



IWCOA OFFICIALS CARD 2019/2020

Coach Misconduct- W 1,2 EJ (at table)
 FMC - Deduct 3 and removal
 Stalling- W-1-1-2 - DQ
 Random draw before weigh ins
 Medical notes in weigh in area
 Injury time: 1 ½ minutes
 Recovery time: 2 mins
 Blood time: 5 mins
 HNC: 5 minutes

Overtime

SV - 1 min, 2-30's (flip for choice)
 Choice in UT is 1st points in reg match or opponent who has not received an Unsportsmanlike conduct penalty - Choice is top/bottom/defer
 INBOUNDS - Any 2 supp. parts inside or on OB line

Injury time: 1:30 Max 2 3rd injury timeout=DQ.

After 2nd Injury time out is taken, or the 3rd Stalling Penalty is assessed, the opponent will have choice for the restart.

Occurs	Choice	Position
D1, D2, D3	Restart	TBN
E1	P2, P3	TBN
E2 w/choice	Res in P3	TBN
E2 no choice	P3	TBN
E3	SV	TBN
DSV	Restart	TBN
ESV	TB1, TB2	TB
DTB1	Restart	TB
DTB2	Restart	TB
ETB1 w/choice	Res TB2	TB
ETB1 no choice	TB2	TB
ETB2*	UTB	TB

*Unless an opponent has received an USC.

Officials are required to ask the following 3 questions during the pre-match:

1. Do you have medical personnel (athletic trainer, team physician, nurse practitioner, or physician's assistant) at today's event?
 - If yes, where is he/she located? Students who are removed from the contest bc of a head injury or concussion symptoms are allowed to return to play that day if given clearance by their school-approved medical personnel. If school approved medical personnel are not present, students removed from the contest bc of a head injury or concussion symptoms may not return.
 2. Has the visiting team's administration given permission for the home team's medical personnel to clear participants to return to play after a head injury or concussion symptoms?
 3. Is there an AED at the contest?
 - If yes, where is it located and who is responsible for it if we need it?
- *Officials must submit a Special Report in the Officials Center if they officiated a contest at a site where an AED was not available.**
***Officials must submit a Special Report in the Officials Center when a student is removed from a contest because of a head injury or concussion symptom.**

ILLEGAL HOLDS

Fig 4 around body, head or both legs/Nelson cradle
Leg cut back, Suplay or Salto, Slam, Intentional drill,
Rear-standing double-knee kick back;
Any hold used for punishment alone;
Any hold with pressure exerted over the opponent's mouth, nose,
throat or neck that restricts breathing or circulation;
Overscissors that hyperextends the knee of the defensive wrestler
beyond the normal limits of movement;
Pulling back the thumb or one, two, or three fingers
False starts w/injury = Recovery time and/or blood time

TECHNICAL VIOLATIONS

1. Going out of the wrestling area or forcing an opponent out
when avoiding an imminent scoring situation, fleeing the mat.
2. Grasping of clothing, mat or ear guards;
3. Interlocking or overlapping the hands, fingers or arms around
the opponent's body (with or without arms included) or both legs.
4. Leaving the wrestling area, without first receiving permission.
5. Reporting to the scorer's table, not properly equipped, or not
ready to wrestle or any equipment that is detected as being illegal
after the match has started.

Cautions: C, C, 1 etc.

UNNECESSARY ROUGHNESS

Any act which exceeds normal aggressiveness;
A forceful application of a cross face;
A forceful trip
A forearm or elbow used in a punishing way, such as, on the spine
or the back of the head or neck;
A forceful slap to the head or face;
Gouging or poking the eyes.

UNSPORTSMANLIKE CONDUCT (contestants) 1-1-2-DO

Failure to comply with the direction of the referee;
Pushing; Shoving; Swearing; Taunting; Intimidation; Baiting an
opponent;
Throwing ear guards or any other equipment;
Spitting and the clearing of the nasal passage in other than the
proper receptacle;
Repeatedly dropping to one knee to break locked hands;
Indicating displeasure with a call;
Failure to keep shoulder straps up while on the mat;
2 in a row can be considered FMC

UNSPORTSMANLIKE CONDUCT (non-contestants)

Deduct 1 team point...deduct 2 team points and remove from
premises
Indicating displeasure with a call;
Failure to comply with the end-of-match procedure.
Any act which becomes abusive or interferes with orderly progress
of match to include:
Bench decorum (restricted to the bench/chairs);
Acts of disrespect;
Actions which incite negative reactions in others.

BAD TIME

- a. at the start of the third period.
- b. at the start of the second 30-second tiebreaker.
- c. at the start of the ultimate tiebreaker.
- d. after opponent has taken his/her second injury time-out.
- e. on the next restart after opponent receives a two-point stalling
penalty

Any points, penalties, or injury time that occurred during bad time
shall be voided with the following exceptions: flagrant
misconduct, unsportsmanlike conduct, unnecessary roughness,
illegal holds/maneuvers, and blood time

Reminders

- Do a good pre-meet – Let them know what you expect
- Emphasize Sportsmanship
- Let the disk hit the mat
- Talk to table
- Start referee position at an angle
- Set/Pause
- Don't turn your back on any wrestler - at any time
- Don't look at the table to give points
- Are you in the right position to properly see 45 degrees?
- Change levels. Don't bend over
- If you think a wrestler is stalling, then they are stalling.

- 3 positions for a referee/ Upright/lowered stance/Flat on
stomach. (No butt in air)
- Always be in the best position
- Move back – further!
- Both wrestlers are turning left.... you go right. Don't chase
- Put yourself in position to see the clock and score
- Don't raise hand to anticipate a fall.
- Shoe comes off, laces come untied = Automatic Stalling. Start
injury time to correct the issue.

*Please utilize this as a reference only. Refer to the NFHS 2019-
20 Rules Book for any questions or clarification. *