

**MAJOR DIFFERENCES BETWEEN
HIGH SCHOOL AND COLLEGE RULES
2011-2012**

by

**M. Patrick McCormick
NCAA National Wrestling Officiating Coordinator
August 2011**

HIGH SCHOOL

COLLEGE

MAT DIMENSIONS/OUT OF BOUNDS/RESPONSIBILITY

2.1.2

Minimum wrestling area shall be enclosed by a circle of 28 feet diameter. Surrounding and secured to the wrestling area of the mat shall be a safety mat approximately 5 feet wide.

1.8

Minimum wrestling area shall be enclosed by a circle of 32 feet diameter. Maximum area shall be enclosed by a circle with 42 feet diameter. There shall be a mat area a min. of 5 feet in width that extends entirely around the wrestling area.

3.1.5

Responsibility lies with referee, but for HS or college what happens if mat is smaller than minimum.

1.9

Responsibility to meet these regulations does not lie with referee, but with home institution's game management personnel. The referee alerts the home institution's management personnel of any variance.

MATS

2.1.3

A 10-foot circle is required in center of mat.

1.10

There is no requirement for a 10-foot circle in the center of mat.

No similar recommendation.

1.11

Recommended that the mat(s) be cleaned and disinfected before all competitions and between rounds of a tournament. Also recommended that shoe cleaning and disinfecting mechanism be available before a wrestler or any other person steps onto the mat. When competition is held on a concrete or similar floor, an underlayment mat is recommended.

REPRESENTATION

1.4.2

No wrestler shall represent his school in more than 5 matches in any one day, including forfeits.

No similar rule.

WEIGHT CERTIFICATION AND REPRESENTATION

1.4.5

A wrestler who weighs in for one weight class may be shifted to a higher weight provided it is not more than one weight class above that for which his actual weight qualifies him. Also see 4.4.2.

1.5

A wrestler may weigh in at the established certified weight and compete at a higher weight classification. See below for heavyweights.

HEAVYWEIGHT CLASS

4.4.2

Contestants must weigh at least 196 pounds.

1.3 and 1.5

Contestants must weigh from 183 to 285 pounds.

WRESTLER'S UNIFORM

4.1.1

No such uniform permitted.

1.12.1 and 1.12.1.2

A spandex/lycra-type T-shirt and shorts is an allowed uniform.

4.1.1.a

Essentially the same. An undershirt of a single

1.12.1.3

The only acceptable upper-body

HIGH SCHOOL

solid color is allowed if sufficient reason is determined by the referee.

4.1.2

An American flag with a maximum size of 2x3 inches, and either a commemorative or memorial patch, not to exceed 4 square inches in area and with written state association approval may be worn.

4.2.1

Facial hair is allowed if covered with a legal facemask. If hair on head is as abrasive as an unshaven face, contestant must shave it or wear a legal hair cover.

Hair in the front shall not extend below the eyebrows.

10.1.2

Video taping or filming is authorized unless prohibited by the state high school association. Any video taping or filming for the purpose of reviewing during competition, however, is prohibited.

COLLEGE

3

undergarment is a tight-fitting, short-sleeved unadorned T-shirt if sufficient reason is determined by the referee.

1.12.2

Team uniformity in clothing is required for dual meets and each session of a tournament. The match uniform worn by team participants must be identical in design and color. This does not apply to open and early-season tournaments.

1.12.3

Any match stoppage related to shoelaces shall be treated as delay of match and, therefore, a stalling violation.

1.12.4

A protective ear guard must be worn anytime live wrestling takes place including practice, all matches, and tournaments including open tournaments.

1.13

Contestants must be clean-shaven.

1.16 and 1.9

Video taping a match is allowed, but is not to be used in dual meets to make corrections. However, a flagrant misconduct violation called by the match referee **may** be reviewed by referee to confirm violation if the official mat-side video is available. Host institution determines the official video before competition.

3.21

In individual advancement tournaments, an **error review request** can be made by a coach to only question the recording of points, timing, match results or procedural errors. Coach informs official scorer at end of match before bout sheet is removed from the scorer's table. Referee **may or may not** grant a review. Only official mat-side video (See 3.16.3) can be used by referee to determine if there was an error.

3.16.3

The official videotape in tournaments to correct scoring, timing, match results or procedural errors must be determined by the

APPEARANCE

VIDEO TAPING

HIGH SCHOOL

COLLEGE

4

STARTING POSITION

5.19.5

The referee does not have to say ‘set’ for either the defensive or offensive starting positions.

tournament manager before the competition begins.

