

Officiating Ohio High School Wrestling

Contributions by :

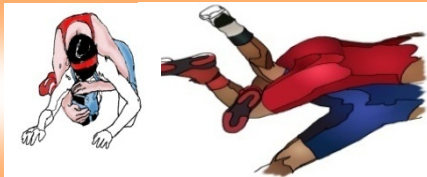
Ohio High School Athletic Association

Ohio Wrestling Officials Association

National Association of Sports Officials

*National Federation of State
High School Associations*

Unit 6





DEFINITIONS & SCORING

Objectives—Unit 6

What is blood time & how long is it?

What is recovery time & how long is it?

What is injury time & how long is it?

What is HNC (head/neck/cervical) injury time & how long is it?

What is bad time & how long is it?

What is a stalemate?

Stalling – is it or isn't it?





Objectives—Unit 6

Misconduct: who/when to penalize?

Flagrant misconduct: who/when to penalize?

What is unsportsmanlike conduct?

Technical violations: what are they?

Illegal holds: what are they?





CRITERIA

Blood Time



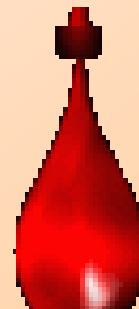
5-minutes maximum

Cumulative throughout match...including OT

Number of time-outs left to referee's discretion

Time stopped when blood is controlled

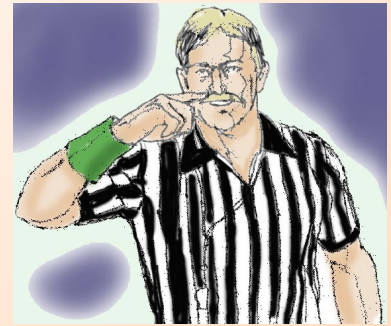
Clean-up is part of official's time





POINTS OF INTEREST

Blood Time



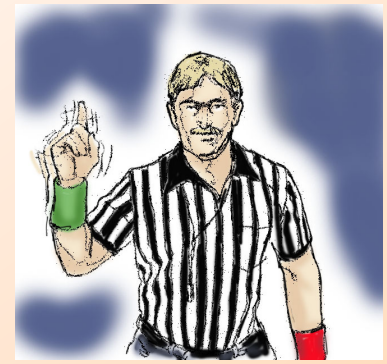
- Coaching allowed
- Bleeding wrestler defaults if 5-minute time limit expires
- Bleeding wrestler wins by default if caused by:
 - Unsportsmanlike conduct
 - Illegal hold
 - Unnecessary roughness
- Blood time takes precedence over all other injury/HNC/recovery related time-outs.





CRITERIA

Injury Time



1½ minutes maximum

Cumulative throughout match

- Including overtime & tie breaker

2 time-outs allowed

Following 2nd time out...opponent gets choice of position

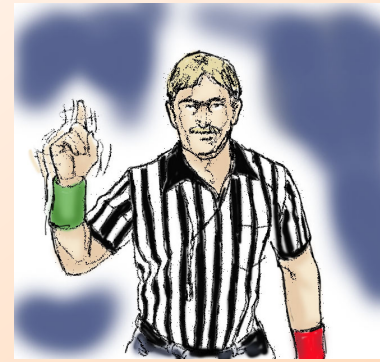
A 3rd time-out...defaults match





POINTS OF INTEREST

Injury Time



Exhausting 1 ½ minutes defaults match

Correcting illegal equipment counts as injury time

Locating/replacing contact lens may count as injury time – use discretion

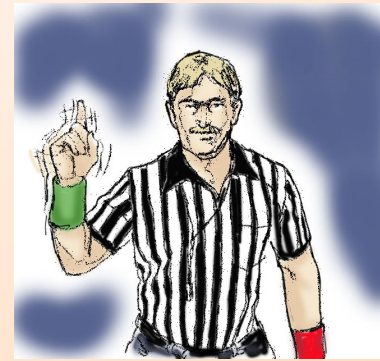
Coaching is allowed!





POINTS OF INTEREST

Injury Time



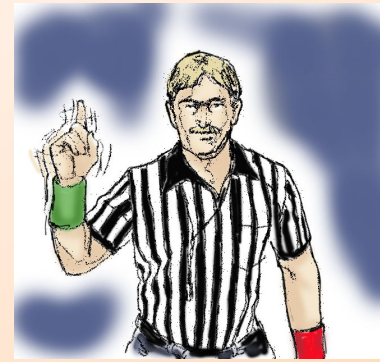
- Injury time cannot be denied if requested by a wrestler.
- When a match is stopped for an injury/HNC during an imminent scoring situation and the referee determines that scoring (takedown, reversal, escape) would have been successful if the wrestling had continued, the referee shall charge an injury time-out to the injured contestant and award applicable points to the non-injured wrestler.
 - The injured wrestler is automatically charged with an injury time-out.





CHOICE OF POSITION

Second Injury Time



At the conclusion of 1st period...

- The opponent has choice at the start of the 2nd and 3rd periods

At the conclusion of 2nd period...

