

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The requirements for knee(s) are no longer applicable.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