

Assistant Referee Overview

2/7/2019

- ◆ First on / last off - tuck away whistle
- ◆ Let HR check in wrestles – AR on far side of 28 foot circle (180 to table)
- ◆ **Almost always** 180 degrees apart / often on or near 28 ft. circle / the big picture – you must hustle to be in position (jog perimeter if need be)
- ◆ Watch clock on starts and stops / awareness of time
- ◆ End of period view clock through wrestlers if possible
- ◆ Never show disk / never use any signal / never count NF
- ◆ Make sure points scored are put on scoreboard
- ◆ Awareness of bad time
- ◆ Count silently NF in case HR is out of position
- ◆ Never call cautions, inform HR of concern prior to next restart
- ◆ Awareness of ITO / penalty and stalling sequence / restart choice
- ◆ Stalling – quietly say “**Red**” / “**Green**”
- ◆ Only signal locked hands, grasping of clothing or headgear
- ◆ **Communicate all other violations – must talk!!**
- ◆ Let's talk / walk byes
- ◆ For a let's talk - stop match at appropriate time but ASAP / discuss
- ◆ Discuss away from coaches / wrestlers
- ◆ “Let's talk” **MUST BE BRIEF** - agree to disagree
- ◆ Importance of random communication
- ◆ **COMMUNICATION / COMMUNICATION / COMMUNICATION!!!**
- ◆ HR may approach AR for opinion
- ◆ HR may use hand gesture to get AR attention / opinion – if necessary ask, “**what did you see?**”
- ◆ Close down on line calls / buzzer calls / scrambles / end of period – **TALK!**
- ◆ AR does not communicate with coaches / avoid communication with wrestlers
- ◆ Tapper should be an official if available
- ◆ Out official / tapper enters mat area with 15 seconds left
- ◆ AR should inform HR when 10 seconds are left in each period
- ◆ Tappers will approach HR and count down the last 4 seconds
- ◆ He will loudly say “**time**” and extend hands upward (get big) to HR uniformity of AR mechanics on all mats - no variations
- ◆ **Look / Act / be professional at all times!**
- ◆ **GET THE CALL RIGHT! YOU ARE A TEAM!**
- ◆ **PUT YOUR EGO ASIDE! RESPECT AR OPINION!**