2.1.3

When the defensive or offensive wrestler assumes the starting position, the referee will say, “Set.”

FALL/NEAR FALL/IN BOUNDS

5.11.5

A fall or near fall shall not be awarded unless any part of both shoulders or both scapulae are inbounds.

2.4

Near fall points may be earned or a fall called if any part of the defensive wrestler’s pinning area is in bounds.

TAKEDOWNS

5.25.3

Control must be established while the supporting points of either wrestler are in bounds, or while at least the feet of the scoring contestant finish down on the mat in bounds.

2.6

For the purpose of awarding takedown points at the edge of the wrestling area, points shall be awarded when control is established while any part of either wrestler finishes on the mat in bounds. In addition to the above, the definition of “a foot in bounds” has been made such that wrestling can continue or points scored as long as a part of a foot is over the wrestling area without completely breaking the boundary of an imaginary cylinder surrounding and extending above the wrestling area, and finishes on the mat in bounds.

ESCAPES

5.10

Both supporting points of either wrestler have to be inbounds.

2.7

An escape can be scored while any part of either wrestler remains inbounds.

REVERSALS

5.23.2

Both supporting points of either wrestler have to be inbounds or at least both feet of the scoring contestant finish down on the mat inbounds.

2.8

Any part of either wrestler has to remain inbounds.

TIME ADVANTAGE

No time advantage used.

2.12

One point for one minute or more time advantage (riding time) than opponent. Riding time is required for use in all competitions.

FALL

5.11.1

Two seconds.

2.12

One second.

TECHNICAL FALL

5.11.4 and 9.2.b

A technical fall occurs when a wrestler has earned and been awarded a 15 point advantage over his opponent. During dual meets, the winner’s team is awarded 5 points.

2.13, 4.3.2 and 4.3.3

Same except if no near fall is awarded to winning wrestler during the match, then only 4 points are awarded for a technical fall.

WEIGHT CLASSES

4.4.1 (14 weight classes)

106, 113, 120, 126, 132, 138, 145,

1.2 (10 weight classes)

125, 133, 141, 149, 157, 165, 174, 184, 197,

HIGH SCHOOL

152, 160, 170, 182, 195, 220, and 285 lbs.

No similar rule.

5.22.1, 5.22.2, 1.1.2a

A random draw is made for which weight class wrestles first in a dual meet. A random draw for championship final matches for tournaments and championships may be used.

The referee is required to have a kit available to facilitate the random draw.

1.1.2

When multi-dual meet competition is held, the first weight class to be competed in the subsequent dual shall be one greater than the starting weight class from the previous round.

No similar rule.

4.5.1 (dual, tri, quad meets)

Weigh-in shoulder-to-shoulder or by team(s). A max. of 1 hour before team's 1st competition each day. When a preliminary meet is followed by a varsity meet, weigh-ins may, by mutual consent, precede the preliminary meet.

4.5.7

All contestants (male and female) shall weigh in wearing a suitable undergarment that completely covers the buttocks and groin area. Any contestant who has been authorized to wear an artificial limb shall weigh in with the artificial limb.

4.5.3 (For tournaments and dual meets)

If only one scale is available, a contestant may step on and off that scale two times. If multiple scales are available, a contestant may step on and off first scale twice, then immediately on each available scale once

COLLEGE

and Heavyweight (183-285lbs.)

1.5

For dual meets, coaches may alter order of matches by mutual agreement.

1.5

If coaches cannot agree on the first weight class to wrestle, a random draw will be used to determine which weight class to be wrestled first.

No similar rule.

9.1.1

Weigh-ins shall be conducted in a private, secured area with limited attendance (only contestants, coaches of contestants, required medical personnel, others deemed necessary) at the site of competition or in an adjacent building to the competition. NCAA official weigh-in form must be used.

9.1.2 (dual, tri, quad meets)

One hour or less before first match is scheduled to begin. No weight allowance is given for dual meets conducted on consecutive days. When junior varsity competition is held before varsity competition, the varsity contestants shall weigh-in one hour before the scheduled start of the varsity competition.

9.1.1

All contestants shall weigh-in wearing a minimum of a suitable undergarment, such as briefs, boxers, shorts or competition singlet.

At all weigh-ins, wrestler should stand with both feet flat in middle of scale facing away from dial or weight indicator.

9.1.2 and 9.1.4

For dual meets, the contestant may step on and off the scale three times to allow for mechanical inconsistencies in the scale. For tournaments, the contestant may step on each additional official scale one time following the heavyweight class.

