

1. Starting the Match 	2. Stopping the Match 	3. Time Out 	
4. Start Injury Time 	5. Start Blood Time 	6. Start Recovery Time 	
7. Stop Blood/Injury/Recovery Time 	8. Neutral Position 	9. Indicates No Control 	
10. Out of Bounds 	11. Indicates Wrestler in Control 	12. Defer Choice 	
14. Stalemate 	15. Caution – False Start or Incorrect Starting Procedure 	16. Stalling – Left/Right Hand 	
17. Interlocking Hands or Grasping Clothing 	18. Reversal 	19. Technical Violation 	20. Illegal Hold
21. Near-Fall 	22. Awarding Points – Left/Right Hand 	23. Unsportsmanlike Conduct – Left/Right Hand 	24. Flagrant Misconduct – Left/Right Hand
25. Coach Misconduct – Left/Right Hand 	26. Unnecessary Roughness – Left/Right Hand 	27. Default Technical Fall Disqualification 	28. Start Head, Neck Cervical Injury Evaluation Time

Wt.	Contestants	Period 1	Score	Period 2	Score	Period 3	Score	OT
155	John Doe	T ₂ T ₂ T ₂ NF ₃	9	D NF ₂ T ₂ NF ₃	16	--T ₂ C T ₂ F 4:51	20	
	Jane Doe	E ₁ E ₁	2	▼ E ₁ E ₁	4	R ₂	6	

Scoring Values and Their Description			
T ₂	Takedowns	FMC	Flagrant Misconduct
R ₂	Reversal	F	n:nn Fall (n=time)
E ₁	Escape	TF	n:nn Technical Fall (n=time)
N ₂	Near-Fall	For	Forfeit
N ₃	Near-Fall (5 Seconds)	Def	Default
N ₄	Near-Fall (as the result of bleeding or an injury)	DQ	Disqualified
SW	Stalling Warning	DEC	Decision
S	Stalling	MD	Major Decision
TV	Technical Violation	▲	Selects Up
P	Illegal Hold/Maneuver or Unessary Rougness	▼	Selects Down
RO	Ride-Out	-	Select Neutral
C	Caution	OT	Overtime
C ₁	Points Earned - after 2nd caution	SV	Sudden Victory
CMW	Coaches Misconduct - Warning	TB	Tie-Breaker
CM	Coaches Misconduct	UTB	Ultimate Tie-Breaker
W	Warning	IT	Injury Time
FS	False Start	IT	(-▲▼) Choice after 2nd Injury Time
UCM	Unsportsmanlike Conduct -Match Point	BT	Blood Time
UCT	Unsportsmanlike Conduct -Team Point	HNC	Head, Neck, Cervical Column

Clock Management

Overtime	
Sudden Victory: First Points Scored (Neutral)	1:00 min
Wrestler A: (T/B/D)	:30 sec
Wrestler B: (T/B)	:30 sec
Ultimate Tie Breaker: First Points scored (T/B/D)	:30 sec

Injury Time	1:30 minutes which is cumulative throughout the match (result of a legal move)
Recovery Time	2:00 minutes, not deducted from injury time (result of an illegal move)
Blood Time	5:00 minutes maximum, cumulative throughout the match
Concussion Eval	5:00 minutes, time cannot be banked, second injury to head or neck defaults match
Referee Time-Out	No Clock
Coach Conference	Review at table (referees mistake = ref time-out. Otherwise coach misconduct.

Penalty	Rule	Warning	First Penalty	Second Penalty	Third Penalty	Fourth Penalty
Illegal Holds / Maneuvers	7-1	No	1 Pt.	1 Pt.	2 Pts.	Disqualify
Technical Violations	7-3	No				
Unnecessary Roughness	7-4-1	No				
Unsportsmanlike Conduct by Contestants During a Match	7-4-2	No				
Not Reporting to Scorer's Table Properly Equipped	8-1-1	No				

False Start or Incorrect Starting Position	8-1-3		Following two cautions there is a 1-point penalty for each subsequent infraction.			
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Coach Misconduct (during the match)	5-5 6-6-6 7-5-4 8-1-5	Yes	Deduct 1 team point	Removal of head coach from premises immediately on second penalty and deduct 2 team points. Removal is for the remainder of the day.		
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Unsportsmanlike Conduct – Contestants (not during the match), Coaches and other Team Personnel	7-4-2 7-5-3 8-1-4	No	Deduct 1 team point	Remove from premises immediately on second penalty and deduct 2 team points. Removal is for the remainder of the event, day/dual meet or tournament.		
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Flagrant Misconduct - Contestants	7-4-3 8-1-6	No	Disqualify on first offense, deduct 3 team points, and remove from premises immediately for the duration of the event. Contestant is eliminated from further competition for the remainder of a dual meet, multiple school event or tournament and no team points can be earned in an individual tournament. In dual meet competition, any team points earned shall be negated.			
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Flagrant Misconduct – Coaches and other Team Personnel	7-5-5 8-1-3 8-1-6	No	Remove from premises immediately on first offense and deduct 3 team points. Removal is for the dual meet, remainder of a multiple school event or tournament.			
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Stalling	Rule	First Offense	Second Offense	Third Offense	* Fourth Offense	Fifth Offense
* Match shall be stopped, and opponent will have choice of position on restart	7-6, 8-1-4	Warning	1 Pt.	1 Pt.	2 Pts.	Disqualify

Individual Match Scoring	
Takedown	2 pts
Escape	1 pt
Reversal	2 pts
Near Fall	2,3 or 4 pts

Dual Meet Scoring	
Fall	6 pts
Forfeit	6 pts
Default	6 pts
Disqualification	6 pts
Technical Fall	5 pts
Major Decision (8-14)	4 pts
Decision (< 8 pts)	3 pts

Tournament Scoring	
Fall	2 pts
Default	2 pts
Forfeit	2 pts
Disqualification	2 pts

Technical Violations
Intentionally going out of the wrestling area to avoid an imminent scoring situation (Fleeing) (7-3-1)
Grasping clothing, etc. (7-3-2)
Interlocking hands (7-3-3)
Leaving wrestling area without permission (7-3-4)
Reporting to the Scorer's table not properly equipped or ready to wrestle or shoe coming off during action (7-3-5)