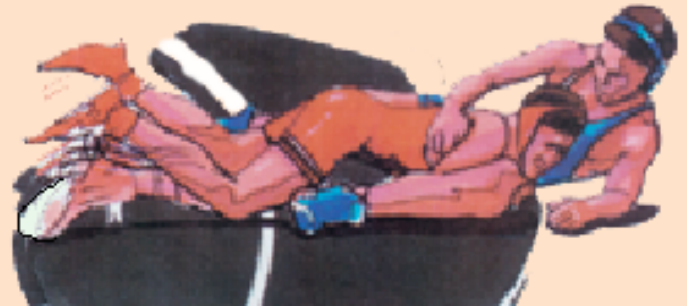
Down on mat...

Knees

Side of thigh

Buttocks

Hands, Feet & Head



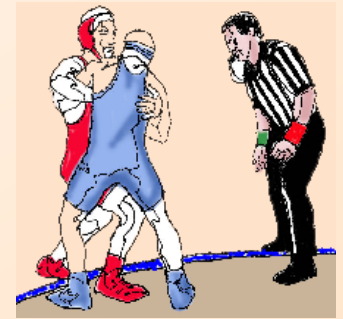
Pinning situation...

Shoulders or scapulae





Out of Bounds Calls



When possible, award points before blowing whistle

Make call with confidence

Be consistent

If called to table, explain what you saw...

“It’s my judgment” doesn’t cut it!



CONTROL

Takedown — 2 Points



Supporting points of either wrestler inbounds

Defensive wrestler's weight borne on hands/hand

Knee/knees on mat beyond reaction time

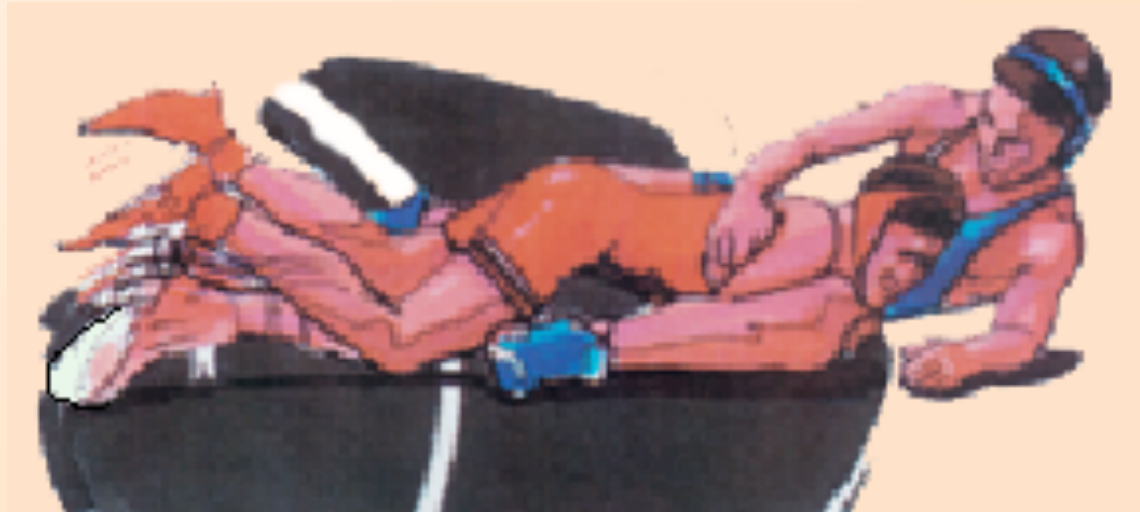


Takedown — 2 Points

Edge of mat situations

Supporting points of either wrestler inbounds

Feet of scoring contestant finish down on mat inbounds



LOSS OF CONTROL

Escape — 1 Point



Defensive wrestler gains a neutral position & opponent has lost control

Supporting points of either wrestler inbounds

Rule of thumb...

Turn

Face opponent

Defend self



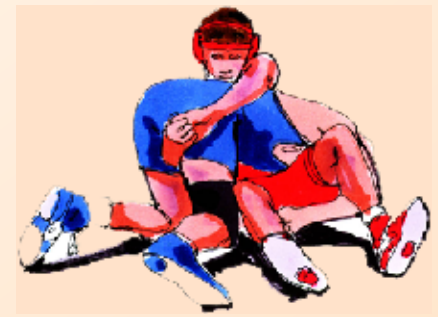
LOSS OF CONTROL

Escape — 1 Point





Reversal — 2 Points



Defensive wrestler comes from underneath...