ORDER OF WRESTLING

RANDOM DRAW

WEIGH-INS

4.5.2 (For tournaments)

Weigh-in begins a maximum of 2 hours before the start of the first session of each day.

9.1.4 (For tournaments)

Two hours or less before the first matches begin on first day; one hour before on subsequent day.

4.3.1.c

Electronic communication equipment that permits communication between coach and contestant during competition is not permitted.

No similar explicit rule.

4.2.6

Each contestant who has braces or has a special orthodontic device on their teeth, shall be required to wear a tooth and mouth protector.

1.14

It is recommended that all wrestlers wear a protective mouth guard.

4.5.7

Each state association may authorize use of artificial limbs.

No similar rule.

No similar rule.

9.1.4

For team advancement tournaments, the 1-pound allowance on subsequent days is granted to individuals who weighed-in during the first day. A wrestler who doesn't make weight on the first day of competition is ineligible to weigh-in on the second day.

4.5.5

For consecutive days of competition, one pound additional allowance granted each day for all wrestlers up to a maximum of two pounds. In order to be granted this one-pound additional allowance, a min. of 48 hours advanced notice (to head coach, principal or athletic director) is required for your opponent(s).

9.1.4

In tournaments a one pound allowance for each consecutive day of competition shall be granted. See above for exception.

9.1.3

Granting a weight allowance for a dual meet or multiday dual meets is prohibited, nor can a weight allowance be mutually agreed upon.

No similar rule.

9.1.5

For dual meets, both coaches shall keep on file a copy of the Official Weigh-in Form until the end of the season. A copy shall be hand carried to each site of competition, including tournaments. For tournaments, host site retains copy of NCAA official weigh-in form(s) and the actual weight of each participant.

SPECIAL EQUIPMENT

4.4.3

Second violation is same as first; disqualify an individual from competition.

9.3.1

Violators of these rules shall be suspended for the competition(s) for which the weigh-in is intended. A second violation results in suspension for the remainder of the season.

PRACTICE ROOM TEMPERATURE

No similar rule.

9.4

The wrestling practice facility must be kept at a temperature not to exceed 80 degrees F

HIGH SCHOOL

COLLEGE

CPR AND FIRST AID TRAINING

No similar rule.

at the start of practice.

9.5

All coaches, including volunteers, shall be certified in CPR annually by the date of the first practice. In addition, they must be certified in basic first aid every three years.

MEDICAL CHECKS

No similar rule.

9.6.1 and 9.6.3

A physician or a certified athletic trainer shall examine all contestants for communicable skin diseases before all tournaments and meets. Medical checks shall be conducted each day of tournament competition and shall take place at the site of competition.

A MATCH

5.17.2

A match begins when the proper wrestler reports the scorer's table in dual meets and tournaments.

3.1

A match begins with the start of the first period.

6.2.2

A wrestler who properly reports to the scorer's table for a dual match cannot be withdrawn or replaced. Once the second wrestler has properly reported to the scorer's table in proper sequence, neither can be withdrawn.

3.6

As soon as either wrestler steps onto the mat he cannot be withdrawn or replaced.

PRE-MATCH TEAM INTRODUCTIONS & TOURNAMENT AWARDS

No similar rule.

3.4.1

All contestants shall be uniformly attired in their school's official warm-up and match uniform. No hats, stocking caps, or other inappropriate apparel are permitted. Head coach penalized under Control of Mat Area, 3.13.4.

3.4.2 & 3.4.3

Unacceptable coaching and medical personnel attire defined. Penalty is penalized under Control of Mat Area, 3.13.4. Further, violators may not sit in designated coaching area until in compliance.

3.17.8

Same as above in 3.4.1 and, in addition for tournaments, no signs allowed. All additional personnel included in award presentations and team pictures must also be properly dressed.

INTENTIONAL DELAY

6.2.1

Same as in college for first 5 minute delay, and if team does not appear in next 5 minutes there shall be team forfeiture for the dual meet.

3.5

Team intentionally delaying its appearance on the mat beyond 5 minutes of the meet start time shall have one (1) team point deducted.

HIGH SCHOOL

COLLEGE

LENGTH OF MATCH

6.1.1

Regular matches: three 2-minute periods.

3.7

Dual meets: first period, 3 minutes; second and third periods, 2 minutes. For all competition, matches shall be 7 minutes in duration divided into the above periods.

