



## **OHSAA EARLY SEASON WRESTLING BULLETIN**

2024-2025 Bulletin No. 1

October 22, 2024

The following are a few early season topics to discuss at local wrestling association rules meetings.

### **Upcoming Clinic Calendar** (OHSAA State Rules Meeting will be Presented)

- OWOA Clinic                    November 2, 2024 (Olentangy Liberty High School)
- OHSWCA Clinic                November 4, 2024 (Vue Conference Center, Columbus)

### **Rule Book Corrections**

- On page 29, Rule 5.22.2, second line, change the word “each” to either.
- On page 60, under the Table entitled “Scoring Symbols”, delete the parenthetical text “(5 seconds).”
- Rule Books Have Been Mailed to Coaches and Officials. They should arrive this week.

### **The NFHS Promulgated Six Main Rules Changes for the 2024-2025 Wrestling Season:**

#### **1) Optional 10-Foot Circle**

- The inner 10-foot circle in the center of the mat is now optional.
- The front starting line is placed on the diameter of the optional 10-foot circle, or the diameter of the boundary circle that defines the wrestling area.

#### **2) Points of Contact**

- The concept of supporting points is no longer relevant in determining out of bounds situations.
- Only one point of contact of either wrestler must be inbounds (inside or on the boundary line) in contact with the mat for wrestling to continue.
- A wrestler’s hair is not considered a point of contact.
- There is no “cylinder” concept in scholastic wrestling.
- Typical points of contact include:
  - Knee
  - Side of the thigh
  - Buttocks
  - Hand
  - Finger
  - Foot
  - Toe
- Rule 5.25.3: “In awarding a takedown at the edge of the mat, control must be established while one point of contact of either wrestler is inbounds (see illustrations 32-34 in the Rule Book).”
  - If the knees of the attacking wrestler finish out of bounds (while all points of contact of the defensive wrestler are out of bounds) with feet of the attacking wrestler finishing above the boundary line or above the mat inside the boundary line, we no longer give the attacking wrestler reaction time for the feet to come down in contact with the boundary line or in contact with the mat inside the boundary line to award the takedown. If the attacking wrestler’s knee(s) finish out of bounds (even though the feet are above the boundary line or above the mat inside the boundary line) with no other points of contact of either wrestler inbounds, the situation is deemed to be out of bounds.

- The point of contact rule significantly expands the wrestling area.
  - The OHSAA takes the position that safety overrides allowing wrestling to continue. It is incumbent upon all officials to be vigilant and err on the side of safety by stopping the match, even if this means prematurely stopping action, relating to potentially unsafe situations, including:
    - Coaches' chairs.
    - Contiguous mats that are in proximity.
    - Walls.
    - Gym floors.

### 3) Near Fall (based on count)

- Depending on how long near fall criteria is met, a wrestler may score two, three, or four points for a near fall.
  - There is no five-point near fall based strictly on a five-count.
  - A five-point near fall is earned after a four-point near fall is secured ( $\geq$  four-count), and the defensive wrestler subsequently becomes injured, indicates injury, or bleeds.
- An imminent near fall or earned near falls with an additional point added are awarded if the defensive wrestler is injured, indicates injury or bleeds after a specific near fall count is attained.
  - Imminent near fall is awarded if the defensive wrestler is injured, indicates injury or bleeds just prior to near fall criteria being met ( $\leq 90^\circ$ ).
  - If the defensive wrestler is injured, indicates injury, or bleeds after the two-point near fall criteria of a two-count have been met and before the three-point near fall criteria of a three-count have been earned, the match is stopped, and a three-point near fall is awarded.
  - If the defensive wrestler is injured, indicates injury, or bleeds after the three-point near fall criteria of a three-count have been met and before the four-point near fall criteria of a four-count have been earned, the match is stopped, and a four-point near fall is awarded.
  - If the defensive wrestler is injured, indicates injury, or bleeds after a four-point near fall has been earned, the match is stopped, and a five-point near fall is awarded.
- Rule 5.11.2i remains in effect and echoes the foregoing near fall situations immediately above where imminent or near fall criteria has been attained for the respective counts (e.g., a two-count NF, a three-count NF, and a four-count NF) and the defensive wrestler subsequently commits a technical violation, applies an illegal hold/maneuver, commits unnecessary roughness, or an unsportsmanlike act. One additional point is added to the attained near fall, plus an additional award of the requisite technical violation point(s) and/or penalty point(s) at the next match stoppage.
  - A two-point imminent near fall is awarded plus the additional award of the requisite technical violation point(s) and/or penalty point(s) if the defensive wrestler commits a technical violation, applies an illegal hold/maneuver, commits unnecessary roughness, or an unsportsmanlike act just prior to near fall criteria being met ( $\leq 90^\circ$ ) and the match is stopped.
  - If the defensive wrestler commits a technical violation, applies an illegal hold/maneuver, commits unnecessary roughness, or an unsportsmanlike act after the two-point near fall criteria of a two-count have been met and before the three-point near fall criteria of a three-count have been earned, a three-point near fall is awarded plus the additional award of the requisite technical violation point(s) and/or penalty point(s) at the next match stoppage.
  - If the defensive wrestler commits a technical violation, applies an illegal hold/maneuver, commits unnecessary roughness, or an unsportsmanlike act after the three-point near fall criteria of a three-count have been met and before the four-point

