

# **Mat Table**

# **Worker Packet**



# Handling of Byes at MVKWA Mini-Tournaments

## Procedures for Handling Byes During the Meet

- Head Table Workers prepare a bout sheet for all byes.
- Head Table Workers group all bout sheets for each round that have byes together.
- The bout sheets are taken to the Mat Table where the Mat Table Worker calls out to the wrestlers that have a bye that round.
- The referee will raise each wrestler's hand who has a bye.
- The wrestler takes the bye bout sheet back to the Head Table after their hand is raised.
- This procedure is repeated for each round in the meet.



Mat Side Table Workers  
[revised: 3/7/94]

- \* There are 4-5 workers for each mat #:
  - a. Scorer
  - b. Timer
  - c. Lineup/Towel Person
  - d. 1-2 Alternates
- \* It is very important that the "Lineup" Worker get the leg bands on the next 2 wrestlers and stand them just behind the table. The lineup is to circle the color of leg band given to each wrestler on the bout sheet. This will allow the matches to progress in the quickest manner possible.
- \* Each worker at a mat-side table should be able to do any of scoring, timing or lining up/towel, especially the "Alternate". This will allow any worker to take break when their son comes up to wrestle.
- \* To get a fresh person in to work a table, rotate who is th.cw



# SUMMARY OF SCORING

## How Individual Matches Are Scored

### TAKEDOWN (2 points)

From neutral or standing positions, when a wrestler gets behind and on top of his opponent down on the mat.

### ESCAPE (1 point)

Getting away from an opponent to a standing or neutral position facing him.

### REVERSAL (2 points)

Getting out from underneath an opponent to behind and/or on top of him. Change of control.

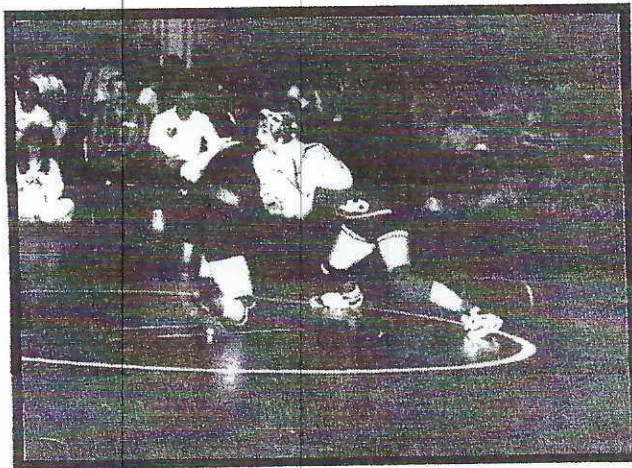
### TWO POINT NEAR FALL (2 points)

Both shoulder blades are held at a 45° angle, within 4 inches of the mat, or when the opponent is in a high bridge.

### THREE POINT NEAR FALL (3 points)

Same criteria as a two point near fall, except the shoulders are held in position for an uninterrupted 5 seconds.

**TECHNICAL VIOLATIONS, ROUGHNESS, AND ILLEGAL HOLDS (1 point, 2 points on third violation, disqualification on fourth violation.**



## What's Happening on the Mat

### FIRST

Both wrestlers come forward to the mat, take their positions, and shake hands.

### NEXT

The referee blows the whistle and wrestling begins.

### NOW

Each wrestler is trying to take the other down to the mat and gain control (on top and behind opponent on the mat=takedown.

### FIRST POINTS

The first points scored are likely to be given for a takedown. The referee will signal this with his hand.

### THEN

The man on the bottom tries to ESCAPE or score a REVERSAL. The top man tries to stay on top, turn his opponent to his back, or let the opponent ESCAPE and attempt another TAKEDOWN.

### FIRST PERIOD (2 minutes)

Begin from neutral or standing position.

### SECOND PERIOD (2 minutes)

One wrestler chooses one of the following:

- 1) bottom position 2) top position
- 3) neutral position 4) defer choice to opponent.

### THIRD PERIOD (2 minutes)

The other wrestler has his choice of the first three positions above.

### THE WINNER

The winner is the wrestler who scores more points than his opponent or pins his opponent. (A wrestler could be losing by points; pin his opponent and be declared the winner.)



