

RMN Modifications to NFHS Rulebook

RMN Events will follow the NFHS rulebook with the modifications shown below.

Match Times: 8-Under and Younger = 1 min periods, 9 -Under through Open = 1.5 min periods.

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 per corner.

Flagrant Misconduct (FM), Unsportsmanlike Conduct (UNC), and DQ:

Officials will handle all match calls on the MAT. Officials will discuss all FM, UNC, and DQ with the Head Official (HO) or Assistant Head Official (AHO).

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

Direct all questions and issues to the Head Official before speaking with the tournament director(s).

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.

IN ALL SITUATIONS SAFETY SHALL BE THE MAIN PRIORITY!

The requirements for knee(s) are no longer applicable.

Mouthpieces: These are recommended but not required.

Headgear: 13U and Under = Mandatory. 15U and Up = 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 tie both shoelaces or secure shoes
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.