6.1.2

Consolation matches: first period, 1 or 2 minutes; second and third periods, 2 minutes.

3.7

Wrestle-back matches: seven minutes.

BAD TIME

5.1.3

Points, penalties for unnecessary roughness, illegal holds/maneuvers, unsportsmanlike conduct, flagrant misconduct and bleeding time will not be voided because of bad time wrestled.

No similar rule.

CORRECTION OF CLERICAL ERROR

6.6.4.b.1, 6.6.5.a.2 and 6.6.5.b.1

There is a 30-minute time period to correct the computation of a match score after a dual meet. For tournaments, it must be corrected prior to the next match in which either wrestler competes. For team score recording or computation errors in a tournament, the team points must be corrected within 30 minutes of the official posting of team scores.

3.11.4

A clerical error in recording team scoring in a dual meet or tournament that does not necessitate additional wrestling may be corrected when discovered.

OVERTIMES

6.7.1

Similar except: If tied after sudden victory, the referee flips his disk to determine which wrestler has the choice of starting position for the 1st 30-second TB. The wrestler can choose T, B or defer. If tied after second tiebreaker, an ultimate tie breaker of 30 seconds shall be wrestled. The wrestler who scored the 1st points in the regulation match or whose opponent was penalized for unsportsmanlike conduct gets choice of position. If no points or simultaneous points are scored in regulation, choice is determined by flip of disk. (T, B or defer) The wrestler scoring 1st point(s) wins. If no points scored the offensive wrestler wins, and one match point added to his score.

3.10

Choice of top or bottom position in first tiebreaker period determined by wrestler who scores first points, other than penalty or escape points in regulation match.

In addition to first tie breaker period, a second 30-second tie breaker period will be wrestled if no pin, default or disqualification occurred. Wrestler not having choice in first tiebreaker has choice to start second tiebreaker. If no winner, a second overtime begins with a 1-minute sudden victory period. If no winner, another two 30-second tie breaker periods as above. If no winner, wrestler with most riding time in all four tiebreakers wins. If no winner determined, repeat process.

Because college wrestling includes riding time, there are many differences in being able to win by accruing riding time in the overtimes, when injury timeouts come into play.

POINT OF EMPHASIS

Not specifically mentioned.

3.11.3 Referee Error

A referee may not reconsider or reverse an unsportsmanlike conduct of flagrant misconduct violation call once the subsequent match begins in a dual meet or after the bout sheet leaves the scorer's table in a tournament. Similarly, the referee may not assess an unsportsmanlike conduct or flagrant misconduct penalty during a subsequent match in a dual meet or later in a tournament session for action(s) in an earlier match.

CONTROL OF MAT AREA, BADGERING, AND MISCONDUCT

7.5.2, 7.5.4, 8.1.5 and Penalty Table

During a match, coaches are restricted to team bench/chairs or behind it, except during charged timeout, the end of match, or to approach officials' table under possible misapplication of a rule. Any act that becomes abusive or interferes with the orderly progress of the match, or for violations of bench decorum shall be penalized on first offense for unsportsmanlike conduct. Unsportsmanlike conduct carries over to second day of event. It is misconduct on the part of a coach, when after a conference with the referee, no misapplication has occurred or coach questions judgment. Head coach is penalized. First warn, then deduct one team point, then removal of head coach and deduct two team points. Removal is for the remainder of the day. The restricted zone has to be at least five feet from the wrestling area.

3.13 & Penalty Table

All personnel, other than actual participating contestants, shall be restricted for dual meets to an area 10 feet from mat and scorer's table; for tournaments, to a restricted zone placed in any two corners of the mat. A chair will be placed behind the two coaches' chairs for a credentialed medical person. These areas may be left by the coach (es) only to check time and score, question application of a rule, or move toward mat during charged timeout or at the end of a match. Medical personnel may leave this zone to attend to an injury. Failure to comply, or if there was no misapplication of a rule, results in 2 warnings, then a deduction of one team point, and finally the deduction of two points and removal for subsequent violations. Removal is for duration of event.

CORRECTIONS AFTER A DUAL-MEET MATCH

6.6.4a.1

Corrections must be made before offended wrestler leaves mat area if additional wrestling is necessary. If no additional wrestling is necessary, the error may be corrected if either the wrestler or coach remains in the mat area.

3.11.2, 3.14.3

During a dual meet correction shall be made by the referee before the start of a subsequent match. For tournaments as in H.S., before wrestlers leave mat area.

TEAM TIES

9.2.2

Criteria for breaking a team tie are listed in order from a through p.

