

Officiating Ohio High School Wrestling

Contributions by :

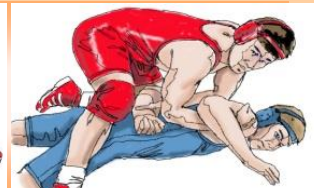
Ohio High School Athletic Association

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?

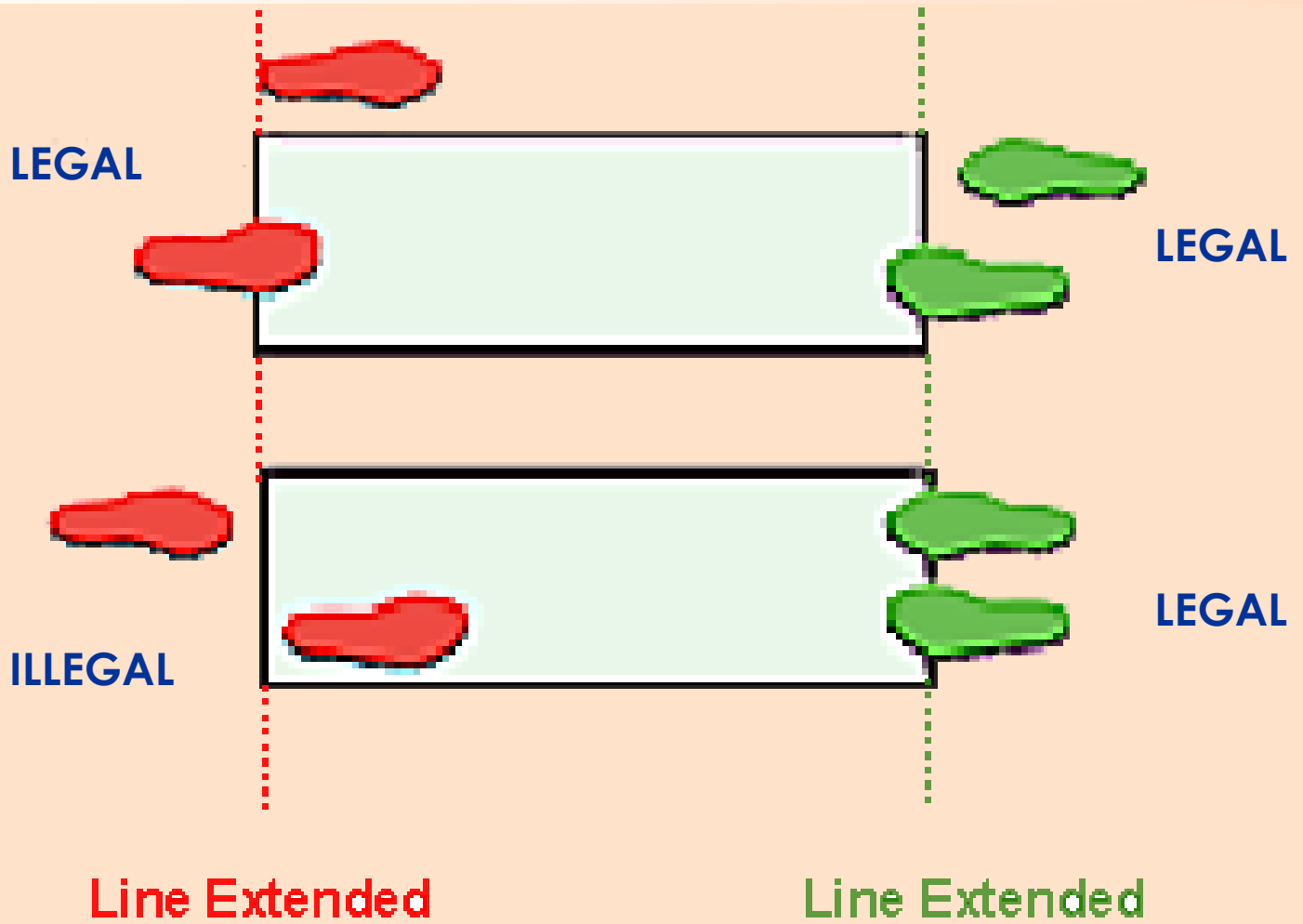
What are the criteria for a near fall?