- The opponent has choice at the start of the 3rd period

At the conclusion of 2nd period and the opponent already has choice at the start of the 3rd period...

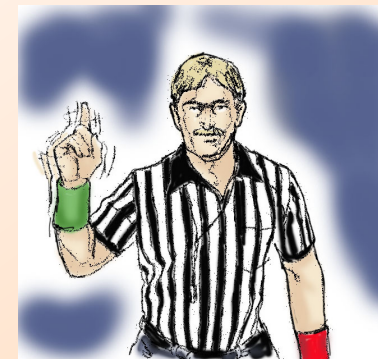
- The opponent will have the added choice at the first restart after the start of the 3rd period





CHOICE OF POSITION

Second Injury Time (cont.)



At the conclusion of 3rd period...

- The opponent will have choice of any three of the starting positions (neutral/top/bottom) at the start of the sudden victory period

During the sudden victory period...

- The opponent will have choice of neutral, top, or bottom

At the conclusion of the sudden victory period...

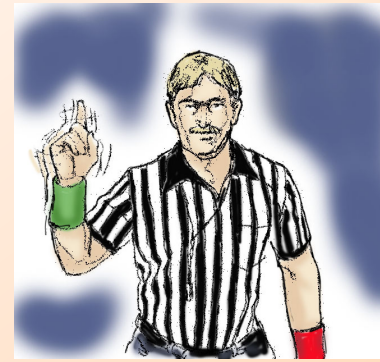
- The opponent will have choice of top or bottom in both 30-second tiebreaker periods





CHOICE OF POSITION

Second Injury Time (cont.)



At the conclusion of the 1st 30-second tiebreaker period...

- The opponent will have choice of top or bottom at the start of the 2nd tiebreaker period

At the conclusion of 1st 30-second tiebreaker period and the opponent already has choice at the start of the 2nd 30-second tiebreaker period...

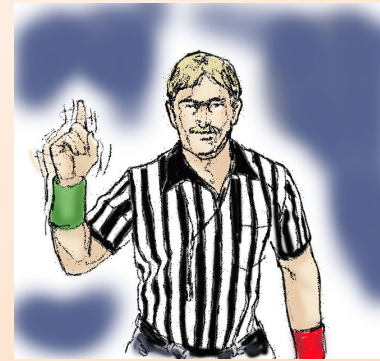
- The opponent will have the added choice at the first restart after the start of the 2nd 30-second tiebreaker period





CHOICE OF POSITION

Second Injury Time (cont.)



At the conclusion of the 2nd 30-second tiebreaker period...

- The opponent will have choice of top or bottom at the start of the ultimate tiebreaker period (unless at anytime during the match the opponent has received an unsportsmanlike penalty)

During either of the 30-second tiebreaker periods or the ultimate tiebreaker period...

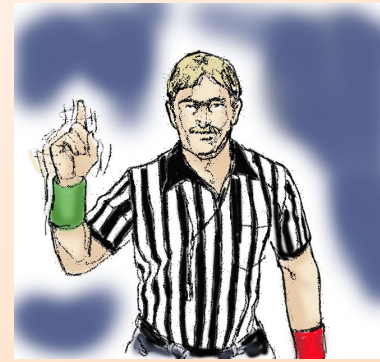
- The opponent will have choice of top or bottom position on the restart





Injury Time

Third Injury Time-Out

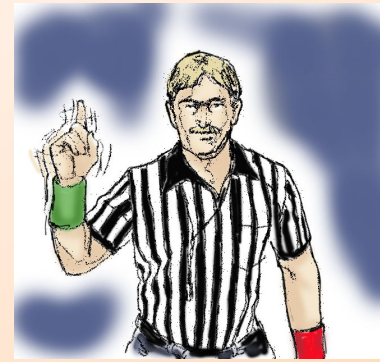


A third injury time-out shall terminate the match. The opponent shall be declared the winner by default.





Referee's Duties



Be at scorer's table monitoring clock.

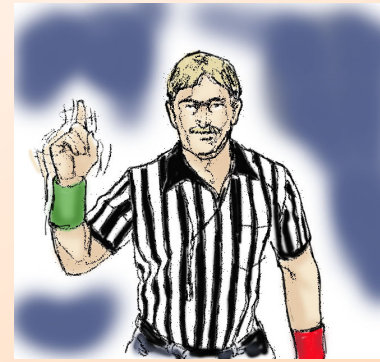
May need to be close to coach & wrestler on the mat.

For injury time, notify coach and wrestler at 45 seconds, at 1 minute and the 1:15-minute mark of the amount of injury time left.





HNC Injury Time-Out



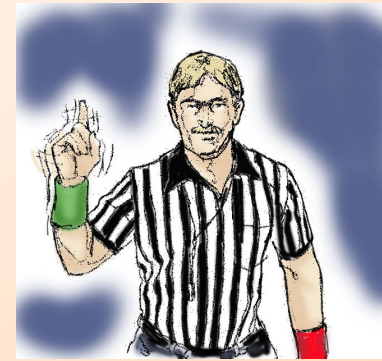
Rule 6-4-3 & Rule 5-28-6: If a wrestler is injured due to legal or illegal action, the referee shall stop the match under these certain conditions: a) injury time, b) blood time, c) recovery time, d) referee's time, e) HNC injury time.

