

1. Scoring Communication - Be confident!!!

Chair Talk - Let everyone know what happened. Coaches talk with Chair **ONLY!** Sometimes this is a young official who may need some help explaining the officiating crew's call. The adult official may step in if need be.

A: Scoring Procedures

- 1: Fleeing Hold or Mat (0-1), Step Out (On Full Mat) Be Verbal!!,
- 2: Exposure, Fleeing in Danger On Purpose (0-2) Counter Action, Take Down, Instantaneous Fall
- 4: Takedown to Back (Feet to Back), Low Amplitude Lift (This replaces the 3 pnt move.)
- 5: **(GRECO ONLY)** High Amplitude Throws (Must Lift off the Mat Completely & Land in Danger)
Must land in danger, Looking for exposure with head, shoulder or elbow making contact with the mat

B: Illegal Holds & Potentially Dangerous Holds (Can be anything--Judgment)

- | | |
|---|--|
| First infraction, stop action and bring to feet. | Penalize on second infraction or forceful first action. |
| - Double arm bar / sit out "I" | - Fig 4 on leg / straight ahead (Must take to the side) |
| - Figure Four/Scissor on body, both legs or head | - Choking - Front and Reg. headlock (Lower your level) |
| - Grabbing clothing, in the face, etc. | - Front double arm bar must be locked on side |
| - Chin Wrench/Rip (Can grasp, can't twist) | |

C: Out of Bound

- Defensive wrestler's head touches out.
- An actions that start in bounds that land out of bounds, will score.
- **Allow it to score; don't be too quick to give the push out.**

*** Fleeing the Hold (O-1) This call is much more prevalent this year than in the past. USWOA does not want 0-0 periods.**

- Avoiding contact. "Contact/Attack" vs. "Action/Open"
- Ask for caution; once you get confirmation ask for the fleeing point.

*** Fleeing Hold in Par Terre (O-1)**

- Crawling out of bounds in a leg lace or other par terre holds.
- Continual crawling toward zone. (Get in front of wrestler "Place". If he continues O-1)
- Start back in par terre if fleeing takes place in par terre.

D. Slip (Not Bail out!!)

- Slip is scored as it always has been. Do **not** bring back to feet, continue wrestling!! (No Point)
- Very few slips take place anymore because we want points on the board.

E. Freestyle/Greco Matches

- Two 3 Minute periods
- Look for a inactive designation at the 1 minute mark.
- If no score after 2 minutes a mandatory inactive designation must be assessed.
- Passive wrestler will be 1st verbally warned with no stoppage.
- Passive wrestler on 2nd warning, match stopped and 30 second opportunity to score.
- If no score, none passive wrestler gets a point.
- If either scores, not penalty point is awarded.
- This is a guaranteed way of getting points on the board to eliminate the "clinch" as we used to know it.
- LAST YEAR Greco was a bit different than this. As a state we are going with this in both styles to keep it simple.
- At this time, we are unaware of what the rules will be for Regionals and Nationals because no updates have been available.

F: Criteria to Break a Tie

- Fewest Cautions
- Most high-value holds (a 5; most 2's)
- **Last** one to score

G: Points of Interest

- **A pin is an automatic win of the match.**
- Gut Wrench (Body lock and Bridge) may be scored consecutively hand to hand is 2.
- **Leg lace is scored the same as a gut wrench!!**
- Tech Fall Greco 8 Point Difference, Freestyle 10 Point Difference
- Par terre; don't need confirmation to put up. (8 – 15 seconds depending on action. Usually one hold attempt.)
- **2 Second Fall = Schoolboy and under.**
- Cadets & Juniors 2 - 3 min periods with a 30 sec break. (Wrestlers must dry off during break.)
- In all cases where wrestling is stopped in the standing position, the match will resume in the standing position.
- If stopped in the par terre position, they come back to their feet if the top man has been given opportunity to score.
- If bottom wrestler asks for the match to be stopped for any reason he will start back in par terre.
- If the top wrestler asks for the match to be stopped for any reason they will start standing.
- **Be confident with calls!! Confirmations!! PINS!!!**

H: Referees

- Chairman keeps the score sheet. - Check wrestlers in!
- Good time to write points, wait for situation to end.
- Circle points that lead to a fall. - No blood time.
- Blue Shirt Gray Pants - Look professional.
- 2 minutes injury time. - Pay attention all day.

I: All referees should be **NATIONALLY** licensed for liability purposes.

- All Referees have to be licensed for all tourneys through MT-WOA
- **All Referees will be licensed for state through AAU or USA** depending on the tournament sanction.
 - No official shall accept abuse from anyone! We are all out here to learn!
 - **It is mandatory that the adult official be nationally licensed.** (www.themat.com >> USWOA – Before State)
- Officials should be courteous to coaches, wrestlers, and other officials!! Be willing to listen!! That is how we learn.
- If you have a problem, get a hold of the head official.

Wrestlers Obligation;

- Be ready at mat. - Red **OR** blue singlet. Not both.
- No biking shorts, t-shirts etc. - Can not cut loose.
- 1st time - verbal warning (Attention) 2nd time -0 – 1 point.
- !!! Stay on mat. With-in the zone, when you hear "Zone" circle in!!! Actively pursue wrestling.

Coaches Obligation;

- **Approach the bench in a dignified manner!!** - **Coach your wrestlers, not the officials.**
- State your question; listen for a response, then sit down! - Only talk with Chairman, not Ref or Judge.
- **In some situations, Adult ref may offer help.**

- **Teach/Demonstrate good sportsmanship!**

Officials Obligation;

- Protect athletes. - **Meet with coaches in a dignified manner!!**
- Approach each match with an open mind and enthusiasm. - **Teach/Demonstrate good sportsmanship!**

Clubs Obligation;

- Bring your mandatory adult officials or pay the mandatory fee of **\$50 per missing official.**
- Provide a positive opportunity for kids to wrestle, now and in the future!

- **Teach/Demonstrate good sportsmanship!**