Introduction to Referee Course
Session 2

Prepared by UWW Refereeing Department
Practical - Session on the mat

• Discuss Safety of the Athletes
  • Front headlock
  • Joints outside of normal range of motion
  • Where to look and how to react to situations - position and mechanics
• Divide wrestling area into 2-3 mats - do not need an actual full mat for this session
Practical - Session on the mat

• Discuss Start of match procedures
  • Shake hands with the wrestler
  • Check for slippery substances
  • Check MC/Judge
  • Athletes shake hands
  • Start the match

• Discuss End of match procedures
  • Shake hands with the wrestlers
  • Raise the hand of the winning wrestler - after MC indicates the winner
  • Have athletes shake hands
  • Athletes go to the opposite corner to shake hands with the coach
Practical - Session on the mat

• Divide up into Groups of 3 - same as Session 1
• Wrestler 1-minute matches
• Rotate all 3 positions - stay with groups of 3
• Have someone not in match - record the match on iPad or Phone
• After all 3 rotate each position, they come over and review the video
• New group rotates out to referee
Introduction to Referee Course
Session 3
Prepared by UWW Refereeing Department
Reflection from Session 2

- What went well?
- What were some challenges?
- Overall thoughts
Videos from Session 2
Videos from Session 2
Videos from Session 2
Videos from Session 2
Videos from Session 2
Review Start and End of Match Procedures
House of Cards

• Goal - to build the tallest house of cards by the end of the time limit

• Rules
  • Can only use one hand to build it
  • If house falls, then you have to switch hands

• Time Limit - 5 minutes

• Work together to overcome challenges
Job of the Referee

• Conducts the match - most important of all the positions
• Eyes should always be on the athletes - only time away is to get confirmation on calls
• Need confirmation - position yourself to see the judge and mat chairman before you ask
• Scores the bout as it happens
• Controls when wrestlers start and stop
• Protection of the athletes
Job as the Judge

- Sits across from the Mat Chairman and scores the bout independently from the referee
- Score what you see, call your own match
- Don’t mirror calls by the referee unless you agree
- Options are not always needed
- Same job of scoring the bout as the referee but without a whistle
Job as the Mat Chairman

• The referee that is in charge of that match
• If Referee and Judge don’t agree, you must make a decision between those two
• Ability to call a consultation with the referee and judge
• Have a very good understanding of the rules
Greco Roman Rules - Points

• Takedowns
Greco Roman Rules - Points

Action from feet that lands in danger

Grand amplitude that does not land in danger
Greco Roman Rules - Points

Correct Throw - No danger

Correct throw - No danger
Greco Roman Basics - Points

Lift from par terre - lands in danger
Greco Roman Rules - Points

Lift from par terre - grand amplitude no danger

Lift from par terre - grand amplitude no danger
Greco Roman Basics - Points

• Lift from par terre and the action does not land in danger
• This is a low level 360 rotation.
Greco Roman Rules - Points

Correct throw from par terre

Correct throw from par terre
Greco Roman Rules - Points

Grand amplitude that lands in danger

Grand amplitude that lands in danger
Greco Roman Basics - Points

• Score the action
Freestyle Basics

Stepping Out of Bounds
Freestyle Basics

Correct Throw - Good action but did not land in danger or finish with control
Freestyle Basics

Defensive wrestler lost points and then goes behind
Freestyle Basics

Reversal - Counter attack from par terre
Freestyle Basics

Fleeing the Mat - Caution and how many points?
Freestyle Basics

Takedown - 3-points of contact with control
Freestyle Basics

Basic go-behinds
Freestyle Basics

Foul that prevents a score - Caution and how many points?
Freestyle Basics

Turn in par terre that places opponent in the danger position
Freestyle Basics

Counter attack from par terre that places opponent in danger
Freestyle and Greco Roman Basics

Fleeing the mat in the danger position - Caution and how many points?
Freestyle and Greco Roman Basics

- Fleeing the mat in the danger position - Caution and how many points?
Freestyle Basics

Rotation 360 and the opponent does not land in danger
Freestyle Basics

• Any turn in par terre - that includes turns that go hand-to-hand
Freestyle Basics

Are these actions 1-point (out of bounds) or 2-points (takedown)?
Freestyle Basics

- Actions that take the defensive wrestler from their feet to danger
Freestyle Basics

- Grand amplitude actions that land in danger
Use of Paddles - Correct

- White Paddle
- One Scoring Action
- Multiple Scoring Actions
- Caution & Point(s)
Use of Paddles - Incorrect

- Out to the Side
- Palming the Paddle
- Caution & Point(s)
- Both Colors

Figure 175
Filling in Bout Sheets

- Keep eyes focused on the action
- Write down scores after action is complete

Parts of the Bout Sheet
- Technical Points
  - Points
  - Cautions
  - Passivity
- Classification Points
- Time Bout Ended
- Winner Box

### Parts of the Bout Sheet

#### Technical Points

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#### Classification Points

- RED
- BLUE

#### Time Bout Ended

- Winner Box

#### Classification Points

- RED
- BLUE

#### Winner

- Signature

#### Notes

- VT 5.0  | VICTORY BY FALL
- VA 6.0  | VICTORY BY WITHDRAWAL
- VB 5.0  | VICTORY BY INJURY
- VF 5.0  | VICTORY BY FORFEIT
- EV 5.0  | DISQUALIFICATION FROM THE WHOLE COMPETITION DUE TO INFRINGEMENT OF THE RULES
- ES 5.0  | 3 CAUTIONS "D" DUE TO VIOLATION AGAINST THE RULES (FOR THE ENTIRE BOUT)
- ST 4.0  | GREAT SUPERIORITY - THE LOSER WITHOUT ANY POINTS
- SP 3:1  | VICTORY BY TECHNICAL SUPERIORITY WITH THE LOSER SCORING TECHNICAL POINTS
- FP 3:1  | DECISION BY POINTS - THE LOSER WITH TECHNICAL POINTS
- RO 3:0  | DECISION BY POINTS - THE LOSER WITHOUT TECHNICAL POINTS
- EE 0:0  | IN BOTH WRESTLERS HAVE BEEN DISQUALIFIED DUE TO INFRINGEMENT OF THE RULES

#### Signature
Bouts and Victories

• Duration of the Bouts
  • 2 3-minute periods for Juniors and up
  • 2 2-minute periods for Cadets and younger

• Types of Victories
  • Falls, Technical Falls, Decision, etc....
  • Classification Point Review

• Criteria for determine a winner if score is tied
  • Highest Value of Holds - (most 4’s, 2’s, etc...)
  • Least # of Cautions
  • Last point scored
<table>
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<th>Total</th>
<th>Time</th>
<th>Period</th>
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**Red Winner by Points**
RED WRESTLER IS THE WINNER BECAUSE OF A BIGGER VALUE HOLD
RED WRESTLER IS THE WINNER although he has two cautions because he has more bigger value holds.
RED WRESTLER HAS A CAUTION BUT HE IS THE WINNER OF THE BOUT BECAUSE OF A BIGGER VALUE HOLD.
BLUE WRESTLER IS THE WINNER BECAUSE RED WRESTLER HAS A CAUTION
BLUE IS WINNER OF THE BOUT BECAUSE HE SCORED THE LAST POINT
Matches and Scoring as Judge
Matches and Scoring as Judge
Matches and Scoring as Judge
Matches and Scoring as Judge