POSITIONING

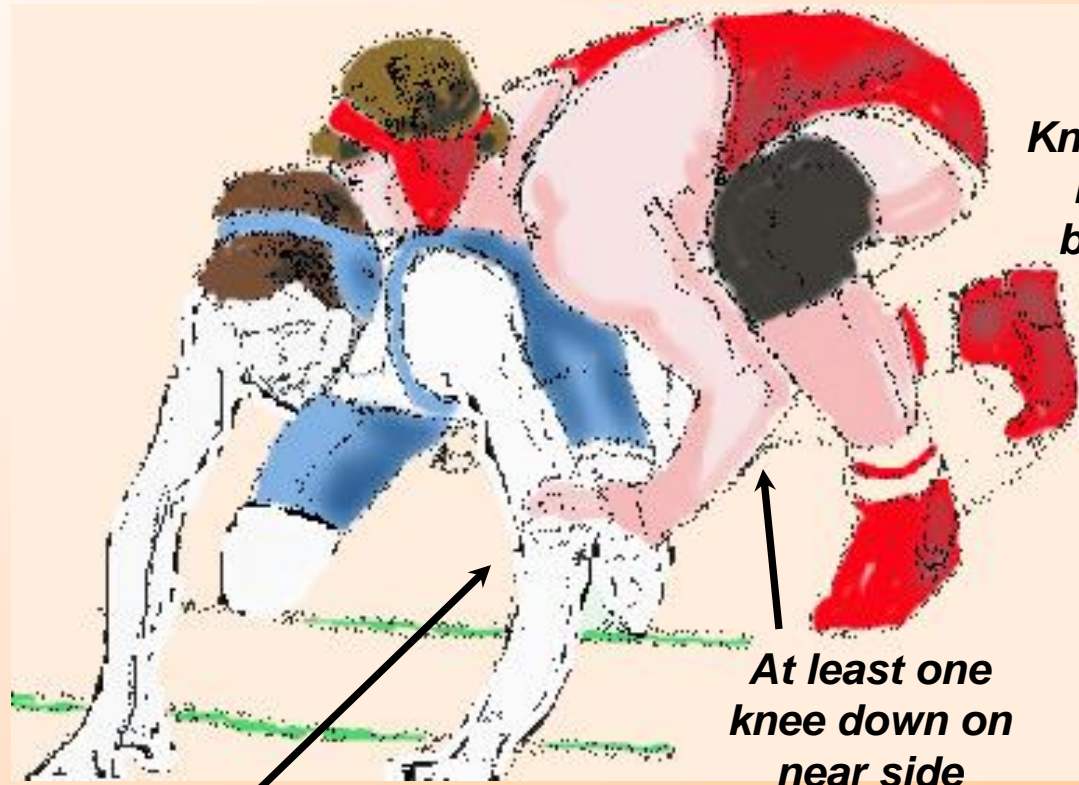
Neutral





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





POSITIONING

Offensive

*Head on or
above spinal
column*

*Other arm
perpendicular to
long axis of body*

*Second-Palm
of hand
placed over
navel*





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 opponent's feet/legs
- Straddle opponent
- Be in front of forward starting line

If electing the optional start, the offensive wrestler must inform official

- Use common sense if choice of starting position is changed prior to getting set

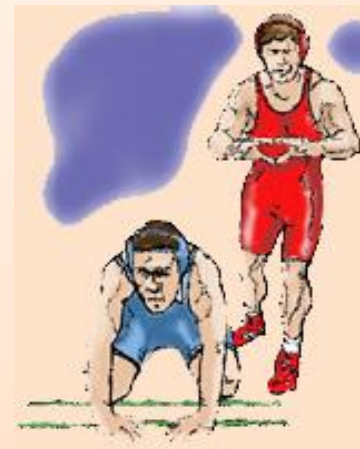
Official's Responsibilities...

- Inform defensive wrestler of optional start choice
- Allow defensive wrestler to adjust





Neutral Signal



NEUTRAL OPTION

Prior to assuming an offensive starting position, the offensive wrestler may signal to the referee a choice of neutral position.

The defensive wrestler is awarded an escape, and wrestling begins from the neutral position.