- If the referee suspects a HNC event (and an appropriate Health Care Professional (AHCP) is available at the event), the referee may stop the match and request the AHCP to evaluate the afflicted contestant under HNC protocol.
- The initial match stoppage will fall under injury time. Once the AHCP arrives at the mat for the HNC evaluation, the injury time-out will transition to the 5-minute HNC injury time-out.





HNC Injury Timeout (cont.)

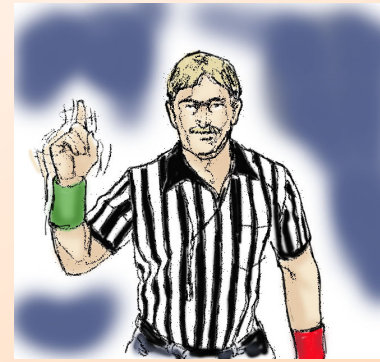


- The elapsed injury time will transition to the remaining 5-minute HNC time allotment.
- Upon transitioning from the injury time-out to the HNC time-out, the official will face the table and convey the HNC signal.
- Once the injury time-out transitions to the HNC time-out, the injury time-out and elapsed injury time is not charged to the injured contestant.
- Injury time does not transition to HNC injury time until the AHCP begins the HNC evaluation.





HNC Injury Timeout (cont.)

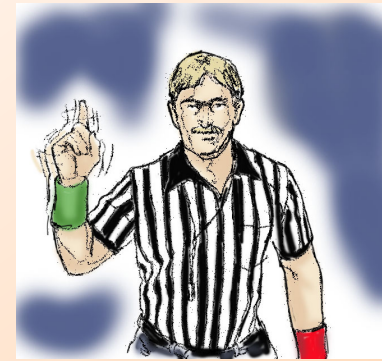


- If an AHCP is not assigned to the event, the referee may not call a HNC injury time-out.
- In the absence of an AHCP, a regular injury time-out is used.
- If the referee observes signs, symptoms, and behaviors consistent with a concussion before the AHCP evaluates the injured contestant, the match shall be terminated in accordance with concussion protocol.





HNC Injury Timeout (cont.)



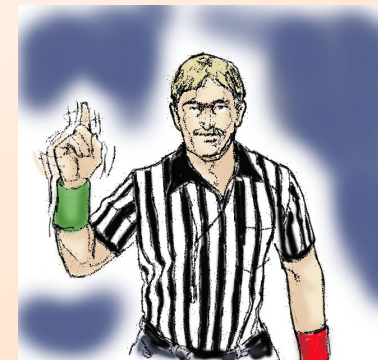
- The AHCP has up to 5-minutes to evaluate the HNC area.
- Upon conclusion of the HNC injury evaluation or the expiration of the 5-minute time period, the wrestler must immediately prepare to continue the match or default the match..
- The AHCP who determines that a contestant should not participate shall not be overruled.
- Elapsed HNC injury time shall be recorded in the score book or bout sheet.
- A second HNC injury time-out in the same match requires the contestant to default the match.





SCOREBOOK PROTOCOL

HNC Injury Timeout (cont.)



Scorebook Protocol for HNC (approved by NFHS):

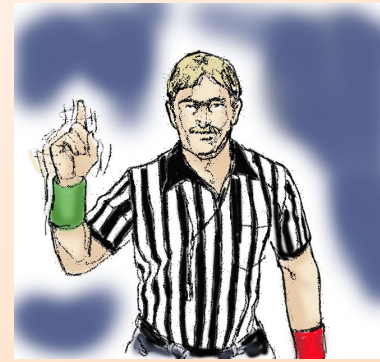
~~INJ~~ → HNC
(5:00)

In this scenario, the official stopped the match for a suspected HNC injury. The initial match stoppage is applied to injury time (INJ) protocol. When the AHCP arrives at the mat and begins the HNC injury evaluation, the injury timeout transitioned (indicated by the arrow symbol) to HNC time-out (HNC) protocol. At this point, the injury time-out is negated (indicated by the diagonal strikethrough line) and is not charged to the afflicted contestant. The AHCP used the remainder of the 5-minute HNC time allotment to complete the HNC evaluation.





Concussion: 8-2-4



Rule 8-2-4(a)

Any contestant who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the match and shall not return to practice or competition until cleared by an appropriate health-care professional.

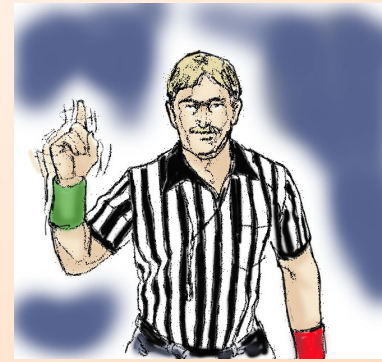
Review Appendix B (Suggested Guidelines for Management of Concussion in Sports) on Page 86 of the Rules Book.

