

November 13, 2006

Dear Athletic Directors, Wrestling Coaches and Officials:

*(Athletic Directors, please make a copy of this information for **ALL** of your wrestling coaches)*

As most of you know, my philosophy of interscholastic athletics is based on three key points. Those key points are: **1) educational athletics, 2) sportsmanship & character, and 3) health & safety.** Let me explain each of these points a little. **1) Athletics must enhance the educational experience of student-athletes.** Athletics must teach students how to be successful in life, beyond athletics. **2) Coaches and officials must respect each other and expect nothing less from the wrestlers.** We all have a duty to help wrestlers learn to win and lose with character. **3) We must focus on making wrestling a sport in which every athlete can participate in a safe, healthy environment.** We can do this by continuing to focus on weight management and communicable diseases.

IMPORTANT DATES FOR 2006-07

First practice: Monday, November 13, 2006

First competition: Monday, November 27, 2006

Class 1A & 2A Sectional Tournaments: Saturday, February 10, 2007

Class 1A & 2A Regional Dual Meets: Tuesday, February 13, 2007

Class 1A, 2A & 3A District Tournaments: Saturday, February 17, 2007

State Wrestling Tournament: Wednesday - Saturday, February 21-24, 2007

State Dual Team Wrestling Tournament: Saturday, March 3, 2007

IMPORTANT DATES FOR OFFICIALS

ON-LINE tournament request forms due: Thursday, December 7, 2006 - **NO EXCEPTIONS!**

Supervised exam dates: Monday, December 4, 2006 and Wednesday, December 6, 2006

Sportsmanship ratings due date: Saturday, March 17, 2007 - **NO EXCEPTIONS!**

BEGINNING & ENDING OF A MATCH

A match officially begins when the proper wrestlers have reported to the scorer's table and ends when wrestling has concluded. Anything that between those two times is considered part of the match.

CORRECTING MATCH SCORE

THIS IS A MAJOR CHANGE OF WHICH COACHES AND OFFICIALS MUST BE AWARE. Here is a summary of the changes regarding correction of match score.

Dual meet match score - Any errors, other than bad time, positioning or computation **MUST** be corrected before the next period begins, in regulation or overtime. Errors occurring during the last period of the match **MUST** be corrected

before the next match begins. Errors in computation of match score **MUST** be corrected within 30 minutes after the referee signs the book following the dual meet. If additional wrestling is required, it **MUST** take place before the next match begins.

Tournament match score - Any errors, other than bad time, positioning or computation **MUST** be corrected before the next period begins, in regulation or overtime. Errors occurring during the last period of the match **MUST** be corrected before the wrestler or coach leaves the mat area. Errors in computation of match score **MUST** be corrected before the beginning of the next match in which either wrestler competes. If additional wrestling is required, it must take place before the offended wrestler leaves the mat area.

COACHES AND OFFICIALS, IF THERE IS ANY DOUBT ABOUT MATCH SCORE DO NOT LET THE NEXT PERIOD BEGIN UNLESS YOU HAVE RESOLVED THE SITUATION. ONCE THE NEXT PERIOD BEGINS ERRORS, OTHER THAN BAD TIME, POSITIONING OR COMPUTATION, CANNOT BE CORRECTED.

PROPERLY REPORTING TO THE MAT

This is not a rule change, just a clarification. If wrestlers do not report to the mat properly, in the correct order or for the correct weight class, it is possible to correct the situation until wrestling actually begins on the mat. Once the whistle is blown to start the first period it is too late to correct the error.

Example #1: It is Team A's turn to send their wrestler to the scorer's table first at 112#. In his excitement, Team B's 112# wrestler reports the table first and Team A decides to send a different 112# wrestler or to forfeit the weight class. Team B protests. *Ruling:* The referee should send the wrestlers back to their benches and have them report in the proper order, Team A first, then Team B. *Comment:* Officials, know who should report first and if you are not sure ask the head table.