# WRESTLING

## SCORERS AND TIMERS INSTRUCTIONS

**THE OFFICIAL SCORER** shall be seated at the officials' table and is responsible for: (a) recording points scored by each contestant when signalled by the referee; (b) recording the wrestler who makes the choice at the start of the second and third periods and the position of the at the start of the second and third periods; (c) constantly checking with the visiting team's scorer; (d) immediately advising the match timekeeper when there is any disagreement regarding the score; (e) 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 each match. **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; (c) 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

T<sub>2</sub>—Takedown  
R<sub>2</sub>—Reversal  
E<sub>1</sub>—Escape  
N<sub>2</sub>—Near fall  
N<sub>3</sub>—Near fall (5 seconds)  
S—Stalling  
TV—Technical Violation  
P—Illegal Holds or  
Unnecessary Roughness  
C—Caution

C<sub>1</sub>—Points Earned After a Caution  
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  
MD—Major Decision  
Dec.—Decision  
↑—Selects Up  
↓—Selects Down  
=—Selects Neutral  
OT—Overtime  
TB—Tiebreaker  
IT—Injury Time

## PENALTY CHART

Infractions	Warning	First Penalty	Second Penalty	Third Penalty	Fourth Penalty	Rule
Illegal Holds	No	1 Pt.	1 Pt.	2 Pts.	Disqualify	7-1
Technical Violations	No	1 Pt.	1 Pt.	2 Pts.	Disqualify	7-3
Stalling	Yes	1 Pt.	1 Pt.	2 Pts.	Disqualify	7-6
Unnecessary Roughness	No	1 Pt.	1 Pt.	2 Pts.	Disqualify	7-4-1
Unsportsmanlike Conduct by Contestants During a Match	No	1 Pt.	1 Pt.	2 Pts.	Disqualify	7-4-2
Technical Violation of False Start or Incorrect Starting Position	Following two cautions there is a 1 point penalty for each infraction					
Misconduct of Coaches	Yes	Deduct 1 Team Point	Removal of head coach from premises immediately penalty and deduct 1 team point. Removal is for duration of dual meet or tournament session only.			6-6-6 7-5-4 8-1-5
Unsportsmanlike Conduct - Contestants (not during the match), Coaches and Other Team Personnel	No	Deduct 1 Team Point	Remove from premises immediately penalty and deduct 1 team point. Removal is for duration of dual meet or tournament session only.			7-4-2 7-5-3 8-1-4
Flagrant Misconduct - Contestants	No	Disqualify on first offense, deduct 2 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.				7-4-3 8-1-6
Flagrant Misconduct - Coaches and Other Team Personnel	No	Remove from premises immediately on first offense and deduct 2 team points. Removal is for the dual meet, remainder of a multiple school event or tournament.				7-5-5
Greasy Substance on Body or Uniform, Improper Grooming, Objectionable Pads and Braces, Illegal Equipment or Uniform.	Any contestant reporting to the mat in violation of this article shall be disqualified if not removed or corrected within the two-minute injury time.					8-1-1

## Summary of Technical Violations

Assuming Incorrect Starting Position and False Start (7-3-1)  
Going Off Wrestling Area (7-3-2)  
Grasping Clothing, Etc. (7-3-3)  
Interlocking Hands (7-3-4)  
Leaving Mat Without Permission (7-3-5)  
Figure 4 Head Scissor 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 from the tournament session only. Disqualification for flagrant misconduct eliminates a contestant from further competition in the tournament and a coach is removed for the duration of the tournament.

**Note 2**—Points for unnecessary roughness, grasping clothing or locking hands, are awarded in addition to points earned. **EXAMPLE OF INFRACTIONS**—Wrestler A in the first period locks his hands—penalty, 1 point. Shortly thereafter he is called for a false start and is cautioned. In the second period, he applies an illegal hold and is penalized one point. He is then called for stalling and given a warning. In the third period, he is called for an incorrect starting position and is again cautioned. He is later called for stalling and is penalized two points. Later in the period, he is called for a false start and is penalized one point. Later in the period, he locks his hands and is disqualified.

## 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	8-1-1	No				
Properly Equipped						
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)

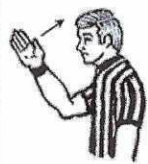









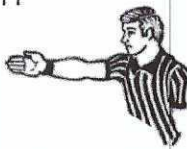

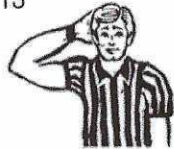






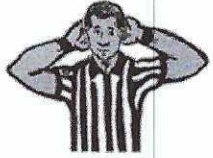


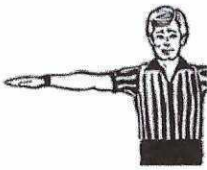


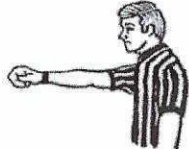

**Note 1** — Disqualification due to technical violation, illegal hold/maneuver, stalling, unsportsmanlike conduct during a match or unnecessary roughness does not eliminate a contestant from further competition in tournaments. Disqualification for unsportsmanlike conduct not during the match eliminates 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.






