

2011 SRI Bulletin #1 – December 17, 2011

This is the first SRI Bulletin for the 2011-12 season. Please review and pass this information on to your fellow officials. Email me at ricklind@teleport.com with your comments and questions.

If you have topics you would like me to address in a bulletin, let me know and I will put one together.

HEADGEAR AND TAPE

Rule 4, Section 1, Article 5 states: The uniform shall be worn as intended/designed by the manufacturer. The NFHS has stressed that this rule applies to headgear and the use of tape on the headgear. Tape is not to be used to tape straps together as they cross the head of the wrestler and the ear guards are not have tape applied for any purpose. Tape is allowed to hold Velcro straps in place. Velcro straps may be used as a chin strap or as the adjustment straps which go over the head. Tape can also be used on the snap to allow it to hold better.

We are having problems with this rule for several reasons, primarily because some associations and/or officials do not agree with the rule and have elected not to apply the rule consistently. This makes it harder for those who are trying to comply with NFHS rules.

With proper pre-meet duties followed, there is no reason for this problem to occur on the mat unless a wrestler intentionally disobeys an official directive. In that case, they should be penalized for reporting to the mat not properly equipped. While we are conducting our mandatory skin/grooming check, ask the wrestlers to bring their headgear with them. Check the headgear for legality and instruct the wrestler to address any improper taping.

INJURY TIMEOUT AT CONCLUSION OF SECOND PERIOD

I have included a rules interpretation from the NFHS regarding the use of a second injury timeout at the end of the second period. The rule only applies during a restart in the 3rd period. If there is no restart, then it does not carry over to overtime and we are not to stop the match in order for the restart to be applied.

SITUATION 1 (8-2-1c): Wrestler A takes his/her second injury time-out at the conclusion of the second period and his/her opponent (Wrestler B) already has choice at the beginning of the third period. Wrestler B will have choice to start the third period and will now also have the added choice at the first restart after the beginning of the third period. (a) After the third period has started, Wrestler B takes his/her second injury time-out and the match is stopped; or (b) during the third period there is no restart for Wrestler B, so does his/her choice on the first restart carry over to overtime?; or (c) Wrestler B takes the top position to start the third period. After the third period has started and the wrestlers go out of bounds, Wrestler B chooses the neutral position on the first restart. **RULING:** In (a), Wrestler B will still get the choice on the restart. Now on the next restart in the third period only, Wrestler A will get the choice. In (b), No, since there was no restart in the third period, Wrestler B does not get to carry over the

choice to overtime. The choice on the first restart only applies to the third period. In (c), this is permissible by rule and no escape point is earned by Wrestler A as this is a choice on the first restart by Wrestler B.

BEARDS AND LEGAL FACEMASKS

Previously Oregon has been allowed to experiment with a new facemask to cover a beard. Our request for a different facemask was not approved by the NFHS and thus we are required to follow the rule book on this issue. The only approved facemask for a person with a beard is again the full facemask worn to protect a wrestlers nose and face. No other options are allowed to cover beards.

FIGURE 4 ON THE HEAD

The Figure 4 on the head is an illegal hold this year and is to be stopped immediately and penalized. There is no allowance for the completion of a takedown, reversal, or escape before penalizing.

The Figure 4 is illegal with an arm or leg included.

LOCKED HANDS

I asked the federation a couple of questions regarding multiple locked hands situations. This is how I believe most officials in Oregon have been calling it and I wanted to be sure we were on the same page as the NFHS.

LOCKED HANDS - Several questions have come up regarding locked hands this year.

Wrestler A locks hands around wrestler B while down on the mat. Wrestler B stands up trying to escape and wrestler A :

- 1) Continues to keep his hands locked throughout the maneuver and returns wrestler B to the mat or – **Technical Violation for locked hands – 1 point.**
- 2) Unlocks his hands and then locks again when the wrestler B is returned to the mat. – **Two different Technical Violations for locked hands – 1 point + 1 point.**

45 MINUTE REST BETWEEN MATCHES

Rule 1, Section 4, Article 3 states: No contestant shall wrestle in two consecutive matches with less than a 45-minute rest between them. The conclusion time of each match shall be recorded.

There are no exceptions to this rule. We all want some of these tournaments to get over more timely, but waiving the 45-minute rest between matches is not the solution. OSAA is reminding coaches and athletic directors of this rule also.

Please do not waive or allow anyone to waive the 45-minute rest period.

A couple of items from last year are included again for emphasis:

SKIN CHECKS

Remember, skin checks are mandatory at all matches/meets. Please make sure you officials are performing skin checks every night.

Also on the HUB is a section from the Mat Doc regarding a handout and video about skin disease. Last year Brad was able to get OSAA to buy these for us. If you are interested in having more for your members, let him know again and he will see what he can do.

CONCUSSION MECHANICS

The following is the mechanic for an official to deal with concussions on the mat.

A. Official notices signs, symptoms or behaviors attributed to a concussion (loss of consciousness, headache, dizziness, and confusion or balance problems). Remember, we are looking for a combination of these symptoms not just one and there also should have been something happen on the mat which could have caused a concussion.

B. Official stops the match, starts injury time (or recovery time if applicable) and notifies the coach that his wrestler is showing signs of a concussion.

C. Coach or trainer look at the wrestler and decide:

1. Wrestler does not have a concussion, or
2. Wrestler does have a concussion

D. If wrestler does not have a concussion:

- Wrestler returns to mat, injury time stopped and recorded and wrestling is resumed
- If wrestler again shows signs, symptoms or behaviors of a concussion, official will again stop the match, start injury time and notify the coach again.
 - If this is a second injury timeout, opponents choice of position rules apply
 - If no injury time is left, match is terminated as a default
 - Remember, once wrestling is resumed following a recovery time stoppage, the next time out would be an injury timeout
- Coach and/or trainer will again look at the wrestler and decide if a concussion has occurred and the procedure will start over again.
- All injury/recovery timeout rules apply
 - 1.5 minutes of injury time
 - 2 minutes of recovery time
 - Second timeout for injury, opponent gets choice of position on restart
 - Third injury timeout results in a default

E. If wrestler is diagnosed with a concussion by the coach and/or trainer:

- Wrestler can not return to the mat without the approval of a designated health care provider.
 - ❖ In Oregon, the designated health care provider can only be a Medical Doctor, Doctor of Osteopathic Medicine, Nurse Practitioner or a Physicians Assistant.
- Match is terminated at this point as a default.
- Remember, no written approval is required for a wrestler to return to the mat.