

WRESTLING INFORMATION SHEET

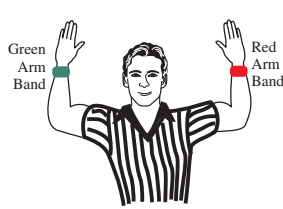
by Rich Gebhart (available from: www.nnwoa.org)



Start the Match



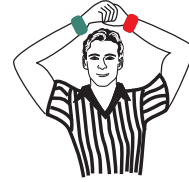
Defer Choice



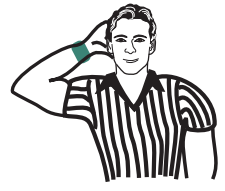
Neutral Position



Caution for False Start /
Incorrect Starting Position
(right or left hand)



Interlocking / Overlapping
Hands or Grasping Clothing



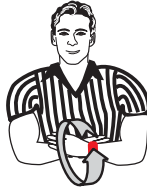
Potentially
Dangerous



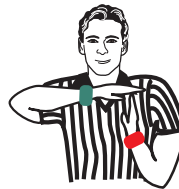
Stalling
(right or left hand)



Illegal Hold or
Unnecessary Roughness



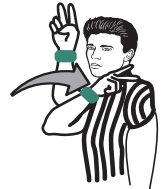
Reversal



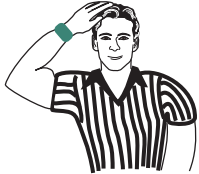
Technical Violation



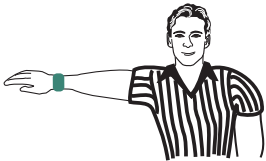
Awarding Points
(right or left hand)



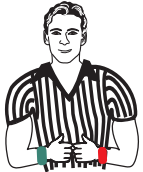
Near Fall
(right or left hand)



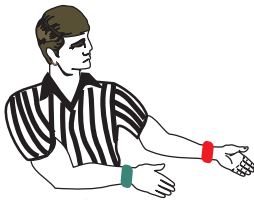
Flagrant Misconduct
(right or left hand)



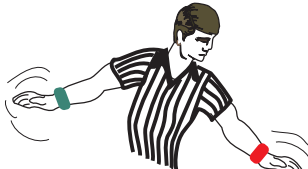
Unsportsmanlike Conduct
Coach Misconduct (*close fist*)
(right or left arm)



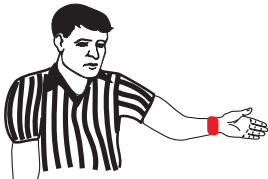
Stalemate



Out of Bounds



Indicates No Control



Indicates Wrestler In Control
(right or left hand)

SCORING ABBREVIATIONS (WITH POINTS)

C — Caution (*for points after 2nd warning, use FS below*)

FS₁ — False Start / Incorrect Starting Position (*points only awarded after 2 cautions*)

E₁ — Escape

N₂ or 3(4) — Near Fall (*3 points after 5 sec. in criteria; 4 points if stop match for defensive injury / bleeding*)

P₁(or 2) — Illegal Holds / Unnecessary Roughness

R₂ — Reversal

S_w — Warning (*for stalling*)

S₁(or 2) — Stalling (*points awarded after stall warning*)

T₂ — Takedown

TV₁(or 2) — Technical Violation

UCM₁(or 2) — Unsportsmanlike Conduct (*Match Point*)

CM_w — Coach Misconduct Warning

CM₁(or 2) — Coach Misconduct (*deduct 1 Team Point after 1st penalty; 2 Team Points after 2nd penalty*)

FMC — Flagrant Misconduct (*applies to contestants, coaches, & team personnel; deduct 3 Team Points*)

UCT — Unsportsmanlike Conduct (*deduct Team Point*)

↑ — Selects up

↓ — Selects down

↔ — Selects neutral

IT (time elapsed) — Injury Time (*after 2nd IT; record choice: ↑↓↔*)

BT (time elapsed) — Blood Time

F (time) — *e.g.*, F: 1:38 (pin)

TF (time) — *e.g.*, TF: 4:25 (*after more than 15 score difference*)

OT — Overtime

SV — Sudden Victory (*1 minute; neutral starting position*)

TB — Tie Breakers (*two 30-second periods; flip disk; record choice: ↑↓↔*)