# 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	



# INSTRUCTIONS FOR USING WRESTLING SCORECARD

A BALL POINT PEN IS PREFERRED FOR MARKING THIS SHEET.

- 1.) USE THE APPROPRIATE SCORING SYMBOLS TO MARK ALL POINTS, WARNINGS, BLOOD TIME, INJURY TIME, ETC., IN THEIR PROPER SEQUENTIAL ORDER. BE SURE TO DROP DOWN ONE SPACE IN THE SCORING COLUMN EVERY TIME YOU MARK SOMETHING FOR THE RED OR GREEN WRESTLER.
- 2.) AT THE END OF THE 1ST AND 2ND PERIODS, BE SURE TO DRAW A WAVY  LINE UNDER THE LAST SCORING SYMBOL. THIS WILL SEPARATE THE SCORING BY PERIODS.

NEXT TO THE WAVY LINE, MARK THE TOTAL NUMBER OF POINTS ACCUMULATED THUS FAR IN THE MATCH.

UNDER THE WAVY LINE, BE SURE TO INDICATE WHAT CHOICE THE RED OR GREEN WRESTLER TOOK TO START THE 2ND OR 3RD PERIOD.

- 3.) IN THE BOX MARKED "NOTES", WRITE DOWN ANYTHING THAT WILL HELP EXPLAIN THE MATCH AT A LATER TIME.
- 4.) AFTER YOU HAVE "X" -ED ALL APPROPRIATE RESPONSES,

GIVE THE SCORECARD TO THE REFEREE SO HE/SHE, CAN VERIFY THE WINNER AND CIRCLE THAT NAME. BE SURE THAT BOTH THE SCOREKEEPER AND THE OFFICIAL HAVE SIGNED THE SHEET.



TOP POSITION



BOTTOM POSITION



NEUTRAL POSITION



**BOUT NO.**

WEIGHT CLASS

**ROUND NO.**

MAT NO.



No.	NAME	
A	Mike Jones	RED
SCHOOL	Bellbrook	GREEN
CONTESTANTS		CIRCLE ASSIGNED COLOR
No.	NAME	
D	Tom Smith	RED
SCHOOL	Graham	GREEN

## SCORING SYMBOLS

T2 — TAKEDOWN  
R2 — REVERSAL  
E1 — ESCAPE  
N2 — NEAR FALL  
N3 — NEAR FALL

P — PENALTY  
C — CAUTION  
W — WARNING  
F — 1:38 — FALL  
FOR — FORFEIT

IN - INJURY  
DEF - DEFAULT  
DQ - DISQUALIFIED  
UCT - UNSPORTSMANLIKE  
CONDUCT  
FMD - FLAGRANT MISCONDUCT

**X ALL APPROPRIATE RESPONSES**

☒ REGULAR MATCH

## OVERTIME

OT. CRITERIA NO.

REF'S	DEC.	OT.
-------	------	-----

SEE NOTE BELOW

X REGULAR DEC.  
MAJOR DEC. (8-14 PTS)

TECH. FALL (15 PT. SPREAD)

\_\_\_\_ FALL (TIME \_\_\_\_ : \_\_\_\_ )

☐ FORFEIT  
☐ DEFAULT  
☐ DISQUALIFICATION

## NOTES

RED PEN. PT. - GREEN BENT RED'S  
FINGER BACK

GREEN INT. - HURT KNEE

## MATCH

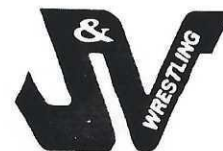
**DIRECTIONS - LIST ALL POINTS, WARNINGS, INJURY TIME, ETC. IN THE ORDER IN WHICH THEY TAKE PLACE!**

[illegible]

## OVERTIME

[illegible]

**To Order This Scorecard..**  
**Phone (216) 722-2262**



412 E. Liberty Street  
Medina, Ohio 44020

2:42  
TIME MATCH P

J. WHITE

SCOREKEEPER NAME \_\_\_\_\_

B. Humphrey  
REFEREE'S SIGNATURE



**CARD**  
**105**

WEIGHT CLASS

BOUT NO.

**ROUND NO.**

3  
MAT NO.



NAME	JOE MILLER	RED
SCHOOL	WEST H.S.	GREEN
CONTESTANTS		CIRCLE ASSIGNED COLOR
NAME	BILL SMITH	RED
SCHOOL	EAST H.S.	GREEN

## SCORING SYMBOLS

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UCT — UNSPORTSMANLIKE  
CONDUCT  
FMD — FLAGRANT MISCONDUCT

**X ALL APPROPRIATE RESPONSES**

☒ REGULAR MATCH  
☐ OVERTIME

OT. CRITERIA NO.  
REF'S DEC. OT.