3.15

Four criteria are listed in order:
.1 Greater number of victories.
.2 Combined total of falls and technical falls.
.3 Total match points.
.4 First takedown.
A point is added to winner's score and criterion is number is noted. E.g. 17-16, criterion 3.15.3.)

MEDICAL FORFEIT

10.2.4

Tournament director, in consultation with the designated, on-site appropriate health-care professional(s) and the coach of the injured or ill contestant, shall determine contestant's ability to continue.

6.5

Injured or ill wrestler during the course of a tournament may declare medical forfeit without appearing on the mat. In order to retain advancement and placement points earned, this declaration must be made to the official scorer before the ill or injured wrestler is called to the mat. No further

weigh-in is necessary.

TEAM FORFEITS

9.2.1e

A team forfeit shall be scored 1-0. If offended team is ahead, the score at the time of the team forfeit stands.

4.3.1

A team forfeit shall be scored 60-0.

UNSPORTSMANLIKE CONDUCT

7.4.2 & 8.1.3 (Wrestlers during a match)

Includes repeatedly dropping to one knee to break locked hands, and failure to keep shoulder straps up while on the mat.

5.4.1 (Wrestlers during a match)

No rule for dropping to one knee, but includes failure to keep uniform straps up while in the wrestling area, i.e. may have them down while on apron of mat

7.5.3 & 8.1.4 (Coaches, contestants not during a match, and other team personnel)

Same except, on the second offense deduct 2 team points, disqualify and removal from premises provided authorized school personnel is available to supervise wrestler. If not, wrestler confined to team bench area.

5.4.2 (Coaches, contestants not during a match, or other team personnel)

First offense deduct 1 team point. Second offense deduct 1 team point, disqualify, and remove from premises for remainder of event or tournament.

Sequence of penalties carries over to the second day of a multiple-day event.

Sequence of penalties is cumulative over a dual meet or tournament session.

SPECTATOR SPORTSMANSHIP

No similar rule.

5.4.3

The public address announcer at all dual meets and tournaments should read a spectator sportsmanship statement before competition begins at each meet or tournament session.

TOBACCO USE

7.4.3 & 7.5.5

Same.

5.6.4

The use of tobacco products by student athletes, coaches or other team personnel on the premises during an event is a flagrant misconduct penalty.

7.11

Match officials, including referees, timekeepers and scorers, are prohibited from using tobacco products in the wrestling venue before, during or after a dual meet or tournament. Violations should be reported to the event administrator.

FLAGRANT MISCONDUCT

7.5.5, 8.1.6 & Penalty Chart

For coach and nonparticipating personnel, three points are deducted and removal is for the dual meet, remainder of a multiple school event, or tournament.

5.6.1, 5.6.2 & Penalty Table

Same except deduct one team point.

7.4.3, 8.1.6, 11.2.2 & Penalty Chart

HIGH SCHOOL

For contestant, same as above, and no team points can be earned in the individual tournament. For a team advancement tournament, points earned in previous rounds are not negated.

8.1.6

Removal, if authorized school personnel available to supervise. Otherwise, student is confined to team bench area.

No similar rule.

COLLEGE

5.6.1

Same except deduct one team point.

5.6.1

Removal from premises required.

5.6.1

The penalty for Flagrant Misconduct includes a suspension of the wrestler until after the team's subsequent event. If the flagrant misconduct occurs during the last event of the season, the suspension carries over to the first event of the next season. The referee must inform the National Wrestling Officiating Coordinator that a flagrant misconduct violation occurred. The Coordinator will contact the respective divisional chair, who will communicate with the violating student-athlete's institutional administration to ensure the suspension is served.

7.10.13

The scorer is responsible for informing the head coach that a team member (stating violator's name) has been charged with a flagrant misconduct violation, and is disqualified from further competition in the event.

ILLEGAL HOLDS

7.1.2

Straight-back salto to the head, Figure 4 around body or both legs, back bow and a back flip from the standing position.

7.1.5.r

The figure-four scissors around both legs, the body or the head.

POTENTIALLY DANGEROUS HOLDS

7.2.2

A front or any headlock with arm or leg encircled, double wristlock, split scissors, guillotine, chicken wing and toeholds.

When def. wrestler stands supporting all the weight of off. wrestler, ref shall stop match.

7.3.5 Reporting to the mat not properly equipped, not ready to wrestle, or equipment deemed illegal after wrestling begins is a technical violation.

