

# Officiating Ohio High School Wrestling

## Contributions by :

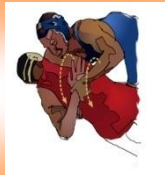
*Ohio High School Athletic Association*

*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 protocol for 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?





# 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 (each 1:30 minutes in length)
- Tournament consolation round
  - 3 periods (each 1-minute in length)
- Overtime
  - 1-minute sudden victory period with a 30-second ultimate tiebreaker period if necessary
  - The contestant that scored first in the regulation match has choice of top or bottom in the ultimate tiebreaker
  - If a contestant was penalized for unsportsmanlike conduct, choice is offered to the opponent





# Weight Class Order



Selected prior weigh-in

Referee has kit to conduct draw (Rule 3-1-1)

Referee or authorized person supervises

First match selected is odd

Remaining matches in traditional order







# Pre-Meet Coin Flip



Captains meet at center mat

Winner of coin flip 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Cannot be withdrawn or replaced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





## POINTS OF INTEREST

# 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

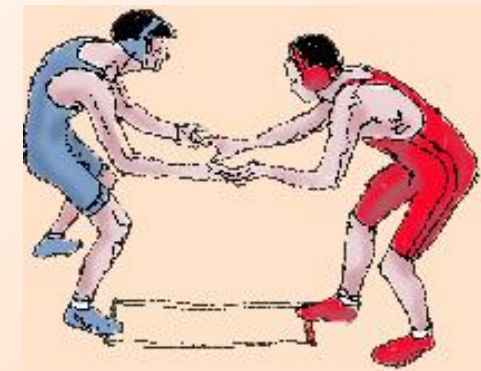
## 3<sup>rd</sup> period

Opponent selects up, down, neutral





# Sight Handicapped



Finger touch-method in neutral position with initial contact from front

Contact maintained throughout match

If contact is broken match is stopped to re-establish contact and restarted





## POINTS OF EMPHASIS

# Team Delay of Match

A team intentionally delaying its appearance 5-minutes beyond the scheduled starting time 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



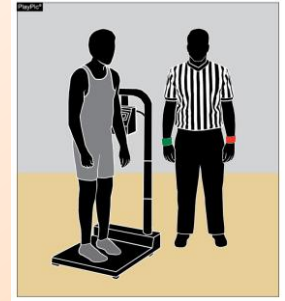
Weight classes follow traditional order.

**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.**





# Tournaments



Must make weight each day of tournament

- Weigh-outs for 2<sup>nd</sup> day may be granted by OHSAA office, e.g., inclement weather

A contestant has a maximum of 5-minutes to appear at mat

- Failure to do so results in forfeit

Verify that the correct wrestlers (listed on the bout sheet) have reported to the table





## POINTS OF EMPHASIS

# 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







# Overtime



If no scoring occurs...

*Two 30-second tiebreaker periods are 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.



# Tiebreaker



If the score remains tied, a 30-second ultimate tiebreaker (UT) period shall be wrestled.





# Tiebreaker



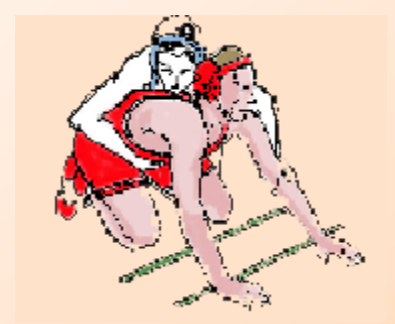
Choice of position in the ultimate tiebreaker is granted to the wrestler scoring first point(s) in regulation. Choices: *top, bottom, defer*.

If no points were scored in the regular match - flip disk.

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

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





# Tiebreaker

Wrestler scoring first in the ultimate tiebreaker is declared the winner.

If no scoring occurs...

