

RMN Modifications to NFHS Rulebook

Match Wait Times: same bracket (age/weight) - 15-minute wait (can override if both coaches agree).
Double bracket (1 match rest).

2 Coaches in Corner ONLY: Two coaches with bands in the corner. Floor Access bands allow those individuals access to be on the floor but ONLY 2 coaches per corner.

Flagrant Misconduct (FM), Biting (FM), Unsportsmanlike Conduct (USC) & Disqualification (DQ):

Flagrant Misconduct: Officials will handle all match calls ON the mat.

Biting: (must have a 2nd review by POD, AHO, HO, or Tournament Director(s) before a decision is reached.

For ALL (FM) and (DQ) - Mat officials will discuss with the Assistant Head or Head Official.

Unsportsmanlike Conduct: Handled by Official on the Mat.

DQ: RMN Tournament management (only) will decide whether or not the offender will be removed from the event after speaking to the wrestler, parents, and coach.

Scoring Criteria: Near Fall / Fall: RMN will modify the NFHS boundary rule 5-15-2c, to state:

Scoring Situations: points **SHALL BE** earned while two supporting points of either wrestler are in-bounds.

Fall / Near Fall Situations: when all parts of the defensive wrestler's shoulders/scapula are beyond the boundary line, if there are two supporting points in-bounds, then near fall or fall **SHALL BE** earned.

The requirements for knee(s) are no longer applicable.

IN ALL SITUATIONS SAFETY SHALL BE THE MAIN PRIORITY!

Mouthpieces: These are recommended but not required.

Headgear: 13U and Under = Mandatory. 15U and Up = Optional Freestyle= ALL OPTIONAL

Penalty Chart: Please refer to the NFHS Penalty chart with RMN MODS located on the website

Injury Protocol: Ask if a trainer is needed.

If Yes: await trainer - start injury time when trainer arrives.

If NO: start injury time and allow the coach to check the wrestler. Whenever a match is stopped, there must be a reason. If the match is stopped to check on the wrestler because you're not sure if they are injured or not, injury time is still required, not the official's time.

Concussion Protocol: When the trainer starts to check for concussion, we will stop injury time and start Head, Neck, and Cervical (HNC) time (5 Min). RMN will allow concussion time to exceed 5 minutes if the trainer needs more time to ensure the safety of the wrestler.

REMINDER: Illegal move resulting in injury is Recovery Time and is 2 min only. Even if the trainer wants an HNC check: it's 2 minutes and then DQ.

8-and-Under Only MODS:

1. Shoelaces or shoe(s) coming off or untied:

1st offense: explain to the wrestler, have them or coach tie or secure both shoelaces.

2nd offense: follow normal NFHS penalty chart.

2. Locked Hands:

1st offense: explain to the wrestler about locked hands and what they did

2nd offense: follow normal NFHS penalty chart.

3. Match Times: 8U and younger = 1 min periods, 9U to Open = 1.5 min periods.

Direct all questions and issues to:

The POD, Assistant Head or Head Official before speaking with the tournament director(s).