## 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)



## SCORING AbBREVIATIONS (WITH POINTS)

C — Caution (for points after 2nd waming, use FS below)
$\mathrm{FS}_{1}$ —False Start / Incorrect Starting Position (points only awarded after 2 cautions)
$\mathrm{E}_{1}$ - Escape
$\mathrm{N}_{2 \text { or 3(4) - Near Fall (3 points after } 5 \text { sec. in criteria; } 4 \text { points if stop match for defensive injury / bleeding) }}$
$\mathrm{P}_{1 \text { (or2) }}$ —Illegal Holds / Unnecessary Roughness
$\mathrm{R}_{2}$-Reversal
$\mathrm{S}_{\mathrm{w}}$-Warning (for stalling)
$\mathrm{S}_{1(\text { (or } 2)}$-Stalling (points awarded after stall warning)
T 2 -Takedown
TV ${ }_{1(\text { or } 2)}$-Technical Violation
$\mathrm{UCM}_{1(\text { or } 2)}$ - Unsportsmanlike Conduct (Match Point)
$\mathrm{CM}_{(1 \text { o } 2 \text { 2) }}$ - Coach Misconduct (deduct 1 Tean Point after $1^{1 t}$ penalty; 2 Team Points after 2 ${ }^{\text {2d }}$ penalty)
FMC —Flagrant Misconduct (applies to contestants, coaches, \& team personnel; deduct 3 Team Points)

TB —Tie Breakers (two 30-second periods; flip disk; record choice: $\mathbb{\|} \Leftrightarrow$ )
UTM — Ultimate Tie Breaker (final 30-second period: use first point(s) scored)
$\mathrm{RO}_{1}$ —Ride Out (offensive wrestler, if still in control after ultimate tiebreaker \& no score, earns 1 pt)
Dec - Decision (less than 8pt score difference)
MD—Major Decision (8-14 ptscore difference)
Def ——Default
DQ - Disqualification
For - Forfeit

## Weight Classes / Ddd - Even Table $\begin{array}{lllllll}103 & 119 & 130 & 140 & 152 & 171 & 215\end{array}$ $\begin{array}{lllllll}112 & 125 & 135 & 145 & 160 & 189 & 285\end{array}$

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.


Interlocking / Overlapping Hands or Grasping Clothing


Potentially Dangerous


Near Fall (right or left hand)
$\mathrm{CM}_{\mathrm{w}}$ - Coach Misconduct Warning

UCT — Unsportsmanlike Conduct (deduct Team Point)
$\Uparrow$-Selects up
$\downarrow$-Selects down
$\Leftrightarrow$-Selects neutral
IT ${ }_{\text {(iime elapsed) }}$ - Injury Time (after 2nd IT; record choice: $\mathbb{\|} \Leftrightarrow$ )
$\mathrm{BT}_{\text {(timeelaped) }}$ - Blood Time
$\mathrm{F}_{(\mathrm{imm})}$-e.g., $\mathrm{F}: 1: 38$ (pin)
$\mathrm{TF}_{\text {(time) }}$-e.g., TF: 4:25 (after more than 15 score difference)
OT -Overtime
SV —Sudden Victory (1 minute; neutral starting position)


Indicates Wrestler In Control (right or left hand)
Unsportsmanlike Conduct Coach Misconduct (close fist) (right or left arm)

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## Scorer Responsibilities

D Record which wrestler is red or green; which wrestler makes the choice at the start of the 2 nd 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 2 nd injury timeout. Know which wrestler has the advantage position anytime the match is stopped;
D 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);
D 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;
D Tell scoreboard operator the correct score during each match, especially at end of each period and at end of match;
D Record the completion time of each match;
D Present score book to referee for team score verification and signature at end of dual meets;
D 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
D TURN OFF cell phones, music players, etc. during ALL matches.


## Timekeeper Responsibilities

D Keep the overall time of the match;
D Stop the clock when the referee stops the match;
D 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 $1 \frac{1}{2}$ 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;

D 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;
D Assist the referee to determine if an action or a situation occurred before or after the time clock stopped or the period ended; and
D 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 <br> with Scoring Abbreviations

## Individual Matches

| Takedown ( $\mathrm{T}_{2}$ ) | . 2 points | Escape ( $\mathrm{E}_{1}$ ) . . . . . . . . . . . . . . . . . . . . . 1 point |
| :---: | :---: | :---: |
| Reversal ( $\mathrm{R}_{2}$ ) | . 2 points | Near fall ( $\mathrm{N}_{2,3,(4)}$ ) . . . . . . . . . . 2, 3, or 4 points |

Penalty points ( $\mathrm{P}_{1-2}$ )
(0) 1 or 2 points

## Dual Meet Team Points

| Fall ( $\mathrm{F}($ (time $)$ ) | . 6 points | Forfeit (For) |
| :---: | :---: | :---: |
| Default (Def) | . 6 points | Disqualification (DQ) |
| Technical Fall ( $\mathrm{TF}_{\text {(time) }}$ ) | . 5 points | (15 or more points ahead) |
| Major Decision (MD) | . 4 points | (8-14 points difference) |
| Decision (Dec) | . 3 points | (less than 8 points in individual match) |

## Tournaments

| Fall ( $\mathrm{F}_{\text {(time) }}$ ) | 2 points | Default (Def) | 2 points |
| :---: | :---: | :---: | :---: |
| Forfeit (For) | 2 points | Disqualification (DQ) | 2 points |
| Technical Fall ( $\mathrm{TF}_{\text {(time) }}$ ) | $11 / 2$ points | Major Decision (MD) | 1 point |
| Advancement: Championship bracket | . 2 points | Consolation bracket. | 1 point |
| Bye followed by a win: Champ. bracket | . 2 points | Consolation bracket | 1 point |