On the mat

Rear-standing position

Supporting points of either wrestler inbounds

Feet of scoring contestant finish down on mat inbounds





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



CRITERIA

Near Fall



Restrained for 2 second count...

“One thousand one”, “one thousand two”

Awarded 2 points

Restrained for 5 second count...

Awarded 3 points

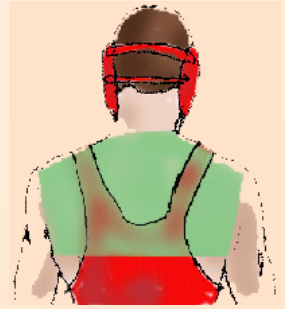
Only wrestler in advantage may score

One near fall scored per pinning situation



CRITERIA

Near Fall



Points awarded when situation ends

Bridgebacks/bridgeovers not scored

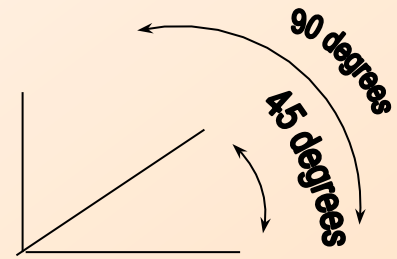
Though defensive fall may result

Not scored if back exposed during escape or reversal, unless restrained for 2 seconds





Bleeding/Injury in Near Fall



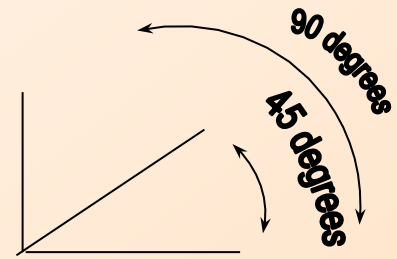
When bleeding occurs, match is stopped, and...

- **Prior to near fall criteria – 2 pts**
 - ✓ 90° to above 45° angle
- **Near fall criteria with 1 count - 2 pts**
- **Near fall criteria with 2 - 4 count - 3 pts**
- **Near fall criteria with 5 count - 4 pts**



DEFENSIVE VIOLATION

Near Fall Situation



Illegal hold

Unnecessary roughness

Unsportsmanlike conduct

Technical violation

Penalty point(s) awarded following:

End of pinning situation; or

End-of-period; or

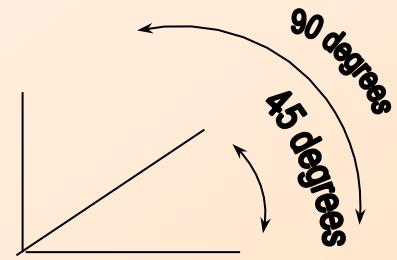
Out of bounds situation; or

The violation itself!



PENALIZING DEFENSIVE VIOLATION

Near Fall Situation



NF points awarded plus penalty point(s)

of NF points depends upon criteria...

90° to above 45°... **2 pts + penalty point(s)**

Meeting near fall... **3 pts + penalty point(s)**

5 second count... **4 pts + penalty point(s)**



CRITERIA

Fall & Tech Fall



Fall

Both shoulders/scapula in contact with mat

“One-thousand-one”, “one-thousand-two”

Silent count

Tech Fall

15-point differential

Takedown/reversal to back...match continues

Can only lose by flagrant misconduct



DEFINITION

What Is A Match?



A match begins when the proper wrestler reports 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

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





Team Scoring



Default...6 Team Points

Opponent unable to continue for any reason

Coach/wrestler may default a match in progress

Disqualification...6 Team Points

Removed in accordance with penalty chart

Not necessarily eliminated from competition

Forfeit...6 Team Points

Opponent fails to appear for a match

To receive forfeit, a wrestler must be in uniform



DUAL MEET TIE BREAKING SYSTEM

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.



TOURNAMENTS

Team Scoring



Fall . . . 2 Team Points

Default . . . 2 Team Points

Forfeit . . . 2 Team Points

Disqualification . . . 2 Team Points



TOURNAMENT - ADVANCEMENT

Team Scoring



Championship Bracket Advancement . . . 2 Points

Consolation Bracket Advancement . . . 1 Points

Technical Fall . . . 1 ½ Points

Major Decision . . . 1 Point

Bye followed by a win:

Championship Bracket . . . 2 + 2 Points

Consolation Bracket . . . 1 + 1 Point