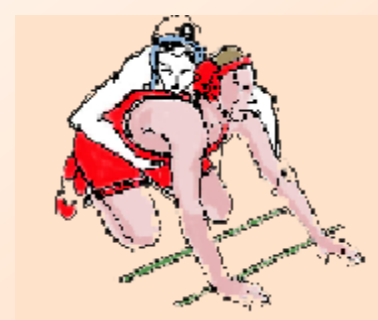
- Offensive wrestler wins.
- 1 match point added to offensive wrestler's score to determine final match score.
- The match is scored as "RO-1" (rideout-1)





## STALLING

# UT Tiebreaker Period



Controlled” wrestling versus stalling

The Ultimate Tiebreaker period is a unique scenario in which the offensive wrestler is rewarded by maintaining control/riding out

If offensive wrestler immediately grasps an ankle or wraps both legs and is simply hanging on, the official should call a stalemate

If repeated - 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 default the match 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 Difficulties

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 and be brief, focused and respectful.

If no error/questions judgment, penalize head coach for misconduct. The first penalty is a warning.

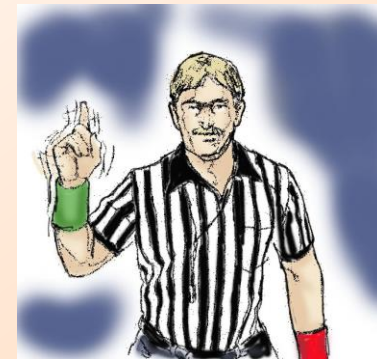






## STOPPING/STARTING MATCH

# 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...injured wrestler defaults to opponent.
- Technical violation injury...injured wrestler defaults to opponent.
- Illegal action... injured wrestler wins by default (includes contact injury from a false start in the neutral position).





## POINTS OF EMPHASIS

# Potentially Dangerous

Anticipate dangers of injury.



Be in position to block before reaching danger point.

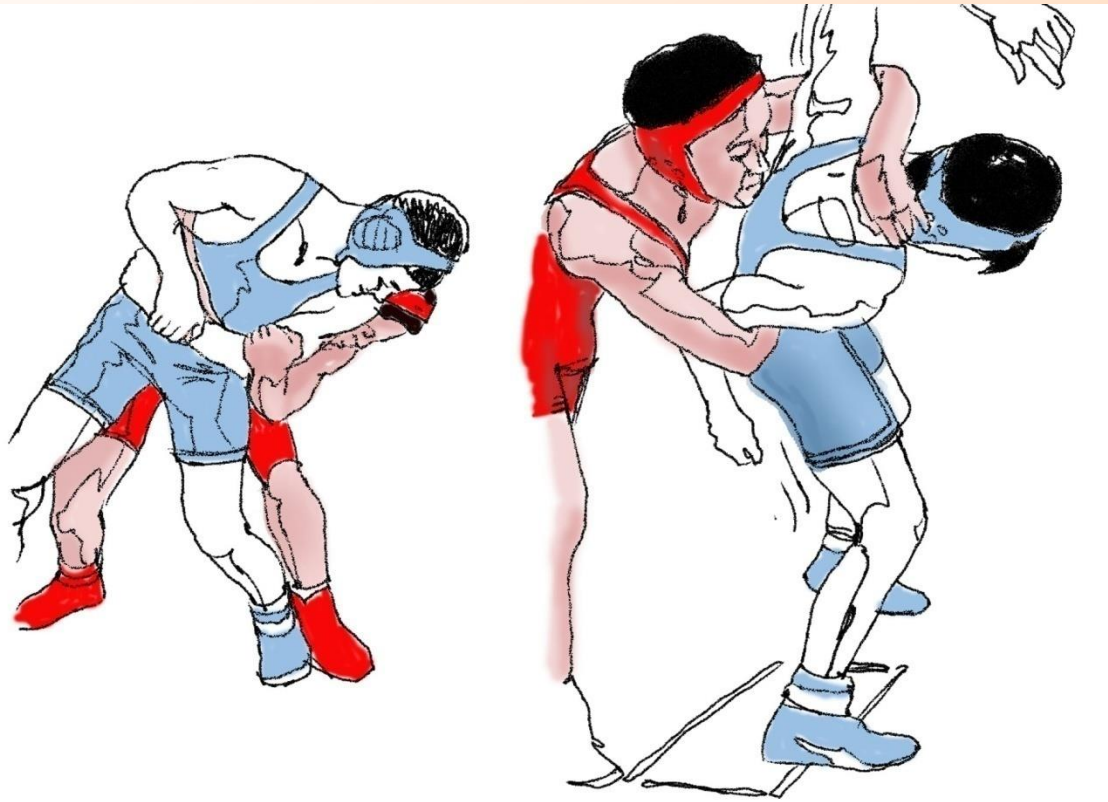
Verbally caution against forcing into illegal position without interrupting action unless it is necessary to stop in order to prevent injury.