Familiarize Yourself with the Concussion Resources Posted at www.ohsaa.org/sports/wrestling.





Concussion: 8-2-4



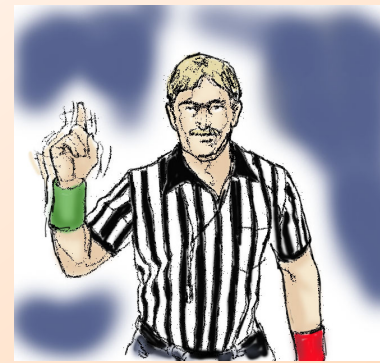
OHIO LAW: ORC 3313.539 and ORC 3314.03 stipulates the role of the coach and official.

- Requires a coach or referee to remove a student-athlete exhibiting signs symptoms or behaviors consistent with a concussion or head injury from practice or competition.
- Prohibits an athlete from returning to practice or competition on the same day as he/she was removed.





POINTS OF INTEREST



Concussion and/or Unconsciousness

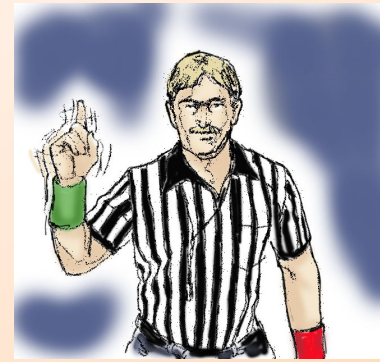
- Student-athletes who exhibit signs, symptoms or behaviors consistent with having sustained a concussion must be removed from the contest.
- An appropriate health-care professional (e.g., M.D./D.O./Certified Athletic Trainer) cannot be overruled in determining that a wrestler is unfit to continue.
- Athlete is prohibited from returning to competition on the same day he/she was removed.
- Athlete cannot return until assessed and cleared by an appropriate health-care professional (M.D./D.O.).
- It's OHIO LAW.





POINTS OF INTEREST

Non-Head Injuries



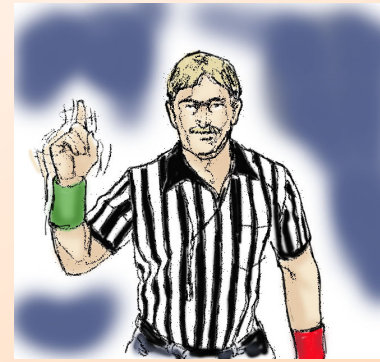
- The host school is responsible for designating the on-site appropriate health-care professional for the event.
- The appropriate health-care professional may be a M.D., D.O., nurse practitioner, physician assistant, EMT or ATC.
- Only the designated on-site appropriate health-care professional has jurisdiction at the event.
- Only a M.D., D.O. (preferably a dermatologist) may diagnose a contagious/non-contagious skin problem.
- Nurse practitioners and physician's assistants working under the guidance of a dermatology practice listed on the OHSAA Short Notice Dermatology Practice List may diagnose contagious/non-contagious skin conditions.
- A contagious skin condition cannot be covered to allow wrestling.





POINTS OF EMPHASIS

Recovery Time



Time taken for injury through:

- Illegal hold
- Unnecessary roughness
- Unsportsmanlike conduct
- False start in the neutral position

2-minutes of recovery time is granted for each incident.

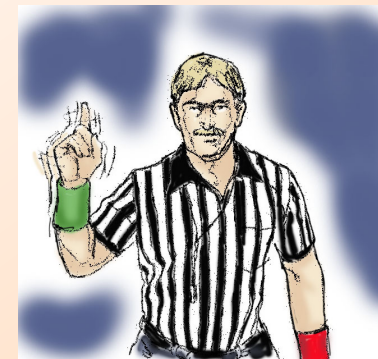
- Not deducted from injury time.
- Winner by default if unable to continue upon expiration of recovery time.
- Cannot take injury time immediately following recovery time to extend the recovery period.
- Not connected to HNC injury time.
- Coaching is allowed.





SCOREBOOK PROTOCOL

HNC Injury Timeout (cont.)



Scorebook Protocol for HNC (approved by NFHS):

~~INJ~~ → HNC
(5:00)

