# SUFFOLK WRESTLING OFFICIALS ASSOCIATION, INC. GENERAL MEMBERSHIP MEETING #5 December 7, 2010

### **General Membership Meeting**

Meeting called to order at 8:05 PM by Vice President C. Smith Board Members Present:

C. Smith, R. Boscarino, G.Wissman, F. Barbuto, J. Truscello, G, DeMatteo, R. Boccard, G. Mazzola

### Vice President's Announcements:

- Requested if anyone had any issues or questions from previous meeting discussions.
- ♦ Informed all members that schedules acceptance and turnbacks must be sent to Section XI if not yet done. Assignments are not valid if acceptance is not received. Any turnbacks should be submitted to Section XI ASAP.
- ♦ Stated that Board member positions will be up for election on January 18, 2011 meeting. (Note: This meeting was originally scheduled for 1/17 − moved to 1/18 due to MLK day)
- ♦ Next Meetings: Tues. 01/4 Mid Season Rules; Tues. 1/18 Elections; 2/2 Pre-League Tourn.
- ♦ The new weight class format for this year includes 96 and 285 Lbs. for a total of 15 weight classes. Until further notice, please have the extra bout sheet completed for all dual meets as you are currently entitled to extra bout pay for 14 bouts or greater at the Varsity and JV levels. Forfeits count in the total bout count.
- Injury forms must be completed and sent to George Wissman.
- ♦ Skin Forms must be completed and forwarded to Section XI ASAP. You must receive a copy from the coach. If no copy is available, take original and forward to Section.
- ♦ Skin Checks Call to verify weigh in time if you are responsible for the skin check.
- ♦ Unsportsmanlike Conduct send misconduct form to Section XI.
- ♦ Know difference between Unsportsmanlike Conduct and Misconduct against a coach and call appropriately.

### Secretary Announcements(George Wissman):

- Checking Account Balance \$8,950,64. All members have paid their dues.
- State dues for all active members will be sent in this week and are due by 12/15.
- ♦ There are a total of 10 officials who have requested inactive status for this season. To remain in good standing for next season, an inactive member must comply with all requirements in the by laws. This includes submitting a letter(e-mail) requesting inactivity, paying ½ dues, and attending 5 meetings.
- ♦ Please provide any updates, address, and phone changes to insure you receive any documents or mailings.

## Rules Interpretation - John Truscello:

- ♦ Weigh Ins Wrestlers are to be weighed in wearing a proper undergarment only.
  - o The wrestler can not strip down at the scale to make weight.
  - o Failure to comply to this rule results in disqualification.
  - o Same rule applies to all teams outside of Suffolk or NY.

#### ♦ Skin Forms -

 Out of State skin forms are acceptable as long as they provide the required information and Doctor's signatures. You must get a copy or take original if no copy is available.

### ♦ Assistant Referee—

- o Know protocol and responsibility.
- o Watch for illegal holds/technical violations and inform the referee.
- o Face the clock at end of period to determine if points occurred prior to buzzer.

### ♦ Out of Bounds –

o Be aware of what supporting points are and their relationship in control and line call situations.

#### ♦ Front Headlock –

- o Arm must be encircled. If not it is illegal.
- Position yourself lower to see how headlock is being applied to make sure it is not illegal.
- Watch for choke holds and distress by defensive wrestler.
- o Stop for potentially dangerous if necessary.

# ♦ Coaches Misconduct –

- o Report to Head Table and Head Official. Let Head Coach know when Ass't Coach has been warned or called for Misconduct.
- o Know that misconduct occurs anytime a coach questions the misapplication of a rule and no correction is necessary. Know penalty sequence to follow.
- Unsportsmanlike conduct is when coach disagrees with your call and reacts verbally or nonverbally in such a way as to cause a negative reaction by others.
  Know penalty sequence to follow in this situation.

Respectfully submitted,

George Wissman Secretary/Treasurer