



# 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

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| <p><b>T<sub>2</sub></b> - Takedown<br/> <b>R<sub>2</sub></b> - Reversal<br/> <b>E<sub>1</sub></b> - Escape<br/> <b>N<sub>2</sub></b> - Near fall<br/> <b>N<sub>3</sub></b> - Near fall (5 seconds)<br/> <b>N<sub>4</sub></b> - Near fall (as a result of injury or bleeding)<br/> <b>Sw</b> - Stalling Warning<br/> <b>S</b> - Stalling<br/> <b>TV</b> - Technical Violation<br/> <b>P</b> - Illegal Hold or<br/>         - Unnecessary Roughness<br/> <b>RO</b> - Ride-out<br/> <b>C</b> - Caution<br/> <b>C<sub>1</sub></b> - Points Earned<br/>         - After 2nd Caution</p> | <p><b>CMw</b> - Coach Misconduct Warning<br/> <b>CM</b> - Coach Misconduct<br/> <b>W</b> - Warning<br/> <b>FS</b> - False Start<br/> <b>UCM</b> - Unsportsmanlike Conduct<br/>         - Match Point<br/> <b>UCT</b> - Unsportsmanlike Conduct<br/>         - Team Point<br/> <b>FMC</b> - Flagrant Misconduct<br/> <b>F</b> - 1:38 Fall<br/> <b>TF</b> - 4:25 Technical Fall<br/> <b>For</b> - Forfeit<br/> <b>Def</b> - Default<br/> <b>DQ</b> - Disqualified<br/> <b>Dec</b> - Decision</p> | <p><b>MD</b> - Major Decision<br/> <b>▲</b> - Selects Up<br/> <b>▼</b> - Selects Down<br/> <b>=</b> - Selects Neutral<br/> <b>OT</b> - Overtime<br/> <b>SV</b> - Sudden Victory<br/> <b>TB</b> - Tiebreaker<br/> <b>UTB</b> - Ultimate Tiebreaker<br/> <b>IT</b> - Injury Time<br/> <b>IT</b> - (=▲ ▼) choice<br/>         after 2nd injury<br/>         Time-out<br/> <b>BT</b> - Bleeding Time</p> |
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Scorekeepers shall circle the first point(s) scored in the regulation match.

Revised 2007