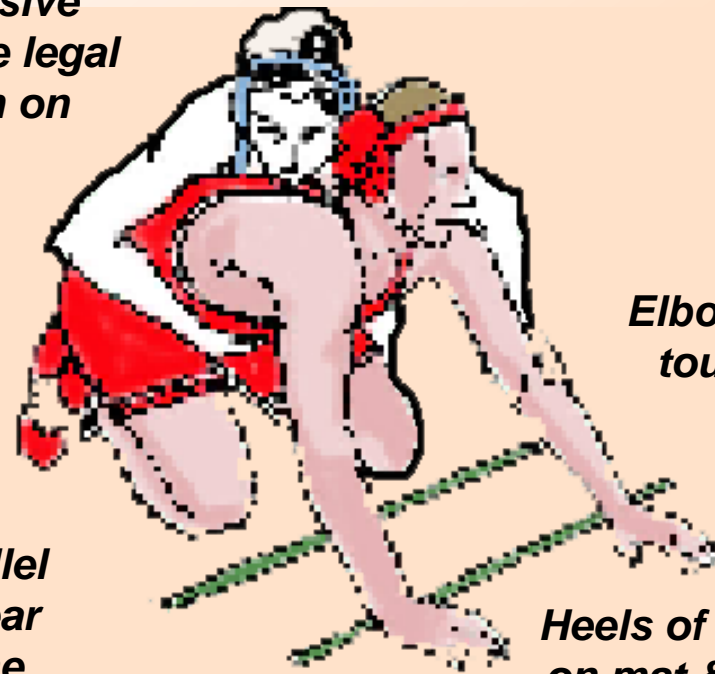
This rule allows the offensive wrestler another choice from the offensive starting position (top referee's position, optional start, and neutral option).





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





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 outer circular boundary line is part of the wrestling area (in-bounds). Areas beyond the outside edge of the line are considered out-of-bounds.





DEFINITIONS

Supporting Points



Wrestling continues if there are two total supporting points inside or on the boundary line. The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler on or inside the boundary line.

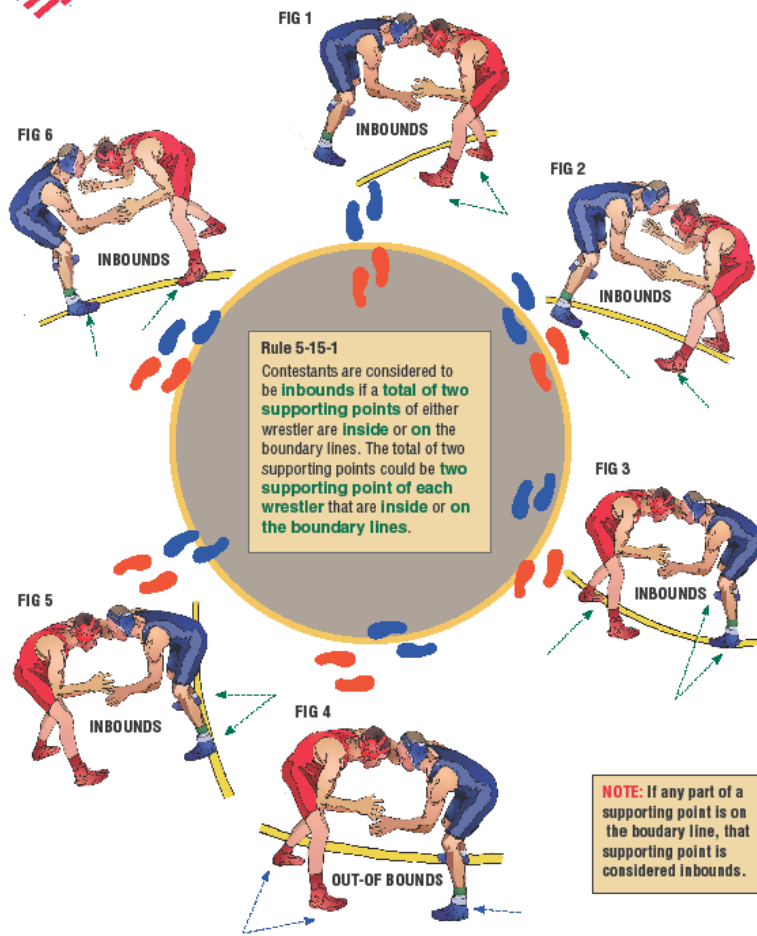




Supporting Points



Supporting Points from the Neutral Position





DEFINITIONS

Supporting Points

Down on mat...

