

Pre-Meet Duties (High School Version)

The following are some checklists that I've found useful when conducting a meet to get all workers coordinated:

- ☐ I print the quad charts on card stock (perforated index cards). I laminate them and those are the cards that I use to conduct my briefings.
- ☐ The half-page cards are printed (card stock) and laminated. I give these to the workers associated with the title on the card to refer to throughout the meet.
- ☐ The inspection list allows me to keep track of wrestlers that need to report back to me: needed to shave, haircut, nails ect.
- ☐ I print (card stock) and laminate the time cards as a visual backup for my reference if a clock malfunctions.
- ☐ Print (card stock) and laminate the official's signals, penalty chart and scores/timers symbols and give to appropriate workers for their reference during the meet.
- ☐ Remember to collect your cards prior to departing for use during the next meet.

Note: This assumes that I do not have any responsibility to conduct or monitor weigh-ins. You may have to adapt if your State or Association requires the referees to conduct weigh-ins.

Pre-Meet Duties

2010-11 Rules Changes (Clarify upon request)

- Discuss referee's position and announcing **"set"** prior to starting wrestling. No formal starting sequence is needed
- Rear standing, double knee kickback is now an illegal move/maneuver
- Unsportsmanlike conduct trumps first point scored in regulation during ultimate tiebreaker
- Concussion rule revised

POINTS OF EMPHASIS

- Concussions
- Communicable Diseases
- Fleeing the mat

Pre-Meet Duties Locker Room Visit

- Inspect wrestler's appearance and health. Verify skin forms are complete.
Wrestlers with appearance deficiencies must report back to me before going to the table
- Inspect any special equipment: tape jobs/socks/hair covers /mouth guards for those with ortho devises ect.
- Remind wrestlers to report to the table first in the proper uniform and then move directly to the center of the mat. Shoelace secured = taped or mechanical securing device (VA State Interp.)
- Reinforce proper sportsmanship, ID team captains
- Cover stalling/fleeing philosophy
- Tell wrestlers to stop on whistle
- Reinforce misconduct on coach
- Ask if anyone has any questions or needs clarification
- Headgear/contact lens and injury time
- Ask coach to verify that all his wrestlers are properly equipped and ready to wrestle

Pre-Meet Duties People to Identify

- AD/Administrator or Tournament Director
- Verify match/tournament sequence of events (Sr. Night, Alumni Night, Intermissions)
- Conduct Random Draw for dual meets following the weigh in
- Coaches
- Table Workers
- PA Announcer (if used)
- Trainers/Medical Personnel
- Law Enforcement / Security
- Hospitality Room. Always thank those that run it

Pre-Meet Duties Table

- Ensure table has match clock, blood clock & injury clock on hand
- Red & Green ankle bands
- Back-up method for end of period/match (towel)
- Blood clean-up supplies
- Check buzzer
- Room for home and visiting scorekeeper to sit

Pre-Meet Duties Wrestling Area

- Check mat seams
- Check team Benches. 10' from mat edge where facilities permit
- ID any potential hazards
- Ensure mat is cleaned, mopped and swept. Do the same between rounds in tournaments
- Verify scoreboard is operational or flip charts present
- Ankle band up teams with similar uniforms

Pre-Meet Duties Score Keeper

- Circle the 1st point (s) scored in regulation
- Record points only when shown or directed by me
- Do not hit the buzzer in OT or for Tech Fall if there is a near fall situation
- Record choice of position in 2nd or 3rd period. Record odd & even matches for duals and point to the bench that has choice if I forget.
- Takedown/reversal to the back, I may count near fall first before signaling the TD or reversal. Possible delayed signal
- With the random draw, the starting weight class is odd
- Pay attention to the match and my signals. Do not let coaches or fans talk to you. Don't get distracted. Stay off the cell phones and texting
- Work with visiting score keeper to ensure correct score for duals
- Alert me if you are unsure of my signals or score when there is no significant action

Pre-Meet Duties Time Keeper

- Keep overall time of match. I may ask you if time expired prior to me awarding points so pay attention. Stay off the cell phones and texting
- You are in charge of the tapper. Tapper comes out with 10 seconds left and counts out loud at 4 seconds to time. Tapper will not interfere with me
- Maintain the injury and blood clocks. I will come to you when there is injury/blood or recover time and monitor the clock
- Record injury and blood time with the score keeper. I will stop the blood/injury time not the coach or trainer
- If the match clock malfunctions, immediately start a stop watch and we will sort it out when there is no significant action. Don't hit the buzzer unless it is the end of a period (especially in OT or Tech Fall when action takes another wrestler to his back)
- Use visual cards provided if main clock goes down