Example #2: It is Team A's turn to send their wrestler to the table first at 135# and wrestler A does report first. Team B is going to forfeit at 135#, but their 140# wrestler gets excited and reports to the table immediately after Team A's 135# wrestler. There is confusion at the head table and they believe Team B's wrestler is reporting for the 135# weight class. The error is noticed: a) before wrestling actually begins, or b) after wrestling begins. *Ruling:* In a), the error can be corrected because the whistle has not been blown to begin the first period, but in b), wrestling has begun so it is too late to make a correction. In b), Team B must forfeit at 135# because of the use of an ineligible wrestler at that weight class and their 140# wrestler is not eligible to compete at 140# as he has already represented his school at 135#.

OVERTIME PROCEDURE

The new overtime procedure is summarized as follows: 1-minute sudden victory period, if no winner; two, 30-second tie-breakers will be wrestled, if no winner; a 30-second ultimate tie-breaker will be wrestled.

- All penalties, cautions, warnings, time outs, etc. carry over into overtime
- **A FALL TERMINATES ANY OVERTIME PERIOD.**

1-Minute Sudden Victory

- No rest between 3rd period and sudden victory period
- Wrestlers start in neutral position, unless one wrestler has already taken their 2nd injury time out, then their opponent receives the choice of position
- Wrestler who scores first wins
- If no winner, proceed to two, 30-second tie-breakers

Tie-Breaker I

- Disk flip determines which wrestler has their choice of position, unless one wrestler has already taken their 2nd injury time out, then their opponent receives the choice of position
- Top, bottom or defer are the only choices for tie-breaker I

Tie-Breaker II

- The wrestler who did not have their choice for tie-breaker I, or who deferred, has the choice for the tie-breaker II, unless they have already taken their 2nd injury time out
- Top or bottom are the only choices for tie-breaker II
- The wrestler scoring the most points during tie-breaker I **and** tie-breaker II is the winner

Ultimate Tie-Breaker

- Choice of position (top, bottom or defer) goes to the wrestler who scored the first points during the regulation, 6-minute, match, unless they have already taken their 2nd injury time out, then their opponent receives the choice of position
- If no points were scored during the regulation match, a flip of the disk will determine which wrestler has choice of position
- Double stalling and simultaneous penalty points are considered no points with regard to choice

The junior high overtime procedure has NOT changed. If junior high matches are tied at the end of the 4-minute regulation match, there will be a 1-minute sudden victory overtime period followed by a 30-second tiebreaker, if necessary. The 30-second tiebreaker is administered the same way as the ultimate tiebreaker at the high school level.

WEIGH-IN FORM INSTRUCTIONS

Instructions for completing the NWCA on-line weigh-in forms have been included for all coaches. Use these instructions when completing the on-line weigh-in forms for meets. The Athletic Association expects the on-line weigh-in forms to be used for **ALL** meets unless there is an emergency situation in which they cannot be used. An Emergency Weight Exchange form has been enclosed for those situations. It is recommended that coaches make a few copies of this form to have with them at all times. Instructions for ALL weight management forms are on the Athletic Association web site under the wrestling tab.

*****OFFICIALS - PLEASE READ - VERY IMPORTANT*****

2006-07 SPORTSMANSHIP RATINGS

PLEASE READ THE ENCLOSURE ABOUT SUBMITTING YOUR 2006-07 SPORTSMANSHIP RATINGS ON-LINE!!

**THE FINAL DATE TO SUBMIT WRESTLING SPORTSMANSHIP RATINGS ON-LINE IS SATURDAY, MARCH 17, 2007!!!
NO EXCEPTIONS!!!**

2007 TOURNAMENT REQUEST FORMS

2006-07 TOURNAMENT REQUEST FORM WILL ALSO BE COMPLETED ON-LINE.

Go to the Athletic Association web site <www.iahsaa.org> and click on the "Officials" heading. From there, click on "2006-07 Wrestling Tournament Request Form". I don't believe you will have any problems filling out the form.

Coaches and officials, if you have any questions throughout the season don't hesitate to contact me. I'm here to work with you. We may not always agree, but I'm willing to listen to legitimate concerns. Have a great season and hope to see many of you throughout the season.

