

2016 GRECO-ROMAN 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.

Difference between Greco-Roman and freestyle

Legs *cannot* be used either offensively or defensively (Must have a consequence)
Attacking wrestler must accompany his opponent to the mat to score throws.

Scoring

(No Score)

Five second hold-down count for an additional point

The offensive wrestler having his opponent completely off the mat in an attempt to score and stepping out of bounds but not scoring

1-Point Actions

Stepping out of bounds {except and intentional push out (no score)}

Reversal – counter attack from par Terre

Every second confirmed passivity warnings will result in one point for his opponent

2-Point Actions

Turns in par terre that goes hand to hand

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

Takedown – Attacking wrestler causes the defensive wrestler to hit 3 points of contact and have control

All Cautions 2-points regardless if there's a subsequent score

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

Rotate 360 and do not land in danger

False starts after an "attention" (no caution)

4-Point Actions

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

Wrestler performing a **Grand Amplitude** action that takes the opponent from their feet and does **not** cause the defensive wrestler to go to danger (hands and knees or chest down)

5-Point Actions

Grand Amplitude throws directly to danger

Slip Throws

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

Procedure – get confirmation 1st - stop the match, restart in the standing position

Determining the Winner in a Tied Match

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

Tech Fall

- **Greco-Roman** - 10 point spread in points in the match
Immediate continuation is allowed and NO Tech Fall

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

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 2 points 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 2 points 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.

In Par Terre, the bottom wrestler must defend himself with both of his arms open and away from his body. He cannot “close” off by having his elbows close to his body, fight the hands or lock off the top wrestler, or fight the arms of the offensive wrestler.

Common Prohibited Actions

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

If the referee wants to warn a wrestler for fleeing the hold or other illegal holds, 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 or other illegal moves.

If after restarting the match, the actions that lead to the “attention” persist, the referee should ask for a caution and the flee or other illegal move, and after confirmation, stop the match. A caution should be given to the less active wrestler and two points to his opponent.

Common Commands used by Officials

- Attention
- Center
- Head up
- Open
- Place
- No Fingers
- Zone
- Action

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 the passive wrestler.
- Passive wrestler gets verbally warned **without stopping the bout**: “Red or blue, attention, passive.”

2nd passivity violation

- Referee signals passivity with an open hand and outstretched arm, gets confirmation from judge or mat chairman **without stopping the bout**. To indicate confirmation is received, referee raises his hand with the corresponding color of the passive wrestler.
- Referee then puts his hand down and indicates one point to the opponent all while verbalizing that to the athletes. "Red or blue, attention, passivity, one point red or blue."

3rd passivity violation

- Referee signals passivity with an open hand and outstretched arm, gets confirmation from judge or mat chairman **without stopping the bout**. To indicate confirmation is received, , referee raises his hand with the corresponding color of the passive wrestler.
- Passive wrestler gets warned without stopping the bout: "Red or blue, attention, passive."

4th passivity violation

- Referee signals passivity with an open hand and outstretched arm, gets confirmation from judge or mat chairman **without stopping the bout**. To indicate confirmation is received, referee raises his hand with the corresponding color of the passive wrestler.
- Referee then puts his hand down and indicates one point to the opponent all while verbalizing that to the athletes. "Red or blue, attention, passivity, one point red or blue."

All in all, the wrestlers are penalized, by the opponent receiving one point, for every two confirmed passivities. Passivities are unlimited in G/R and there is no ordered par terre.

Passivity SUGGESTED procedure - Greco-Roman – 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 wrestlers **by** 60 seconds of the first period.
- If no score, get the second passivity by 1 minute 30 seconds of the first period.
- If no score, get the second passivity on the other wrestler by 30 seconds of the second period.
- If no score, get the third passivity on either wrestler with 1 minute to go of the second period.

Passivity SUGGESTED procedure - Greco-Roman – 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 wrestlers by 1 minute 15 seconds of the first period.
- If no score, get a second passivity by 1 minute 30 seconds of the first period.
- If no score, get a second passivity on the other wrestler by 2 minutes of the first period.
- If no score, get the third passivity in the first 45 seconds of the second period.
- If no score, get the third passivity on either wrestler with 1 minute to go.