- Knee(s)
- Side of thigh
- Buttocks
- Hand(s)
- Head



Pinning situation...

- Shoulders or scapula(e)





Supporting Points



Supporting Points in Near Fall

Frame 1
Shoulder/scapula on line near fall/fall shall be counted

Frame 2
Shoulder/scapula on line near fall/fall shall be counted

Frame 3
Wrestler B has his thigh and hip, two supporting points on the line, near fall/fall shall be counted as they are in bounds.

Frame 4
out-of-bounds

Frame 5
Count has started before wrestler A high bridges while on the boundary line, near fall/fall shall be counted. Wrestler A has two supporting points (feet) in bounds.

SECTION 15 INBOUNDS:
5-15-2c near fall points or fall shall be earned **only** while the supporting points of either wrestler are in bounds. In a pinning situation, when all parts of the defensive wrestler's shoulder/scapula are on the mat beyond the boundary line, if the feet including the heels and toes of the offensive wrestler are the supporting points, the offensive wrestler's knee(s) must be inside the boundary. Whether in contact with or above the mat.

SECTION 15 INBOUNDS:
RULE 5-15-2b when the defensive wrestler is on their back while the supporting points of either wrestler are in bounds wrestling shall continue. *In this situation any part of the defensive wrestler's shoulder or scapula is considered to be all the supporting points.*

Wrestler A's head is only one supporting point in bounds. Stop match and return to center as they are both out of bounds.





Out of Bounds Calls



When possible, award points before blowing the whistle to indicate out-of-bounds.

- Make the call with confidence.
- Be consistent.
- If called to the table explain what you saw regarding supporting points relative to the boundary line...*it's my judgement doesn't cut it.*





CONTROL

Takedown — 2 Points



From the neutral position:

- Gain control over opponent while a total of two supporting points are inbounds.
- The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.
- Torso controlled and one or both knees of the defensive wrestler touch mat beyond reaction time.
- Torso or legs of defensive wrestler controlled and hand(s) touch the mat beyond reaction time.





CONTROL

Takedown — 2 Points

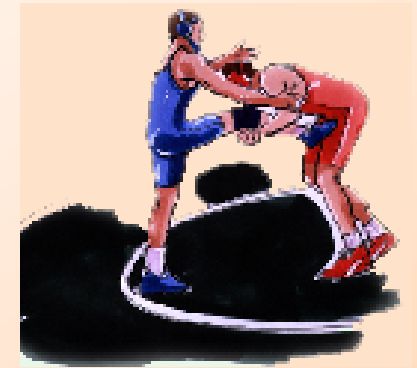
Edge of mat situations:

- Control must be established while a total of two supporting points of either wrestler are in-bounds or while at least the feet of the scoring wrestler finish down on the mat in-bounds.
- The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.





Escape — 1 Point



Defensive wrestler gains a neutral position and the opponent loses control beyond reaction time while a total of two supporting points of either wrestler are in-bounds.

- The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.

Rule of thumb to look for...

- Turn and face opponent
- Be able to defend yourself





CHANGE OF CONTROL

Reversal — 2 Points



It is a reversal when the defensive wrestler comes from underneath and gains control of the opponent...

- On the mat
- In the rear standing position...

while a total of two supporting points are inbounds.

The two total supporting points could be two supporting points of one wrestler or one supporting point of each wrestler.

In edge of mat situations, control must be established while a total of two supporting points of either wrestler are in-bounds or while at least the feet of the scoring wrestler finish down on the mat in-bounds.



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" or less of mat
3. High bridge
4. Posted on both elbows

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



CRITERIA

Near Fall



Near fall points:

Pinning area restrained in near fall criteria for 2-4 seconds...

“one-thousand one...one thousand two”

2-points awarded

Restrained in near fall criteria for 5 seconds...

3-points awarded





CRITERIA

Near Fall



When a near fall situation occurs while the official is in the standing position...

- Start a silent count when dropping to the mat to view the near fall situation.
- Pick-up the visual hand count once you reach your belly to view the near fall.
- Do not use the visual hand count while standing.