UTM — Ultimate Tie Breaker (*final 30-second period; use first point(s) scored*)

RO₁ — Ride Out (*offensive wrestler, if still in control after ultimate tiebreaker & no score, earns 1 pt*)

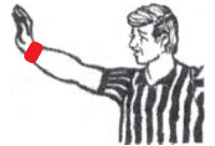
Dec — Decision (*less than 8 pt score difference*)

MD — Major Decision (*8-14 pt score difference*)

Def — Default

DQ — Disqualification

For — Forfeit



Stopping the Match



Time Out



Start Injury Time
(right or left hand)



Start Recovery Time
(right or left hand)



Start Blood Clock
(right or left hand)



Stop Injury /
Blood Clock

For dual meets, the wrestling order is determined by a random draw of weight classes immediately following weigh-ins. The first weight drawn will be the first odd match. Subsequent odd / even matches will follow the traditional order.

SCORER RESPONSIBILITIES

- ▶ Record which wrestler is red or green; which wrestler makes the choice at the start of the 2nd and 3rd periods and during tie breaker; which wrestler has the choice of options at the beginning of the 3rd period and overtime periods; and wrestler's choice after opponent's 2nd injury timeout. Know which wrestler has the advantage position anytime the match is stopped;
- ▶ When signaled by the referee, record points scored by each wrestler;
- ▶ Circle first point(s) scored in the regulation match; unsportsmanlike conduct during a match supercedes first match points scored (*for use in Ultimate Tie Breaker position decision*);
- ▶ Check with the visitor's score keeper to verify the match's points and advise the timekeeper when there is a disagreement or confusion about the score or points on the scoreboard;
- ▶ Tell scoreboard operator the correct score during each match, especially at end of each period and at end of match;
- ▶ Record the completion time of each match;
- ▶ Present score book to referee for team score verification and signature at end of dual meets;
- ▶ Assistant (Visitor) Scorers: you are responsible for recording points earned during match and team score, including circling first points scored (and noting any unsportsmanlike conduct penalty which occurs during the match); and
- ▶ TURN OFF cell phones, music players, etc. during ALL matches.

TIMEKEEPER RESPONSIBILITIES

- ▶ Keep the overall time of the match;
- ▶ Stop the clock when the referee stops the match;
- ▶ Measure and record the accumulated time for each wrestler when the match is stopped for injury and bleeding time-outs. For injury timeouts: only 2 time-outs may be taken with total time not to exceed 1½ minutes per match; for bleeding timeouts: 5 minutes total time for all bleeding occurrences;
- ▶ Measure and record recovery time; recovery time may not exceed 2 minutes per occurrence;
- ▶ Notify the referee of any significant situation when the match is stopped; when the official scorer and the visitor's scorer disagree about the match score; or when a coach requests a conference to discuss a possible rule misapplication or scoring error;
- ▶ Assist the referee to determine if an action or a situation occurred before or after the time clock stopped or the period ended; and
- ▶ If a visible clock is not available, announce time left and display visual cards at 60, 45, 30, 15 seconds left in match.

SUMMARY OF SCORING

with Scoring Abbreviations

Individual Matches

Takedown (T ₂) 2 points	Escape (E ₁) 1 point
Reversal (R ₂) 2 points	Near fall (N _{2,3,(4)}) 2, 3, or 4 points
Penalty points (P ₁₋₂) (0) 1 or 2 points	

Dual Meet Team Points

Fall (F _(time)) 6 points	Forfeit (For) 6 points
Default (Def) 6 points	Disqualification (DQ) 6 points
Technical Fall (TF _(time)) 5 points	<i>(15 or more points ahead)</i>
Major Decision (MD) 4 points	<i>(8 - 14 points difference)</i>
Decision (Dec) 3 points	<i>(less than 8 points in individual match)</i>

Tournaments

Fall (F _(time)) 2 points	Default (Def) 2 points
Forfeit (For) 2 points	Disqualification (DQ) 2 points
Technical Fall (TF _(time)) 1½ points	Major Decision (MD) 1 point
<i>Advancement: Championship bracket</i> 2 points	<i>Consolation bracket</i> 1 point
<i>Bye followed by a win: Champ. bracket</i> 2 points	<i>Consolation bracket</i> 1 point