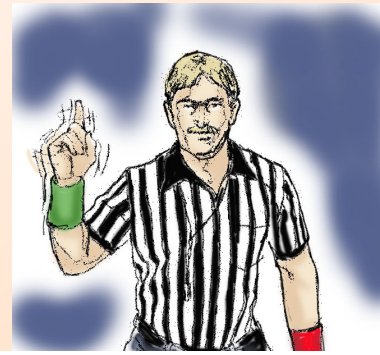
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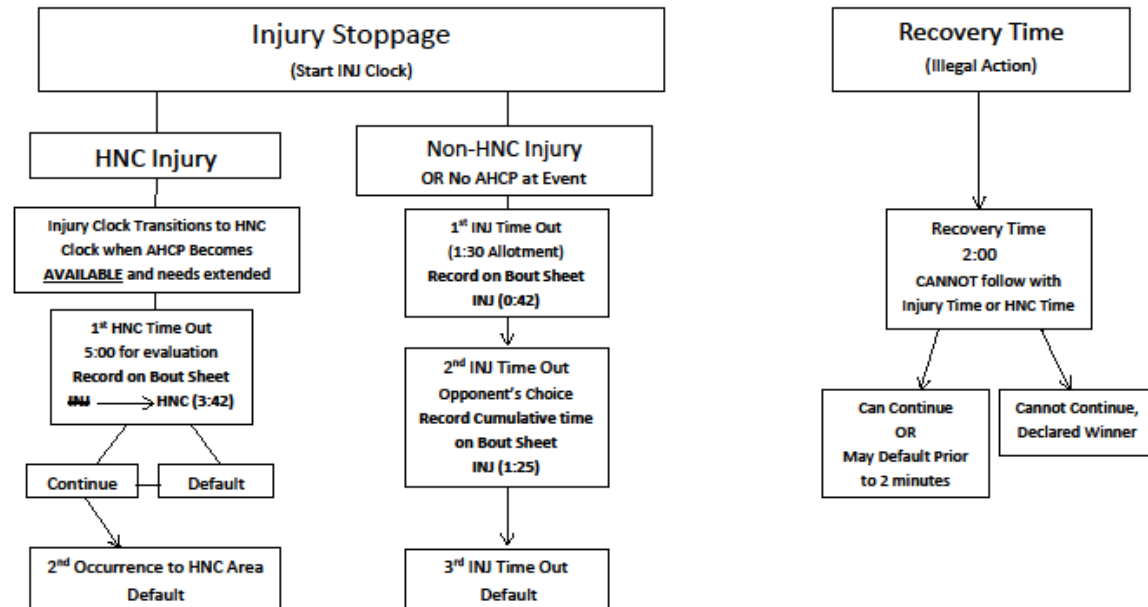
POINTS OF EMPHASIS

INJURY STOPPAGE CHART



2021-2022

INJURY PROCEDURE CHART (INJ) Appropriate Health Care Professional (AHCP)



* BLOOD TIME SUPERCEEDS ANY INJURY, RECOVERY, OR HNC TIME
* ONLY 1 WRESTLER CAN BE ON ANY BLOOD, INJURY, RECOVERY, OR HNC TIME

Courtesy Dennie Uhl - SSWOA





CONDITIONS

Bad Time



Time wrestled with:

- Wrestlers placed in the wrong position.
- Wrestling continues following violation when match should've been stopped.
- Clock should have stopped, and wrestling continues after the end of a period.
- Wrong wrestler given choice at the start of the 3rd period.
- Wrong wrestler given choice at the start of the 2nd 30-second tiebreaker.
- Wrong wrestler given choice at the start of the ultimate tiebreaker.
- Not given choice of position after opponent has taken 2nd injury time-out.
- Not given choice of position after opponent has received 2-point stalling penalty.





CORRECTING

Bad Time



All points, penalties or injury time are voided from bad time.

Exceptions (not voided from bad time):

- Unnecessary Roughness
- Illegal Holds
- Blood Time
- Flagrant Misconduct
- Unsportsmanlike Conduct
- HNC Injury Time





WHEN CORRECTABLE

Bad Time



Must be corrected prior to subsequent period!

If the wrong wrestler is given choice at start of 2nd period or at the start of the 1st 30-second overtime period, no re-wrestling is necessary.

Opponent will be given the choice at the start of 3rd period or at the start of the 2nd 30-second overtime period, respectively.





SITUATIONS

Bad Time



Situations causing bad time...

- Wrong wrestler given choice at start of 3rd period
- Wrong wrestler given choice at start of 2nd 30-second tiebreaker
- Wrong wrestler given choice at start of ultimate tiebreaker
- No choice given to opponent after second injury time-out
- No choice given to opponent after stopping the match for the 2-point stalling penalty
- Wrestling continued after the clock should have been stopped at the end of a period
- Wrestling allowed to continue following a violation when the match should have been stopped



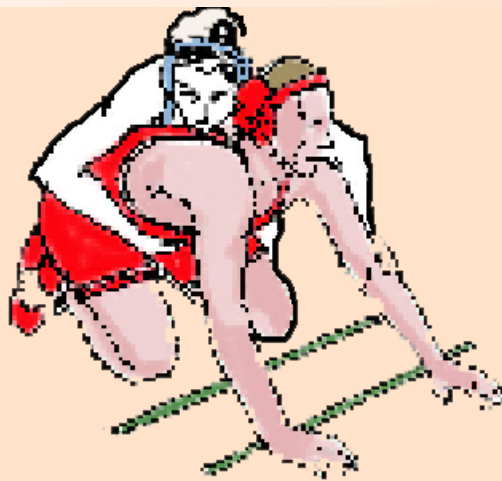


OTHER THAN STARTING 3RD PERIOD

Bad Time--Positioning



When the amount of bad time is determined it shall be deleted (wrestling beyond the expiration of a period) or re-wrestled with the wrestlers placed in the proper position.