CRITERIA

Near Fall



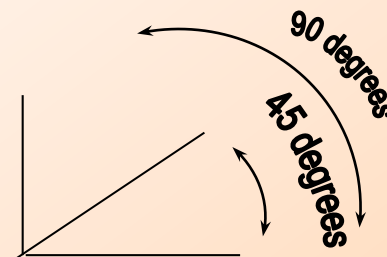
- Near fall points are awarded when the situation has ended.
- Bridgebacks or bridgeovers by the wrestler in control are not scored though a defensive fall may result.
- Near fall is not scored if the pinning area of the defensive wrestler is exposed during an escape or reversal attempt unless restrained for at least 2 seconds.





BY DEFENSIVE WRESTLER

Bleeding/Injury in Near Fall



If injury or bleeding of the defensive wrestler occurs during the following situations, the match is stopped and points are awarded as follows:

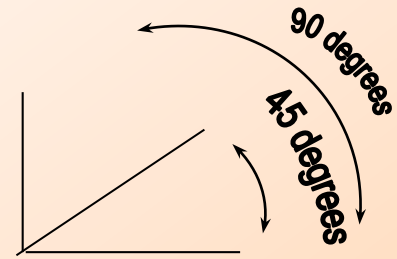
- Just prior to near fall criteria being met (90° to 46°) – 2 points.
- Near fall criteria has been met for a 1 second count - 2 points.
- Near fall criteria has been met for a 2 to 4 second count – 3 points.
- Near fall criteria has been met for at least a 5 second count – 4 points.





DEFENSIVE VIOLATION

Near Fall Situation



If during a near fall situation if one or more of the following violations occur, penalty point(s) are awarded in addition to the near fall points earned.

- Illegal holds(s)
- Unsportsmanlike conduct
- Technical violation(s)

The near fall points earned as well as the accrued penalty points are awarded as follows:

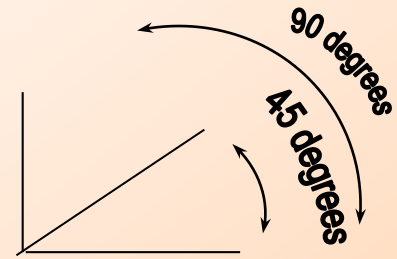
- At the end of the near fall situation
- At the end of the period
- Wrestlers go out of bounds
- The violation itself (endangering the offensive wrestler)
- When the situation is stopped for blood or injury





PENALIZING DEFENSIVE VIOLATION

Near Fall Situation



Examples of near fall plus penalty points:

- Just prior to near fall criteria being met (90° to 46°) – 2 points + penalty point(s).
- Near fall criteria has been met for a 1 second count - 2 points + penalty point(s).
- Near fall criteria has been met for a 2 to 4 second count – 3 points + penalty point(s).
- Near fall criteria has been met for at least a 5 second count – 4 points + penalty point(s).





CRITERIA

Fall & Tech Fall



Fall

- Both shoulders/scapula in contact with mat for two seconds

“One-thousand-one”... “One-thousand-two”

Technical Fall

- 15-point differential – match terminates
- Takedown/reversal to near fall criteria to at least a 15-point differential – the match continues until the near fall situation ends
- Can only lose for flagrant misconduct





DEFINITION

What Is A Match?



A match begins when the proper wrestlers report 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





DUAL MEET

Team Scoring



Regular decision – 3 team points

- Match 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

Default – 6 team points

- Opponent unable to continue for any reason
- Coach/wrestler may default a match in progress





DUAL MEET

Team Scoring



Disqualification - 6 Team Points

- Removed in accordance with penalty chart
- Not necessarily eliminated from further competition

Technical fall - 5 team points

- Score exceeds opponent's by 15 or more

Forfeit – 6 team points

- Opponent fails to appear for a match
- To receive forfeit, a wrestler must be in a legal uniform and ready to wrestle





DUAL MEET TIE BREAKING SYSTEM

Team Scoring



If teams have identical scores, a team tie-breaking system shall be used to determine the winner. (see 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



Major Decision	1 Point
Technical Fall	1½ Points
Fall	2 Points
Default	2 Points
Forfeit	2 Points
Disqualification	2 Points
Bye followed by a win:	
• Championship Bracket	2 Points
• Consolation Bracket	1 Point
Advancement	
• Championship Bracket	2 Points
• Consolation Bracket	1 Point