TECHNICAL VIOLATION

5.8

These are not listed as illegal holds.

5.11

The figure-four scissors around both legs, the body or the head is a technical violation.

2.11

Specific holds not listed.

Referee does not have to stop match in this situation.

1.15.3

Reporting to mat and not in compliance results in a charged injury timeout.

HIGH SCHOOL

COLLEGE

STALLING

5.24.3 and 7.6

Similar to college but do not include those given to right.

5.9.2.2

Near edge of wrestling area, a wrestler shall not leave the wrestling area unless it is to sprawl from an opponent's takedown attempt or when interlocked in wrestling.

5.9.2.3

Kicking out from a lower leg hold when this action results in the defending wrestler going out of the wrestling area is stalling

8.1.3 and Penalty Table

Repeated stalling violations are cumulative throughout match and can result in disqualification.

5.9.1 and Penalty Table

First violation is a warning, second and subsequent violations result in one point being awarded to the opponent. Repeated stalling violations are not cumulative during the match and, therefore, do not result in a disqualification.

FLEEING THE WRESTLING AREA

7.3.1

Going out of the wrestling area or forcing an opponent out of the wrestling area is a technical violation and follows disqualification sequence of penalties. However, no penalty points are awarded for intentionally going out of the wrestling area to prevent a pin where near-fall points are earned.

5.13

Fleeing or attempting to flee the wrestling area as a means of avoiding being scored upon is a **stalling** technical violation. The fleeing penalty may be awarded when it occurs. See 5.9.1 above.

TOWELING

Not explicitly stated.

5.14

Timeout for towelng off perspiration during the match is a technical violation.

INJURY TIMEOUTS

8.2.1

No such penalty is imposed after first or second injury timeout.

6.1.3

After first nonbleeding injury timeout, opponent has choice of position at restart. After second nonbleeding timeout, one point is awarded the opponent.

The differences between the HS and college rules result in many differences related to consequences during overtimes and regulation periods. See 8.2.1. a-l.

See 6.13 for consequences of first and second injury timeouts during overtime and regulation.

8.2.7

The cumulative time allowed for bleeding is 5 minutes, which is separate of wrestler's accumulative minutes of injury time.

6.1.4

The length of timeout periods for bleeding is left to the discretion of the referee.

REFEREE REGISTRATION

No rule but by State Association membership and testing.

7.1.1 and 7.1.2

In order to referee in college, must be NCAA have viewed Rules DVD, passed the NCAA rules exam, and every three years attend an in-person clinic, on or before October 19, 2009. Institutions using a non-registered referee are subject to penalties.

REFEREE UNIFORMS

3.1.1

The referee may wear a provided shirt

7.2.1

For all competition referees must wear either

HIGH SCHOOL

common to all officials at that event.

COLLEGE

13

a black-and-white striped or black-and-gray striped referee's short sleeve knit shirt. When officiating tournaments or multiple duals, shirt uniformity is required.

OFFICIAL'S DUTIES

5.21.2

Referee is to have a kit to conduct the random draw.

3.1.4c

Referee is to have the head coach verify that the team is groomed, properly equipped and ready to wrestle, including securing shoelaces.

3.1.13

During injury, blood, or recovery timeouts, the referee should be in a position to monitor the appropriate clock and wrestlers. The referee should notify the coach and/or wrestler at the one and one-half minute marks.

No similar rule.

7.4.1.5

Advise coaches of proper coaching attire.

No similar instruction, but typically what referee does during these situations.

ASSISTANT-REFEREE PROCEDURES

3.2

Some of the procedures are slightly different for H.S. For example, in 3.2.2c it states that in near fall situations, the assistant referee should tap the referee when time expires. Another example, 3.2.2i, states that assistant referee is not permitted to address the coaches; it is the referee's responsibility.

7.6

No suggestion to tap the referee when time expires. Assistant referee is granted the same mobility as the referee in both HS and college rules and should use their good judgment in these and other situations. No similar suggestion for communication of assistant.

7.7.8

The assistant referee shall check each corner for dress code violations before the match begins.

MATCH TIMEKEEPER

3.4.1f

When a visual clock is not available, the match timekeeper shall call out minutes of the match and display with visual cards the number of seconds remaining in the last minute of each period at 15-second intervals.

7.8.6

Match timekeeper shall call out the minutes of the match and the last minute of each period reported at 45, 30, and 15 seconds time remaining.

NOISE CONTROL

No similar rule.

1.9

The playing of music and/or the use of noisemakers during wrestling action is prohibited.