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NAW Officials: Criteria

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Criteria is our community's standard of judging that allows officials to correctly determine whether rules have been met and reviewed and given within this document as well as by your local association is a compilation of knowledge, tips and techniques that will assist in consistency.

1. Control

- a. Control 5-6-1: Control occurs when an individual has gained restraining power over an opponent.

2. Inbounds

- a. Art 1: Contestants are considered to be inbounds if the supporting parts of either wrestler are on/or inside the boundary lines.
- b. Art 2: Supporting points are the parts of the body touching, or within, the wrestling area which bear the wrestler's weight, other than those parts with which the wrestler is holding the opponent.
- c. When down on the mat, the usual points of support are:
 - i. The knees
 - ii. The side of the thigh
 - iii. The buttocks
 - iv. The hand(s)
- d. When the defensive wrestler is on his back while the supporting parts of either 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. In this situation any part of a defensive wrestler's shoulder or scapula is considered to be the supporting parts.
- e. Near fall points or a fall shall be earned only while any part of both defensive wrestler's shoulders or both scapulae are inbounds.

3. Whizzer

- a. When control has already been established, the defensive wrestler, while standing, reaches around and is able to encircle the arm of the offensive wrestler.
- b. There are three primary criteria to assist in evaluating whether an escape has been earned:
 - i. 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.

- ii. When the hand of the offensive wrestler slips past the midline of the back (spine). When this occurs, award an escape.
- iii. Is the offensive wrestler 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.

4. Mat Wrestling - Takedowns

- a. Wrestlers are hip to hip.
- b. The bottom wrestler has the top wrestler's leg locked.
- c. There are two criteria to consider:
 - i. The bottom wrestler must be off his base past reaction time. If so, award the takedown.
 - ii. If the bottom wrestler is not off his base but offensive wrestler encircles the defensive wrestler's leg, give the takedown.

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

- a. Criteria to consider:
 - i. 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.
 - ii. The term "settling" is a criteria many officials use to describe when to award the take down.
 - iii. In this same basic position, if the offensive wrestler encircles the waist of the defensive wrestler, give the takedown.

6. Takedowns at the boundary

- a. Tip; take a mental snapshot!
- b. 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
- c. The top wrestler must be holding either both feet or both legs
- d. If one or both feet touch out of bounds, the top wrestler is not allowed to "reposition" his feet inbounds for the takedown.
- e. If the top wrestler is holding either 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 beyond the line, no takedown! Remember, the boundary line is now in!
- f. *There is an exception to this snapshot*
- g. The top wrestler is allowed reaction time to bring his feet back down to the mat inside the boundary line.
- h. Wheelbarrow
 - i. Neutral position, one wrestler takes other wrestler to the mat so that only both hands are on the mat (wheelbarrow) beyond reaction time, award a takedown
- i. Reaction time
 - i. Can be no longer than 2 seconds
- j. Part IV Awarding points, page 18, 1992-1993 Federation casebook and manual.

7. Grabbing

- a. It is not illegal to grab one, two or three fingers. It is illegal to pull back 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.
- b. Grabbing the toe is not illegal in high school wrestling. Twisting or forcing the toes/ankle beyond its normal range is.
- c. In a neutral position, if one foot of both wrestlers touch outside the boundary line at the same time, they are out of bounds.

8. Grapevine

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

- b. 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.
- c. If the top man 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

9. Point of Emphasis

- a. In the cross body ride it is clearly seen that the offensive wrestler has taken away the bottom man's base, any time the top man takes away the bottom man's base it becomes the offensive wrestler's primary responsibility for action.

10. Takedown with One hand or Foot in bounds

- a. If a wrestler has one hand or one foot inbounds and the other hand or foot is not touching out of bounds, wrestling shall continue.
- b. 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.
- c. In a typical single leg situation where the defensive wrestler has the one foot inbounds (lines are in) and the opponents is completely out bounds, wrestling shall continue.

11. Change of Control - Peterson

- a. Look for five keys:
 - i. The defensive wrestler encircling the far arm and far leg of the offensive wrestler.
 - ii. The offensive wrestler's concern about his shoulders/back.
 - iii. The offensive wrestler no longer using the balls of his feet to maintain his balance and no longer being able to apply pressure to the defensive wrestler.
 - iv. The offensive wrestler using the heels of his feet instead of the balls of his feet for support.
 - v. The offensive wrestler's hips are facing up rather than facing down.
- b. Note - applying a Peterson is not an automatic reversal; look for the criteria mentioned above.

12. Loss of Control

- a. Criteria used in determining escapes in almost any situation is:
- b. Is there any restraining control by the offensive wrestler?
- c. If not, consider giving the escape.

13. Loss of Control: From a Standing Position

- a. 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.
- b. Or defensive wrestler is able to bend at the hips. (key is; there is very little or no control/restraint by the offensive wrestler.)
- c. When the arms of the offensive wrestler are still around the defensive wrestler but the hands are no longer grasped. (There is very little or no control./restraint)
- d. 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.
- e. Note - the official should move into a position to view whether the hands are locked or not locked or whether they are beyond the midline of the back.
- f. 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.

14. Escape

- a. The rule book states that in order to gain an escape, the defensive wrestler must turn and face his opponent.
- b. That criteria still applies, mostly in take down and release situations.
- c. 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 and the action occurred at the boundary or at the buzzer.
- d. Pay special attention to the supporting points of the offensive wrestler to ensure that the escape occurred while his supporting points were inbounds.
- e. 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

15. Blood, Injury, Recovery and Clean Up Time

- a. Blood time shall be used until the blood is controlled.
- b. If necessary continue time out as either, injury time or recovery time.
- c. Continuing injury or recovery time depends whether the cause was legal or illegal.
- d. If injured due to an illegal means, use recovery time.
- e. If injured due to accident but not an illegal means, use injury time
- f. Wrapping a wound after blood is controlled; is blood time.
- g. Cleaning blood off the wrestler or the mat is clean up time.
- h. You can switch from blood time to injury or recovery time, however, you cannot switch from recovery time to injury time.