SEE NOTE BELOW

\_\_\_\_\_ REGULAR DEC.  
 \_\_\_\_\_ MAJOR DEC. (8-11 PTS.)  
 \_\_\_\_\_ SUPERIOR (12 PTS. UP)

~~X~~ FALL ( 5 : 2 ) )

**FORFEIT**  
**DEFAULT**  
**DISQUALIFICATION**

## NOTES

GREEN INJURY - HURT RT. SHOULDER

**DIRECTIONS - LIST ALL POINTS, WARNINGS, INJURY TIME, ETC. IN THE ORDER IN WHICH THEY TAKE PLACE!**

$$\frac{T_2}{C}$$

E1
IN-1:35

↑

C

PI

E

W

T

N2

↑

W

9

EI

T2

PIN

5:21

## OVERTIME

**DIRECTIONS - LIST ALL POINTS, WARNINGS, INJURY TIME, ETC. IN THE ORDER IN WHICH THEY TAKE PLACE!**

**FINAL SCORE OT.**

## OT. CRITERIA

- |  |  |
|--|--|
| 1 GREATER NUMBER OF UNSPORTS. MANLIKE CONDUCT PTS. | 7 WARNED FOR STALLING                                |
| 2 GREATER NO. OF NEAR-FALL POINTS                  | 8 FIRST NEAR-FALL                                    |
| 3 GREATER NO. OF TAKEDOWNS                         | 9 FIRST TAKEDOWN                                     |
| 4 GREATER NO. OF REVERSALS                         | 10 IF NO WINNER, APPLY CRITERIA 1-9 TO REGULAR MATCH |
| 5 GREATER NO. OF ESCAPES                           |  |
| 6 PENALIZED THE GREATER NO. OF TIMES FOR STALLING  | 11 REFEREE DEC.                                      |

2:10  
TIME MATCH ENDED

J. HOUGHTALING

SCOREKEEPER NAME \_\_\_\_\_

Y. Matteucci

REFEREE'S SIGNATURE \_\_\_\_\_

14

BOUT NO.

WEIGHT CLASS

III - 1

ROUND NO.

2

MAT NO.



No.	NAME	
11	MIKE JONES	RED
SCHOOL	MCKINLEY	<u>GREEN</u>
CONTESTANTS		CIRCLE ASSIGNED COLOR
No.	NAME	
12	TOM SMITH	<u>RED</u>
SCHOOL	JEFFERSON	GREEN

## SCORING SYMBOLS

T2 - TAKEDOWN  
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P - PENALTY  
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FOR - FORFEIT

IN - INJURY  
DEF - DEFAULT  
DQ - DISQUALIFIED  
UCT - UNSPORTSMANLIKE CONDUCT  
FMD - FLAGRANT MISCONDUCT

X ALL APPROPRIATE RESPONSES

\_\_\_ REGULAR MATCH

X OVERTIME

2 OT. CRITERIA NO.

\_\_\_ REF'S DEC. OT.

\_\_\_ SEE NOTE BELOW

X REGULAR DEC.  
MAJOR DEC. (8-14 PTS)

\_\_\_ TECH. FALL (15 PT. SPREAD)

\_\_\_ FALL (TIME : )

\_\_\_ FORFEIT  
\_\_\_ DEFAULT  
\_\_\_ DISQUALIFICATION

## NOTES

RED PEN. PT. - GREEN BENT RED'S  
FINGER BACK

GREEN INJ. - HURT KNEE

## MATCH

DIRECTIONS - LIST ALL  
POINTS, WARNINGS, INJURY  
TIME, ETC. IN THE ORDER IN  
WHICH THEY TAKE PLACE!

	T2	
E1		
C		
1	↔	2
	T2	
R2		
P-1		
W		
4	E-1	5
	↓	
C		
	E-1	
T2		
	IN-1:15	
	R2	
C	P-1	
R2		
N2		
	E-1	
FINAL SCORE		
10	10	

## OVERTIME

INJURY TIME USED	INJURY TIME USED
0	1:15
SCORE OF REG. MATCH	SCORE OF REG. MATCH
10	10
-	-
↑	
RED WON — RODE OUT GREEN	
FINAL SCORE OT.	
10	10

To Order This Scorecard..  
Phone (216) 722-2262412 E. Liberty Street  
Medina, Ohio 44256

2:42

TIME MATCH ENDED

J. WHITE

SCOREKEEPER NAME

B. Humphrey

REFEREE'S SIGNATURE