

# 2016 FREESTYLE CLINIC FOR OFFICIALS

## Duration of the Bouts:

- 2 3-minute periods for Cadet Division and Older
- 2 2-minute periods for Kids Divisions

## End of Match Procedure:

At the conclusion of wrestling, the referee will have the athletes shake each other's hand and that of the opposing coach. It is not obligatory for the athletes to shake the hands of the refereeing crew. The headgear, if worn can be removed and held by the athlete but must not be thrown towards the coach or any spectator. The singlet straps of either athlete must stay up until the athlete has left the wrestling area. If an athlete refuses to shake his/her competitor's hand or the hand of the opposing coach, they could be disqualified from the match (no classification points) or if egregious, be disqualified from the competition.

## Scoring

### 1-Point Actions

Stepping out of bounds (Exception: if the offensive wrestler has his opponent completely off the mat in an attempt to score and steps out of bounds but does not score then NO SCORE)

Cautions – fouls that scored technical points (Example), fleeing the mat, fleeing the hold

Auto Touche – Offensive wrestler goes flat on own back to execute a hold

Correct Throws Freestyle - great action but wrestler does not land in danger or on his knees or feet

If Offensive wrestler loses points and then goes behind

Reversal – counter attack from par

The passive wrestler that fails to score within the 30-second activity period

False starts after an “attention”

### 2-Point Actions

Takedown – Attacking wrestler causes the defensive wrestler to hit 3 points of contact and have control (Merckle is not a takedown)

All turns in par terre including those that go hand to hand

Illegal holds that prevent an offensive wrestler from scoring – Caution and 2-points

Fleeing the mat in the danger position – restart back in par terre

Danger Position in Par Terre

Counter Actions that put the offensive wrestler in danger

Rotate 360 and do not land in danger

Throws or actions that have Grand Amplitude and do not land in danger

### 4-Point Actions

Wrestler performing an action that takes the opponent from their feet directly to the danger position

Throws or actions that have Grand Amplitude and land in danger

### 5-Point Actions

Eliminated

## Slip Throws –

Actions that result in the offensive wrestlers finding themselves in the par terre position without an action by the opponent

## Determining the Winner in a Tied Match

1. Highest technical point value (4,2,1)
2. Least Cautions
3. Last point scored

## Out-of Bounds (Protection Area)

Standing (neutral) position both wrestlers:

- **When a foot completely/totally enters the protection area.** (Unless the offensive wrestler is in the process of completing a scoring move that started inbounds.) (Always use the out-of-bounds point as the last resort.) (HOLD YOUR WHISTLE)

Par Terre:

- **When the defensive wrestler's entire head touches the protection area.** (unless the offensive wrestler is in the immediate process of completing a scoring maneuver.)
- When the defensive wrestler's hands, head and upper chest are in the protection area, and the wrestler is on his stomach and again, the OFFENSIVE wrestler is NOT in the process of completing a scoring maneuver.
- When the defensive wrestler's hands are both in the protection area and he's not on his stomach, without the OFFENSIVE wrestler trying to complete a scoring maneuver. (All four feet may be past the protection area and still the wrestlers are inbounds.)

## Out-of-bounds scoring situations

- Whenever wrestling is in the standing position and a wrestler steps at least one foot completely into the protection area and the other wrestler is **not** in the process of scoring a move, then the wrestler whose foot is in the protection area will give up a point and wrestling will re-start in the neutral position.
- If, on the other hand, the scoring maneuver is successful, then that scoring maneuver will score and an additional point will **not** be given up by the wrestler who steps into the protection area.

**NOTE: Always allow the attacking wrestler the opportunity to score his throw and use the step-out point as a last resort.**

- If a wrestler is under attack and moves backwards and/or drops to his knees and into the protection area and is out of bounds, he will give up one point and wrestling will re-start in the neutral position. NOTE: Do not confuse this with “fleeing the mat”

If wrestling takes the wrestlers into the protection area and they're both in Par Terre and neither has taken a totally defensive position, then there will not be a score and wrestling will re-start in the neutral position.

## Penalty for false start in Par Terre

If either wrestler does not immediately take the proper position or starts prior to the REF's whistle, then the REF will give him a friendly warning with the command "Attention".