SITUATIONS

Bad Time



Remedy for error at start of 3rd period...

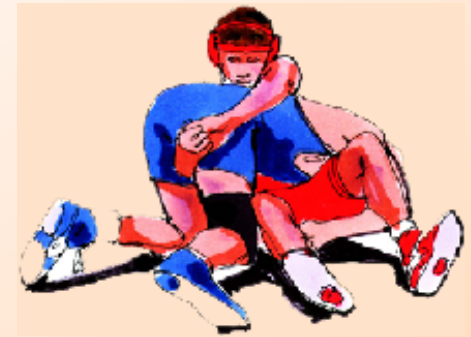
- All points earned are canceled
- A rest of one-minute is granted
- 3rd period is re-wrestled





POINTS OF EMPHASIS

Stalemate



Interlocked in a position in which neither wrestler can improve his position other than a pinning situation.

Hands locked around one leg of opponent to prevent scoring.

If used repeatedly, it is stalling!





POINTS OF EMPHASIS

Stalling



Wrestlers required to wrestle aggressively regardless of...

position

time

score

First instance a warning is called.

Penalized if stalling continues.

Not stalling when overpowered.





NEUTRAL TACTICS

Stalling



Continually avoiding contact.

Plays edge of mat, steps out of bounds or pushes or pulls opponent out of bounds.

Prevents opponent from returning to or remaining inbounds.

Not attempting to secure a takedown.

Backs out of 10 foot circle, with no effort to make contact.

Tie-up with head buried in opponent's chest





OFFENSIVE TACTICS

Stalling



Content to just ride – doesn't create angles.

Traps ankle with deep waist with no effort to improve.

Holds opponent in cradle without turning.

Stays parallel with half or arm bar without attempting to turn.

Repeatedly throws legs in when opponent stands.





OFFENSIVE TACTICS

Stalling



When opponent stands, stays behind with no attempt to bring to mat.

Holds heel to buttocks while defensive wrestler is broken down for more than 5 seconds.

Holds opponent's leg in action not designed to:

- Break opponent down.
- Secure a fall
- Prevent an escape





OTHER TACTICS

Stalling



- If during wrestling, the shoelaces that are tied become undone from typical securing means and also become untied, it is stalling.
- If during wrestling, the shoelaces that are tied become undone from typical secured locking means but stayed tied - no violation.
- Repeated interlocking one leg by either wrestler to prevent scoring.
- Straggling back from out of bounds.
- Changing/adjusting equipment.
- Delay in assuming starting position.
- It is not stalling when intentionally releasing an opponent to immediately thereafter secure a takedown.





OTHER TACTICS

Stalling



Repeated interlocking one leg by either wrestler to prevent scoring

Unsnapping or removing the headgear

Changing/adjusting equipment

Delay in assuming starting position





DEFENSIVE TACTICS

Stalling



Refuses to wrestle by not attempting an escape or reversal.

Tripods head on the mat.

Bunches up with hips flat on the mat.

Repeatedly stands up when opponent throws legs.

Interlocks fingers and brings arms close-in to the body





Stalling



Stalling Penalties:

- 1st offense warning
- 2nd offense 1 point
- 3rd offense 1 point
- 4th offense 2 points plus match will be stopped and the opponent given choice of position.
- 5th offense disqualification

Note: stalling penalties are administered independently from the penalty progression chart.





POINTS OF INTEREST

Coaching Misconduct

- Any member of coaching staff can go to table and request a conference to discuss a potential misapplication of a rule.
- If there was no misapplication of a rule, the head coach is penalized for misconduct.
- If a member of the coaching staff questions the official's judgement, the head coach is penalized for misconduct.





PENALTY SEQUENCE

Coaching Misconduct

1st offense



warning

2nd offense



deduct 1 team point

3rd offense



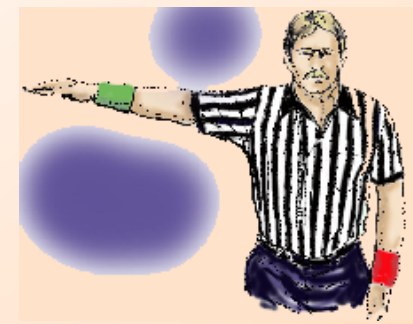
**deduct 2 team
points**



**Remove head coach
for day**

This penalty sequence starts anew each day





Unsportsmanlike Conduct

Actions before, during or after a match:

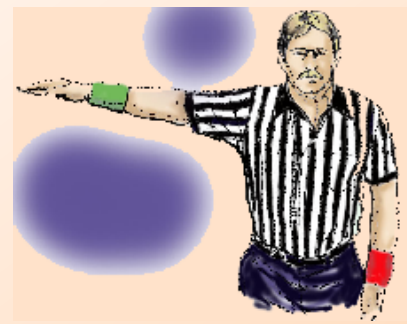
- Abusive language or behavior
- Interfere with orderly progress of match
- Violation of bench decorum rule
- Taunting
- Acts of disrespect
- Inciting negative reactions