near fall criteria of a four-count have been earned, a four-point near fall is awarded plus an additional award of the requisite technical violation point(s) and/or penalty point(s) at the next match stoppage.

- If the defensive wrestler commits a technical violation, applies an illegal hold/maneuver, commits unnecessary roughness, or an unsportsmanlike act after a four-point near fall has been earned, a five-point near fall is awarded plus the additional award of the requisite technical violation point(s) and/or penalty point(s) at the next match stoppage.
- Initiate a near fall count **ONLY** when near fall criteria is met.
  - Any part of both shoulders or both scapulae of the defensive wrestler are held within four inches or less to the mat.
  - When one shoulder or scapula of the defensive wrestler is touching the mat and the other shoulder or scapula is held at an angle of **45-degrees or less**.
    - Be consistent – Do not initiate the count until a 45-degree angle or less is attained.
  - The defensive wrestler is held on both elbows.
  - The defensive wrestler is held in a high bridge.
- Time counts (1-full second each). Be consistent and deliberate with the use of visual arm swipes when possible.
- Use an audible count in combination with visual arm swipes (when possible).
- Do not get trapped in the tendency to hurry the count when the action speeds up.
- When holding near fall points, always indicate the amount of near fall points earned with fingers (red or green wrist band side) placed on the mat.
- Do not show your count (visual arm swipes) while on your feet. Maintain a silent count until you are down on the mat, then begin an audible and visual count starting with the current count progression. For example, a silent count may commence when near fall criteria are observed from your feet (e.g., for two-seconds), the count can transition to a visual and audible count (e.g., at three- and four seconds) when you are observing the near fall while down on the mat.

#### 4) Technical Fall

- If a takedown or reversal straight to near fall criteria creates a 15-point differential in match score, the match continues until the near fall criteria is no longer met. Once near fall criteria are no longer met, the match is terminated.
  - This includes a cradle situation when the defensive wrestler bases out with the cradle still locked. In prior years, wrestling continued until the near fall situation ended.

#### 5) New Referee's Time-out Signal

- A new signal was instituted to address situations not covered by injury, blood, or recovery time (Official Wrestling Signals - see signal 3, right side signal of signal box).

#### 6) Takedown Scoring

- A takedown now scores three-points.

Toby Dunlap  
 Director of Officiating Development – Wrestling  
 OHSAA

#### Questions (Please Contact):

Toby Dunlap – DOD ([tdunlap@ohsaa.org](mailto:tdunlap@ohsaa.org))

Ray Anthony – SRI ([ctfire210@aol.com](mailto:ctfire210@aol.com))

Dick Loewenstine – SRI ([rloewenstine1@gmail.com](mailto:rloewenstine1@gmail.com))

Jim Vreeland - SRI ([vree66@gmail.com](mailto:vree66@gmail.com))