- If the **bottom** wrestler *again* fails to take the proper position or starts prior to the REF's whistle, then the REF will give a caution against that wrestler plus 1 point for the top wrestler and the REF will restart the match in Par Terre.
- If the **top** wrestler *again* fails to take the proper position or starts prior to the REF's whistle, then the REF will give a caution against that wrestler plus 1 point for his opponent and that wrestler will lose his top position and the REF will restart the match standing.

## Time left down in Par Terre

During the match allow the top wrestler one good move prior to bringing the wrestlers to their feet. That "one" good move may be continuous.

## Par Terre Starting Position

After the bottom man is set, order the top wrestler "contact" and PAUSE (at least one second) Reverse Body Lock has been eliminated

## Common Prohibited Actions

- Two hands to the head while standing
- Interlacing fingers while standing

## Common Commands used by Officials

- Attention
- Center
- Head up
- Open
- Place
- Zone
- Action
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## Passivity vs Cautions

Passivity is a combination of stalling and not scoring. This penalty is normally called when there is no scoring or very little scoring and normally first called in the early portion of the first period. It is incumbent upon the wrestlers to make every effort to score points early in the match which is why the officials are even more verbal where there haven't been any points scored. There are no points directly attributed to Passivity.

Cautions normally have points associated with them. A Caution carries more weight than a passivity and can be used in the Criteria for matches that end in a tie. Cautions can also disqualify a wrestler if he receives three of them in a match. Cautions are normally given on false starts after an attention, all fleeing calls, all illegal holds, all brutality calls, and possibly after the second passivity.

# PASSIVITY

## 1st passivity violation

- Referee signals passivity with an open hand and outstretched arm, gets confirmation from judge or mat chairman. To indicate confirmation is received, referee raises his hand with the corresponding color of passive wrestler.
- **Stop the match** for verbal warning: "Red or blue, attention". Clarify why wrestler is being passive.

## 2nd passivity violation

- Once confirmation is given and there is no imminent scoring action in progress **Stop the match**
- Indicate the 30-second activity period to the passive wrestler
- If neither wrestler scores during the activity period, caution to the passive wrestler and one point to his opponent.  
*Do not stop the clock after 30 seconds if a potential score is in progress.*
- If either wrestler scores, no cautions or additional points are rewarded. The 30-second clock is ignored and wrestling shall continue without stoppage.

## Further passivity violations

The first verbal warning does carry over between periods.

- No penalty period after 2:30 or 5:30

All passivity calls must be confirmed. It is obligatory that the officiating crew stop the match around 2:00 and prior to 2:30 (if a score is in progress at 2:00) if the score is 0-0, consult, and immediately put a wrestler into a 30-second activity period. The first period in every freestyle match must never end 0-0. The 1st passivity violation should be denoted as "V" in the match paperwork and all subsequent passivity violations shall be denoted by "P."

It is possible for acts that are deemed to be passive early on in a period, could be considered fleeing the hold if done later in a period, especially with short time on the clock (less than 30 seconds). If the referee wants to warn a wrestler for fleeing the hold, they should stop the match and offer a verbal "attention" to the wrestler at fault as well as to his or her coach. This way, the athletes, coaches, and fans will be able to differentiate when a wrestler is being called for passivity versus fleeing the hold.

If after restarting the match, the actions that lead to the "attention" persist, the referee should ask for the flee, and after confirmation, stop the match. A caution should be given to the less active wrestler and one point to his or her opponent.

## Passivity SUGGESTED procedure - Freestyle – 2 minute periods

- If no score, get first passivity **within** the first 40 seconds of the first period.
- If no score, get passivity on the other wrestler **by** 60 seconds of the first period.
- If no score, get the second passivity **by** 1 minute 15 seconds of the first period.
- If still no scoring continue with passivity

## Passivity SUGGESTED procedure – Freestyle – 3 minute periods

- If no score, get first passivity within the first 45 seconds of the first period.
- If no score, get passivity on the other wrestler **by** 1 minute 15 seconds of the first period.
- If no score, get a second passivity on either wrestler **by** 2 minutes of the first period.
- If still no scoring continue with passivity