## 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 & becomes punishing





## PENALTY PROTOCOL

# Penalizing

Stop the match - announce and signal the penalty so that all are aware of the infraction.

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.
- When a wrestler is penalized for the fourth stalling penalty (2-point penalty), the match is stopped regardless of position and the opponent is given choice of position on the restart.





# Near Fall Situation

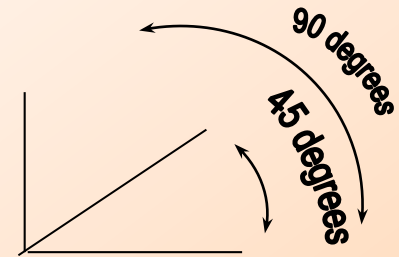
When penalizing the defensive wrestler in pinning situation...

- Allow action to continue while slapping away hand from face, headgear, eyes, uniform.
- If flagrant or endangering, the match is stopped immediately.
- When the pinning situation ends, stop the match award near fall points and announce the penalty infraction





# Near Fall Situation



Near fall points awarded plus applicable penalty point(s)

- *No. of penalty pts depends on penalty chart*
- *No. 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)**

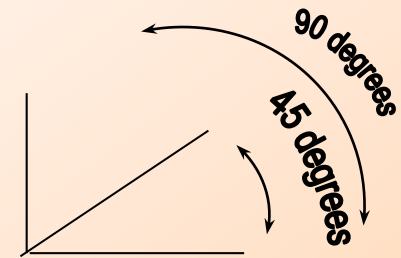
Near fall with 5 count ..... **4 pts + penalty pt(s)**





## 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 (flagrant misconduct, endangering act)







# 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 and earned points plus technical violation are awarded on the fly.



Award point(s) in the sequence in which they occurred for the escape/reversal plus the violation



## DELAYED PENALTY CALL

# 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, and points are awarded on the fly.

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 and points are awarded on the fly.

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 and 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.





## DUAL MEET

# Correction of Errors



## DUAL MEET:

Dual meet errors by the timekeeper, scorer, or referee, must be corrected prior to the offended contestant leaving the mat area and before the start of the next match on that mat if additional wrestling is necessary.

If additional wrestling is not necessary, the error may be corrected if the offended contestant or coach remains in the mat area after the match has concluded and before the start of the next match on that mat.





## DUAL MEET

# Correction of Errors



## Dual Meet Match Score:

Errors involving the computation of match score must be corrected within 30-minutes after the conclusion of the dual meet.

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





## DUAL MEET

# Correction of Errors



## Dual Meet Team Score:

Errors involving the recording or computation of team scores must be corrected within 30-minutes after the conclusion of the dual meet.





# Correction of Errors



## TOURNAMENT MATCH SCORE:

Tournament errors by the timekeeper, scorer, or referee, must be corrected prior to the offended contestant leaving the mat area and before the start of the next match on that mat if additional wrestling is necessary.

If additional wrestling is not necessary, the error may be corrected if the offended contestant or coach remain in the mat area after the match has concluded and before the start of the next match on that mat.







## TOURNAMENT

# Correction of Errors



## Tournament Match Score:

Errors involving the computation of match score must be corrected prior to the next match in which either wrestler competes.

- Computation error(s) means addition errors not recording errors.

If the error necessitates additional wrestling, it must be corrected prior to the offended wrestler leaving the mat area and prior to the start of the next match on that mat.





# Correction of Errors



## Tournaments Team Score:

Errors involving the recording or computation of team scores must be corrected within 30-minutes of the official posting of team scores.