WRESTLER: BEFORE, DURING, AFTER

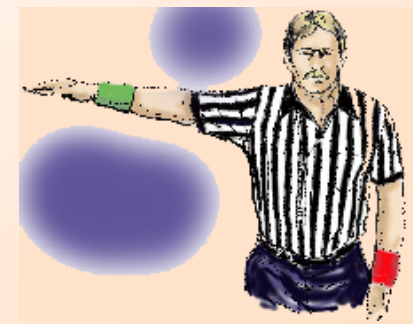
Unsportsmanlike Conduct



Examples:

- Failure to comply with direction of referee
- Pushing, shoving, swearing
- Taunting, intimidation, baiting
- Throwing headgear or equipment
- Indicating displeasure with a call
- Forceful slap to the face or head

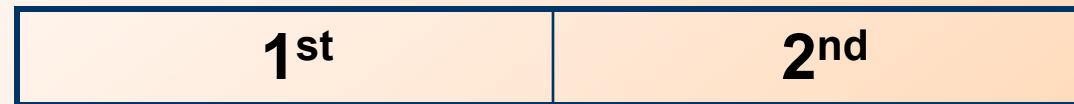




Unsportsmanlike Conduct

Before/During/After Match

Penalty Sequence



↓
Deduct 1 team
point

↓
Deduct **2** team points

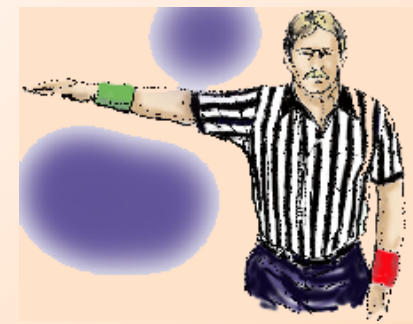
Remove from premises for
remainder of event

Carries over in multiple day events





WRESTLER: DURING MATCH

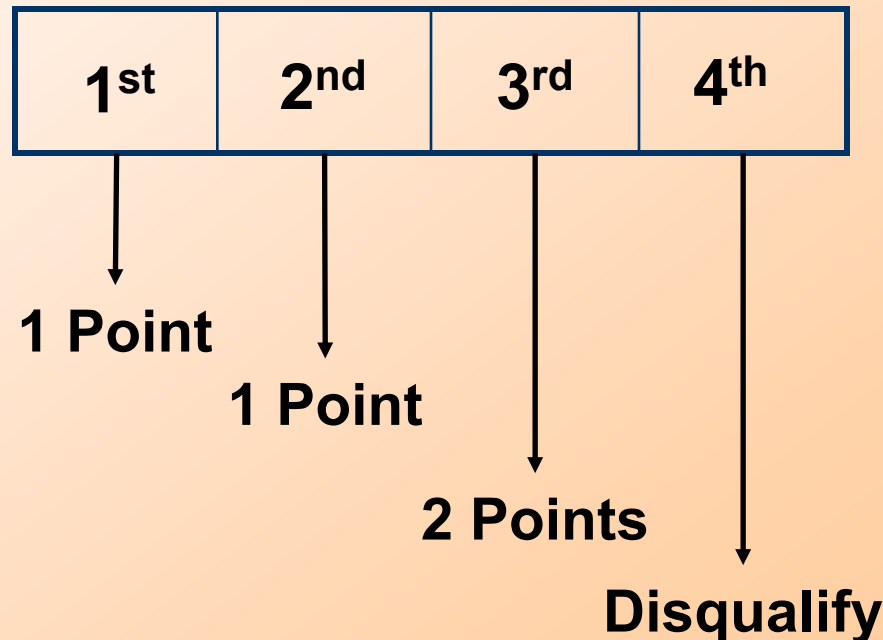


Unsportsmanlike Conduct

Involves physical or nonphysical acts

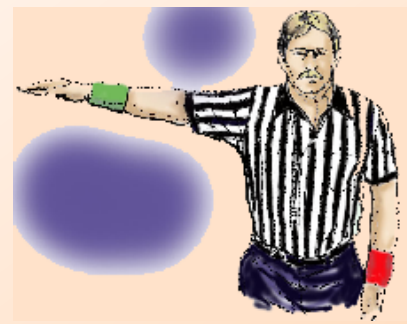
From reporting to the table to the last whistle

Awarded as part of progressive penalty sequence





SPECTATOR



Unsportsmanlike Conduct

Removed for remainder of event

Responsibility of home management

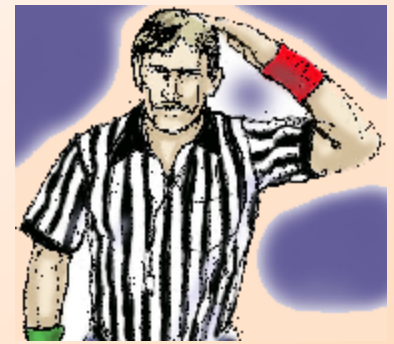
Done without penalty to either team





WRESTLER

Flagrant Misconduct



Involves physical or nonphysical acts

Can occur before, during or after match

Includes, but not limited to...

