

Arizona Wrestling Officials' Association

CRITERIA

2015

Criteria Overview

Criteria is the Arizona officials' standard of judging that allows referees to correctly determine whether rules or situations have been achieved.

Criteria used within this workshop is a compilation of knowledge, tips and techniques that will assist in creating consistency throughout Arizona.

Criteria

Definitions: Control 5-6

Control occurs when an individual has gained restraining power over an opponent.

Wait for control to be demonstrated before awarding points

Criteria

Inbounds 5-15:

- Art 1:

Contestants are considered to be inbounds if the supporting parts of either wrestler are on/or inside the boundary lines.

- Art 2:

Supporting points are the parts of the body touching the wrestling area which bear the wrestler's weight, other than those parts with which the wrestler is holding the opponent.

Criteria

Inbounds:

- When down on the mat, the usual points of support are:
 - The knees
 - The side of the thigh
 - The buttocks
 - The hand(s)

Criteria

Inbounds:

- When the defensive wrestler is on his back but is out of bounds while the supporting parts of offensive wrestler are inbounds, wrestling shall continue as long as there is a possibility of the offensive wrestler bringing the opponent back into the inbounds area.
- Would it be a stalemate if he can't bring the defensive wrestler's shoulders back onto the mat? How long do you wait?

Criteria

Inbounds:

- Near fall points or a fall shall be earned only while any part of both defensive wrestler's shoulders or both scapulae are inbounds.
- In a neutral position, if one foot of both wrestlers touch outside the boundary line at the same time, they are out of bounds.

Criteria

Whizzer

- From a control position, the defensive wrestler, while standing, reaches around and is able to encircle the arm of the offensive wrestler and have a "whizzer" in.
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- There are three primary criteria to assist in evaluating whether an escape has been earned:
 - If the defensive wrestler is able to go head to head past reaction time. Even though the arm may still be encircled and/or even past the midline of the back, you may have an escape.
 - When the hand of the offensive wrestler slips past the midline of the back (spine). When this occurs, award an escape.
 - Is the offensive wrestler is able to control the defensive wrestler? Look for restraining control. If not, award the escape, even if the hand does not slip past the midline.

Whizzer during a takedown or reversal

- Delay your call when the defending wrestler is able to get a whizzer and is able to maintain his position using this hold. Can there be control with a whizzer? If the defending wrestling breaks down to his hip, this is usually a sign that he has given up position.
- Watch to see if the attacking wrestling can overcome the defense of the whizzer and demonstrate restraining power over his opponent.
- Don't be fooled into making a quick call when the attacking wrestler gets on top on his opponent when the whizzer is still in. This actually sets up a throw by the defending wrestler so long as he is up on his base.

Criteria

Mat Wrestling - Takedowns:

Wrestlers are hip to hip.

The bottom wrestler has the top wrestler's leg locked with his arms.

There are two criteria to consider:

- If the bottom wrestler is off his base past reaction time and the offensive wrestler is covering the hips, award the takedown.
- If the bottom wrestler is not off his base but offensive wrestler encircles the defensive wrestler's leg with his leg, award the takedown.

Criteria

The top wrestler is on his belly between the bottom wrestler's legs (bottom wrestler is on his buttocks).

Criteria to consider:

If the top wrestler is holding both legs of the bottom wrestler anywhere from the knees to the waist beyond reaction time, award a takedown.

The term "settling" is a criteria many officials use to describe when to award the takedown. Takedown may occur below the knees if this occurs.

When the offensive wrestler encircles the waist of the defensive wrestler with at least one arm, give the takedown.

Criteria

Takedowns at the boundary are unique

Tip = take a mental snapshot!

If both feet of the top wrestler are within or on the boundary line, award a takedown even if the bodies of both wrestlers are out of bounds

The top wrestler must be holding either both feet or both legs

If one or both feet touch out of bounds, the top wrestler is not allowed to "reposition" his feet in bounds for the takedown.

If the top wrestler is holding both feet or both legs of the bottom wrestler and the top wrestler has one foot in bounds or on the line but his other foot hits outside the line, no takedown!

Remember, the boundary line is now in!

Criteria

Exception to this snapshot

The top wrestler is allowed reaction time to bring his feet back down to the mat inside the boundary line.

Wheelbarrow

If one wrestler is able to place and hold his opponent in a wheelbarrow position beyond reaction time, award takedown/reversal. Remember to look for the demonstration of control/restraint.

Reaction Time

Can be no longer than 2 seconds
Part IV Awarding points, page 18, 1992-1993
Federation casebook and manual.

Criteria

It is not illegal to grab one, two or three fingers. It is illegal to pull back on one, two or three fingers. Pulling back on four fingers is not illegal so long as it does not exceed the normal range of the wrist.

- . Grabbing the toe is not illegal in high school wrestling. Twisting or forcing the toes/ankle beyond it's normal range is.

