Boys

106		G
113		R
120		G
126		R
132		G
138		R
145		G
152		R
160		G
170		R
182		G
195		R
220		G
285		R

106		R
113		G
120		R
126		G
132		R
138		G
145		R
152		G
160		R
170		G
182		R
195		G
220		R
285		G

Girls

95		G
102		R
110		G
119		R
128		G
138		R
148		G
165		R
185		G
215		R

95		R
102		G
110		R
119		G
128		R
138		G
148		R
165		G
185		R
215		G

Boys

106 - 113 - 120 - 126 - 132 - 138 - 145 - 152 - 160 - 170 - 182 - 195 - 220 - 285

Girls

95 - 102 - 110 - 119 - 128 - 138 - 148 - 165 - 185 - 215

Scoring Symbols

T_2 – Takedown
R_2 – Reversal
E_1 – Escape
N_2 – Near fall
N_3 – Near fall (5 seconds)
N_4 – Near fall (as a result of injury or bleeding)
Sw – Stalling Warning
S – Stalling
TV – Technical Violation
P – Illegal Hold/Maneuver or
- Unnecessary Roughness
RO – Ride-out
C – Caution
C_1 – Points Earned
- After 2nd Caution

CMw – Coach Misconduct Warning
CM – Coach Misconduct
W – Warning
FS – False Start
UCM – Unsportsmanlike Conduct
- Match Point
UCT – Unsportsmanlike Conduct
- Team Point
FMC – Flagrant Misconduct
F – 1:38 Fall
TF – 4:25 Technical Fall
For – Forfeit
Def – Default
DQ – Disqualified
Dec – Decision

MD – Major Decision
▲ – Selects Up
▼ – Selects Down
= – Selects Neutral
OT – Overtime
SV – Sudden Victory
TB – Tiebreaker
UTB – Ultimate Tiebreaker
IT – Injury Time
IT – (=▲▼) choice
after 2nd injury
Time-out
BT – Blood Time

Dual Meet Team Scoring

Fall/Pin: 6 Points
Forfeit: 6 Points
Default: 6 Points
Disqualification: 6 Points
Tech Fall: 5 Points
Major Decision (Greater than 8pts): 4 Points
Decision (fewer than 8pts): 3 Points

Reminders

Circe the first point scored
Double forfeit give 0 team points to ether team
Write down the time a pin occurs (example: fall 2:38 [if a pin occurs 1:22 in the second period])
Timer Needs to walk out and count down the ref on how much time is left starting at 6 Seconds (6..5...4...)
Do not pre award points wait for the official to signal it.

Times

Period Time: 2 Minutes
Overtime 1: 1 Minutes
Overtime 2/3: 30 Seconds
Overtime 4: 30 Seconds
Blood Time: 5 Minutes Cumulative
Injury Time: 1.5 Minutes Cumulative
Recovery Time: 2 Minutes

REFEREES' WRESTLING SIGNALS
HIGH SCHOOL

1

Starting the Match

2

Stopping the Match

3

Time Out

4

Start Injury Time

5

Start Blood Time Out

6

Start Recovery Time

7

Stop Blood/Injury /Recovery Time

8

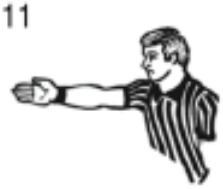
Neutral Position

9

Indicates No Control

10

Out-of-Bounds

11

Indicates Wrestler in Control Left/Right Hand

12

Defer Choice

13

Potentially Dangerous Left/Right Hand

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

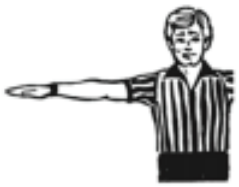
Illegal Hold

21

Near-Fall

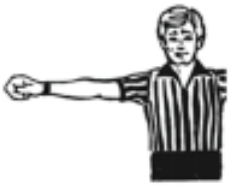
22

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

Revised 2015

PENALTY CHART

	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				
Stalling* (plus opponent will have choice of position on the next restart)	7-6	Yes				
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			
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.		
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.		

	Rule	Warning	First Penalty
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.
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.
Greasy Substance on Body or Uniform, Improper Grooming, Objectionable Pads and Braces; Illegal Equipment or Uniform	7-3-5 8-1-1		Any contestant reporting to the scorer's table in violation of this article shall be disqualified if not removed or corrected within the 1½-minute injury time.

Summary of Technical Violations

Going out of Wrestling Area (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 Not Ready to Wrestle (7-3-5)

Note 1 — Disqualification due to technical violation, illegal hold/maneuver, stalling, unsportsmanlike conduct during a match or unnecessary roughness does not eliminate a contestant from further competition in tournaments. Disqualification for unsportsmanlike conduct not during the match eliminates a contestant or coach for the remainder of the event. Disqualification for flagrant misconduct will disqualify any individual for the remainder of a multiple school event or tournament. They are removed for the duration of the event.

Note 2 — Points for unnecessary roughness, grasping clothing, locking hands or fleeing the mat are awarded in addition to points earned.