Pre-Meet Duties PA Announcer

- Prior to the start, remind all athletes, coaches and spectators the principles of sportsmanship. (remind periodically throughout the match)
- Remain neutral when announcing
- Remind, if noticed, the 10' rule for the mat area
- Only call out points when awarded
- Announce results of conference, if told
- Announce the score after each period

Pre-Meet Duties

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Pre-Meet Duties

Score Keeper

- Circle the 1st point (s) scored in regulation
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- Do not hit the buzzer in OT or for Tech Fall if there is a near fall situation
- Record choice of position in 2nd or 3rd period. Record odd & even matches for duals and point to the bench that has choice if I forget
- Takedown/reversal to the back, I may count near fall first before signaling the TD or reversal. Possible delayed signal
- With the random draw, the starting weight class is odd. For multi-duals the next round will start at next higher class
- Pay attention to the match and my signals. Do not let coaches or fans talk to you. Don't get distracted. Stay off the cell phones and texting
- Work with visiting score keeper to ensure correct score for duals
- Alert me if you are unsure of my signals or score when there is no significant action

Pre-Meet Duties PA Announcer

- Prior to the start, remind all athletes, coaches and spectators the principles of sportsmanship. (remind periodically throughout the meet)
- Remain neutral when announcing
- Remind team personnel and spectators, if noticed, the 10' rule for the mat area if facilities permit
- Only call out points when awarded
- Announce results of conference, if told
- Announce the score after each period

Wrestler Inspection Deficiencies

[illegible]

1:30

1:00

:45

■
■ :30

:15

Official's Wrestling Signals (High School and College)



1. Starting the Match



2. Stopping the Match



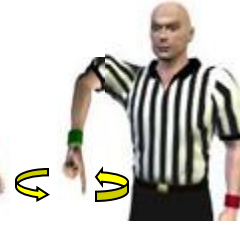
3. Time Out



4. Start Injury Clock



5. Start Blood Clock



5. Start Recovery Clock



6. Stop Injury/Blood/Recovery 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: 2, 3 or 4 Points



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/Maneuvers	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 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.		
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			

	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 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)
 Figure 4 Head From Neutral (7-3-5)
 Reporting to the Scorer's Table Not Properly Equipped or Not Ready to Wrestle (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, locking hands or fleeing the mat are awarded in addition to points earned.



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

and circling first point(s) scored in the regulation 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
H₂ – Near fall
H₃ – Near fall (5 seconds)
H₄ – Near fall (as a result of injury or bleeding)
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
FS – False Start
UCM – Unsportsmanlike Conduct
– Match Point
UCT – Unsportsmanlike Conduct
– Team Point
FMC – Flagrant Misconduct
F – 1:30 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 – Bleeding Time

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

Dual Meet Tiebreaker Sequence

- a. The team whose opposing wrestlers or team personnel has been penalized the greater number of team points for flagrant or unsportsmanlike conduct shall be declared the winner.
- b. The team whose opposing wrestlers or team personnel has been penalized the greater number of team point deductions shall be declared the winner.
- c. The team whose opposing wrestlers were penalized the greater number of match points for unsportsmanlike conduct during a match shall be declared the winner.
- d. The team having won the greater number of matches (including forfeits) shall be declared the winner.
- e. The team having accumulated the greater total number of falls, defaults, forfeits and disqualifications shall be declared the winner.
- f. The team having the greater number of technical falls shall be declared the winner.
- g. The team having the greater number of major decisions shall be declared the winner.
- h. The team having the greater number (total match points) of first-point(s) scored shall be declared the winner.
- i. The team having the greater number of points for near-falls shall be declared the winner.
- j. The team having the greater number of takedowns shall be declared the winner.
- k. The team having the greater number of reversals shall be declared the winner.
- l. The team having the greater number of escapes shall be declared the winner.
- m. The team whose opponent has been penalized the greater number of points for stalling shall be declared the winner.
- n. The team whose opponent has been warned more often for stalling shall be declared the winner.
- o. The team whose opponent has the greater number of points for all other infractions (i.e. false starts) shall be declared the winner.
- p. If none of the above resolves the tie, a flip of a disk will determine the winner.