Criteria

Grapevine

In a cross body ride commonly known as a grapevine, allow time for the top wrestler to attempt back exposure. Allow no more than 15-20 seconds. Call a stalemate the first time.

Point of Emphasis - If the offensive wrestler returns to the grapevine, again allow time for the wrestler to obtain back exposure. If unsuccessful, after 15-20 seconds, warn the offensive wrestler for stalling if he was not able to substantially advance the move.

If the top man again returns to the grapevine, and is not successful in turning his opponent and refuses to change the hold, the official should penalize the top wrestler for stalling if he was not able to substantially advance the move

Criteria

In the cross body ride, any time the top man takes away the bottom mans base, it becomes the offensive wrestlers primary responsibility for action.

However, this never relieves the defensive wrestler's obligation to continually attempt to obtain either an escape or a reversal.

If the top wrestler keeps getting the other wrestler's back past 90 but not to 45 degrees, he has advanced the move enough to where he should not be penalized.

Criteria

Takedown with one hand or foot in bounds

If a wrestler has one hand or one foot inbounds and the other hand or foot is not touching entirely out of bounds, wrestling shall continue.

In a typical wheel barrow situation where the defensive wrestler has only a hand touching the mat inbounds and the opponent is standing on or beyond the boundary line, wrestling shall continue.

In a typical single leg situation where the defensive wrestler has the one foot inbounds (lines are in) and the opponent is completely out bounds, wrestling shall continue.

Criteria

Change of Control- Peterson Manuever

Look for five keys:

- The defensive wrestler encircling the far arm and far leg of the offensive wrestler.
- The offensive wrestler's concern about his shoulders/back.
- The offensive wrestler is no longer using the balls of his feet to maintain his balance and is no longer being able to apply pressure towards the defensive wrestler.
- The offensive wrestler is using the heels of his feet instead of the balls of his feet for support.
- The defensive wrestler's hips are facing up rather than facing down.

Note - applying a Peterson is not an automatic reversal. Use the criteria mentioned above and look for control to be demonstrated.

Criteria

LOSS OF CONTROL

Criterion used in determining escapes in most situations is:

Is there still any restraining control by the offensive wrestler?

If not, consider giving the escape.

Criteria

Loss of control from a standing position:

- Defensive wrestler is able to turn and face his opponent even though the offensive wrestler still has his arms around the defensive wrestler's body while facing him and the defensive wrestler is able to bend at the hips to create some space and stability (there is very little or no control/restraint by the offensive wrestler).
- However, if the offensive wrestler is still controlling the defensive wrestler because his hands are locked as in a bear hug, even though they are face to face, you will not have a loss of control.
- Again, remember to watch to see if the offensive wrestler is maintaining restraining power over his opponent.

Criteria

- The official should move into position to view whether the hands are locked. If not locked, is at least one arm encircling the body beyond the midline of the back?
- If the hands are not locked but the offensive wrestler has his hand/arm beyond the midline of the back, the offensive wrestler is probably maintaining some restraining control.

Criteria

- The rule book states that in order to gain an escape, the defensive wrestler must turn and face his opponent. This criteria also applies in takedown and release situations.
- However, in a close match, if you have a situation where the defensive wrestler is being very aggressive in attempting to escape, good officials award the escape when the wrestler breaks free with substantial space when the action occurred at the boundary or at the buzzer.

Criteria

- Pay special attention to the supporting points of the offensive wrestler to ensure that the escape occurred while his supporting points were inbounds.
- If the offensive wrestler immediately follows the defensive wrestler out of bounds and regained the top position, because the loss of control was only momentary, there is no loss of control

Criteria

BLOOD, INJURY, RECOVERY AND CLEAN UP TIME

- Blood time shall be used until the blood is controlled.
- Once controlled, if there is also an injury, move to either injury time or recovery time.
- Moving to injury or recovery time depends on whether the injury was caused by a legal or illegal move.
- If injured due to an illegal move, use recovery time.
- If injured due to accident, use injury time
- Wrapping a wound after blood is controlled is still blood time.
- Cleaning blood off the wrestler or the mat is clean up time.
- You can switch from blood time to injury or recovery time, however, you can not switch from recovery time to injury time.
- The head official should be with the bleeding/injured wrestler during the time out.

Criteria

Slam or nice move?

- This is often a call of first impression. Go with your gut. Did you go "ooohh" or did you go "aaahh"?

- Consider these items:
 - Was there unnecessary force?
 - What part of the wrestler first made contact with the mat?
 - Was there intent to hurt?
 - Was there an actual move or was did the wrestler simply return his opponent to the mat?

- Disregard the following:
 - How loud was the impact
 - The reaction of the crowd
 - Whether there was an injury
 - The reaction of the coaches

Conclusion

■ QUESTIONS?