

How to Score A Wrestling Match

1. What is a bout sheet?

The bout sheet is the official record of what happened in the match. If any confusion about the result of a match comes up later in the tournament, we go back to the bout sheet to figure it out. You, the score keeper, fill it out when the referee calls points. The referee signs it at the end of the match. The winning wrestler then brings it to the head table. He gets the bout sheet for your next match and brings it back to you.

2. What does the Head Table need from the Score Keeper?

The primary thing we need from the score keeper is to **CIRCLE THE CORRECT WINNER AS CLEARLY AS POSSIBLE**. It's also nice if you cross out the loser with a big X. If the win was by points, add them up and write the totals in the appropriate boxes. If the match went to overtime, then write the final score, including overtime points, in the overtime box. If the win was by pin, don't add up the points, but instead write WBF or PIN in big letters along with the total amount of time that passed since the beginning of the match (e.g. WBF 0:45, or PIN 4:38).

3. How can the Score Keeper avoid mistakes?

The only really important mistake you can make is circling the wrong winner. This happens most often when the towns of the two wrestlers are spelled similarly, or when both wrestlers are wearing the same color. This can be avoided by simply noticing when one of these situations is happening and then triple-checking the bout sheet. The referee should also double-check the accuracy of the bout sheet before he signs it. The winning wrestler should also check to make sure he's the guy that's circled.

You can avoid mistakes in the actual score keeping by making sure you and the score board have the same total score. If there's a question that you can't figure out, wait for a break in the action and then call the referee over. He usually knows the score in his head. A good way to tell that you've done something wrong is if you write down impossible scoring combinations, like having an escape in the first period without there having been any takedowns, or if a period starts in referee's position (which you should write down), and the first score is a takedown.

4. So, how do I keep score?

Under each wrestler's name is a box for each period, a box for the total score, and a box to keep track of overtimes. When the referee calls out a score or a penalty, you right it down in the box for the current period, starting from right to left. You'll use a set of abbreviations to save space, but still don't write too big, as you might run out of room in a high-scoring match. When a score is called, write down its code, which includes the number points scored. The standard codes are listed in *Wrestling Scorers and Timers Instructions*. The most common ones are:

Referee's Call	Code	Notes
Escape	E ₁	
Takedown	T ₂	
Reversal	R ₂	
Near Fall	N ₂ or N ₃	N ₃ is for near falls of more than 5 seconds
Chooses Top	↑	One of these 3 should be written for each of the 2 nd and 3 rd periods
Chooses Bottom	↓	
Chooses Neutral		
Defers Choice	D	You should keep track of which wrestler had choice in each period.

You don't need to keep track of "potentially dangerous" calls. If anything more complicated than what is described here happens, then it's okay to ask the referee what you are supposed to do. A sample bout sheet is on the next page so that you can see what one looks like. You should also read *Wrestling Scorers and Timers Instructions*.

Good luck!

WRESTLING

SCORERS AND TIMERS INSTRUCTIONS

THE OFFICIAL SCORER shall be seated at the scorer's table and is responsible for: (a) recording points scored by each contestant when signaled by the referee; (b) circling the first point(s) scored in the regulation match; (c) recording the wrestler who makes the choice at the start of the second and third periods and the position of the wrestlers at the start of the second and third periods including overtime; (d) constantly checking with the visiting team's scorer; (e) immediately advising the match timekeeper when there is any disagreement regarding the score and advising the scoreboard operator or assistant scorers of the correct score during each match; (f) recording the completion time of matches; and (g) presenting the referee with the scorebook at the end of a dual meet for verifying of team scores and signature.

THE ASSISTANT SCORERS are responsible for recording points

earned by each individual wrestler during the course of the match. As points are earned in a dual meet, a running team score shall be kept following each individual match.

THE MATCH TIMEKEEPER is responsible for: (a) keeping the overall time of the match; (b) recording the accumulated time-outs for injury and blood time; (c) monitoring recovery time; (d) notifying the referee of any significant situation when the match is stopped, or for disagreement by official scorer and timekeeper, or when requested by a coach to discuss a possible error; (e) assisting, when requested by the referee, in determining whether a situation occurred before or after the termination of a period; and (f) when a visual clock is not available, calling the minutes to referee, contestants and spectators and displaying with visual cards the number of seconds remaining in the last minute of the period at 15-second intervals.

SCORING ABBREVIATIONS

T₂ - Takedown
R₂ - Reversal
E₁ - Escape
N₂ - Near fall
N₃ - Near fall (5 seconds)
Sw - Stalling Warning
S - Stalling
TV - Technical Violation
P - Illegal Hold or
- Unnecessary Roughness
RO - Ride-out
C - Caution
C₁ - Points Earned
- After 2nd Caution

CMw - Coach Misconduct Warning
CM - Coach Misconduct
W - Warning
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
TB - Tiebreaker
IT - Injury Time
IT - (▲▼) choice
after 2nd injury
Time-out
BT - Bleeding Time

Scorekeepers shall circle the first point(s) scored in the regulation match.

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OFFICIALS' WRESTLING SIGNALS HIGH SCHOOL AND COLLEGE



1  Starting the Match	2  Stopping the Match	3  Time Out	4  Start Injury Clock	5  Start Blood Clock
6  Stop Blood/Injury Clock	7  Neutral Position	8  Indicates No Control	9  Out-of-Bounds	10  Indicates Wrestler in Control Left/Right Hand
11  Defer Choice	12  Potentially Dangerous Left/Right Hand	13  Stalemate	14  Caution - False Start or Incorrect Starting Procedure	15  Stalling Left/Right Hand
16  Interlocking Hands or Grasping Clothing	17  Reversal	18  Technical Violation	19  Illegal Hold or Unnecessary Roughness	20  Near-Fall
21  Awarding Points Left/Right Hand	22  Unsportsmanlike Conduct Left/Right Hand	23  Flagrant Misconduct Left/Right Hand	24  Coach Misconduct Left/Right Hand	

PENALTY CHART (Available in PDF format on Web site – nfhs.org)

	Rule	Warning	First Penalty	Second Penalty	Third Penalty	Fourth Penalty
Illegal Holds	7-1	No	} 1 Pt.	1 Pt.	2 Pts.	Disqualify
Technical Violations	7-3	No				
Stalling	7-6	Yes				
Unnecessary Roughness	7-4-1	No				
Unsportsmanlike Conduct by Contestants During a Match	7-4-2	No				
Not Reporting to Mat 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)	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.		
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.			

	Rule	Warning	First Penalty
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	7-3-7 8-1-1		Any contestant reporting to the mat 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) (7-3-2)
- Grasping Clothing, Etc. (7-3-3)
- Interlocking Hands (7-3-4)
- Leaving Wrestling Area Without Permission (7-3-5)
- Figure 4 Head From Neutral (7-3-6)

Note 1 — Disqualification due to technical violation, illegal hold, 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 or locking hands are awarded in addition to points earned.