Sincerely,

Alan Beste
Assistant Executive Director
<abeste@iahsaa.org>

enclosures:

- Emergency Weight Exchange Form (*Schools only*)
- NWCA Weigh-in Entry Form Instructions (*Schools only*)
- Second Injury Time Out Summary (*Schools & Officials*)
- Sportsmanship Announcements (*Schools only*)
- 2006-07 NFHS Wrestling Rules Interpretations and Updates (*Schools & Officials*)
- Sportsmanship Rating Information (*Officials only*)

SECOND INJURY TIME OUT SUMMARY

Clarification of NFHS Rule 6-3-3, Note & 8-2-1

Second injury time out occurs:

DURING first, second or third period

- Opponent has the choice of position on the restart and all starts at the beginning of any other periods for the remainder of the match, including **ALL** overtime periods.
- May choose up, down or neutral, except as stated in Rule 6-7-1.

END of 1st period, before the 2nd period begins

- Opponent receives choice of position at start of 2nd **AND** 3rd periods **AND ALL** overtime periods.
- May choose up, down or neutral, except as stated in Rule 6-7-1.

END of second period, before the 3rd period begins

- Opponent receives choice of position at start of 3rd period **AND ALL** overtime periods.
- May choose up, down or neutral, except as stated in Rule 6-7-1.

END of 3rd period, before the sudden victory period begins

- Opponent receives choice at start of sudden victory period **AND ALL** other overtime periods.
- May select up, down, or neutral, except as stated in Rule 6-7-1.

DURING the sudden victory period

- Opponent receives choice on the restart and all starts at the beginning of **ALL** other overtime periods, including the Ultimate Tie-breaker.
- May select up, down or neutral, except as stated in Rule 6-7-1.

END of sudden victory period, before Tie -breaker I begins

- Opponent receives choice at start of **both** 30-second tie-breaker periods **AND** the Ultimate Tie-breaker.
- **Not** allowed to select the neutral position.

DURING either 30-second tie-breaker

- Opponent has choice on the restart **AND** all starts at the beginning of **ALL** other overtime periods **INCLUDING** the Ultimate Tie-breaker.
- **Not** allowed to select the neutral position.

END of Tie-breaker I, before the Tie-breaker II begins

- Opponent has choice at start of Tie-breaker II **AND** the Ultimate Tie-breaker.
- **Not** allowed to select the neutral position.

END of Tie-breaker II, before the Ultimate Tie-breaker begins

- Opponent has choice at start of Ultimate Tie-breaker.
- **Not** allowed to select the neutral position.

DURING the Ultimate Tie-breaker

- Opponent has choice at the restart.
 - **Not** allowed to select the neutral position.

SPORTSMANSHIP ANNOUNCEMENTS

Good sportsmanship is valued by _____ Community Schools. We are pleased you chose to support your team this evening. Please do so by refraining from negative yells or comments directed at athletes, coaches, fans, and officials or other negative acts.

_____ Community Schools encourages positive sportsmanship and behavior at the meet tonight. Please encourage your athletes and coaches with positive comments and acts. What you do and say during the contest reflects on your team, school and community. Enjoy the meet by being a good sport.

_____ Community Schools supports the Conduct Counts programs initiated by our state activity associations. Good sportsmanship is a priority at high school events. Negative comments and acts directed toward athletes, coaches, fans, or officials are unacceptable in this educational environment. Be a good sport for your school and community.

_____ Community Schools reminds you that you are in a Good Sportsmanship Zone. No negative chants, yells, comments or acts directed at athletes, coaches, fans or officials are tolerated. They are a basis for removal. Conduct does Count. Do not embarrass your team, school and community by behaving in a negative manner.

The Iowa High School Athletic Association urges your cooperation in making this meet a memorable experience for your players and coaches. Don't confuse supporting your team with negative cheers directed at the opponent or booing the decisions of the officials. Those actions cause your team and school to be seen in a negative light.

The athletes competing in this contest have trained many hours. They have earned your respect and applause. Your positive behavior will earn their respect for you. Conduct Counts in Iowa and it starts with you. Enjoy today's meet.

GROWTH ALLOWANCE REMINDER

After certifying their minimum weight class by making scratch weight one time wrestlers will receive the 2-pound growth allowance for any weight class for which they weigh-in, for remainder of season. (*No longer a specific date*)

Once a wrestler uses their growth allowance the **first time** they may **NOT** certify at a lower weight class, but may use the growth allowance at any weight class for which they weigh-in. By using the growth allowance the **first time** they declare that weight class as their lowest certified weight class.