Striking

Kicking

Butting

Using tobacco

Elbowing

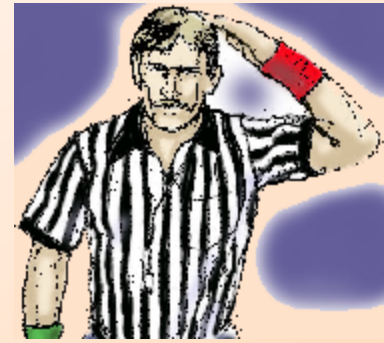
Biting





PENALIZING WRESTLER

Flagrant Misconduct



Immediate disqualification

Removed from premises

Must be under adult supervision

If no adult supervision, confined to bench

Bracket: Deduct **3** team points and all team points earned to that point.

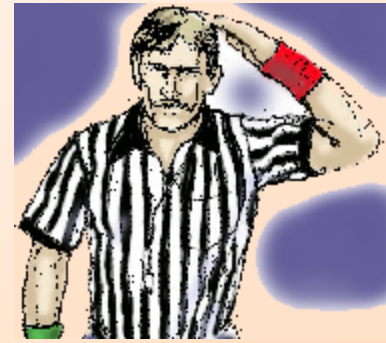
Dual: Deduct 3 team points from that dual and any team points earned.





PENALIZING WRESTLER

Flagrant Misconduct



All vacancies created in the tournament pairings as a result of removal for flagrant misconduct shall be scored as:

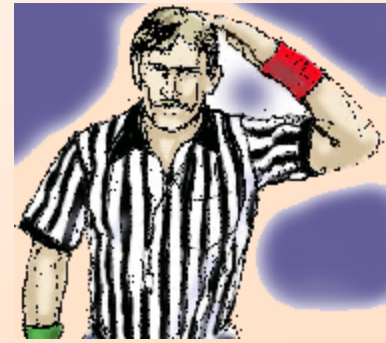
Forfeits !





PENALIZING COACH/TEAM PERSONNEL

Flagrant Misconduct



Acts serious enough to remove offender

Immediate disqualification

Deduct 3 team points

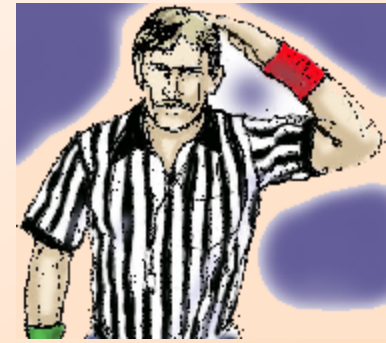
Remove for remainder of event





PENALIZING COACH/TEAM PERSONNEL

Ejection Report



If a contestant, team personnel or coach has been removed from the premises as a result of unsportsmanlike conduct penalties or a flagrant misconduct penalty, an OHSAA Game Report must be filed within 48 hours of the ejection.

- Submit the Game Report electronically via the MyOHSAA portal.
 - Be concise in describing the circumstances leading to the ejection.
 - Cite supporting rule(s) where appropriate.
- Communicate the ejection to the offender's principal or athletic director no later than the first school day following the ejection to apprise the administrator of the circumstances that led to the ejection.





DEFINED

Illegal Holds



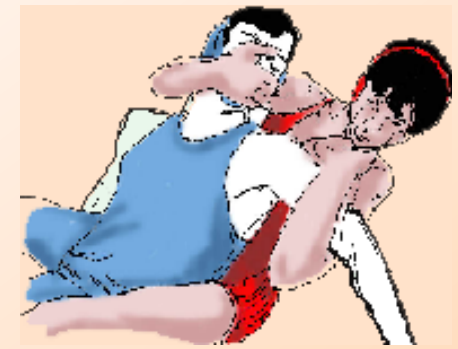
“Any and all holds used in such a way as to endanger life and limb are considered to be illegal”





OVERVIEW

Illegal Holds



- Slam
- Suplay
- Salto
- Intentional drill
- Forceful fall-back
- Pulling back thumb or 1, 2, 3 fingers
- Double under hook snap back from rear standing position
- Hammerlock
- Strangleholds
- Double-knee kickback
- Nelson-Cradle
- Back bow
- Headlock w/o arm above elbow
- Overhead double arm bar
- Neck wrench
- Quarter nelson w/ chin
- Leg block
- Straight head scissors
- Figure 4 around body, both legs or the head
- Twisting hammerlock
- Full nelson
- Heel Trap / Knee Fig. 4





WHAT ARE THEY?

Technical Violations



Assuming an incorrect starting position

False start

Going out of wrestling area or forcing an opponent out of the wrestling area to avoid an imminent scoring situation

Grasping clothing, headgear or mat





WHAT ARE THEY?

Technical Violations



Interlocking/overlapping hands, fingers, arms around body or both legs

Leaving wrestling area without permission

Reporting to scorer's table not properly equipped or ready to wrestle

Shoe coming off during wrestling

