

Officiating the Clinch - 2008

By Jim Woolnough

In both styles, the offensive wrestler has 30-seconds to score or they will give 1-point to their opponent.

Freestyle:

When a period ends in a 0 – 0 tie, conduct a disc flip. The color that lands up will go to the Mat Chairman's table to draw a colored ball. The color of the ball will determine the wrestler that will clinch. (Local events, use the result of the disc flip.)

The wrestler to clinch will pick the leg he/she wants to clinch. The opponent must then place that leg in the center and keep weight on the leg. The attacking wrestler must use a head-outside single leg position. Have the defending wrestler place their hands on the shoulders of the attacking wrestler or they may not touch the offensive wrestler. The attacking wrestler will then secure a grip, behind the knee, without going to the side to gain an angle. When the grip is secured, start the wrestling. The grip *does not* have to be kept and wrestling may take place as normal. First wrestler to score wins the period. Action is not allowed to continue after the score. Only the first scoring action may score, no counterattacks. If the call is borderline, it is a score and period is over. It is not a score if the attacker drops the defender to his/her butt. The defender must post out or rotate so that their back is exposed to the mat.

Greco-Roman:

At the 1:00 minute mark and the 1:30 mark, a Greco match is stopped for the clinch. If a wrestler is in the danger position at either of those times, the match is not stopped and the period continues. The wrestler with the most points will clinch first. If the score is tied, use tie-breaker criteria. If the score is 0 – 0, a disc flip will be conducted (same as freestyle). The color that lands up will draw a colored ball at the Mat Chairman's table. The bottom wrestler (defender) will then assume the starting position. Hands and legs straight down from the body to the mat, about shoulder/hip width apart. Feet extending straight back from the body. The top wrestler (attacker) shall assume a reverse lift position. The attacker may place a foot or both feet or a knee underneath the defender, not to go past the centerline of the defender. One foot/knee must be between the hands and feet of the down wrestler. The other foot may not be under the ankle/shin of the down wrestler. Kid's age-group modification: The top wrestler must start on both knees. The attacker is not allowed to touch the defender except for the lock. A hand grip must be used to secure the initial lock on the defender. The lock must be taken with both arms/hands at the same time and with a smooth consistent motion. When the grip is achieved, start the wrestling. The grip *does not* have to be kept. Wrestling will continue as normal. In par terre, if the wrestlers go out of bounds while still in the clinch position without a score, they will return to the clinch start. If there was a score or the clinch hold has been released, wrestle as normal.

During the clinch time, if the wrestlers go out of bounds with one wrestler in the danger position after the clinch has been released, the match will restart in the par terre position. If the defending wrestler commits a leg foul during the clinch time treat as a normal leg foul with the following difference. If the clinch hold has not been released, restart in the clinch position; if the clinch hold has been released, restart in the par terre position. The entire 30-seconds will be wrestled unless there is a period/match winning move/hold in the clinch time. If there was no period/match winner in the first clinch, the wrestlers will trade places and repeat for the second clinch. If you screw up and stop the match for the clinch with a wrestler in the danger position, restart in the par terre position. The wrestler who was underneath will be the down wrestler. Remember, wrestling *does not* stop for the clinch if a wrestler is in the danger position at the time the match would normally stop for the clinch. Even if the bottom wrestler rolls out 1 second past the stopping point, the match will continue without stopping for the clinch.

False/improper starts; refusal to clinch

1st time – Both styles, both positions: ATTENTION, return to clinch start

2nd time – Freestyle, 1-point to the opponent, period is now over.

2nd time – Greco: Top wrestler –1-point to the opponent, start in the standing position. The top wrestler must still score in the 30 seconds or give his/her opponent 1 point for failing to score. Bottom wrestler – caution + 2 points to the opponent, clinch position start. The top wrestler is released from the scoring requirement as he/she has just scored.