

Scoring Instructions for Table Workers

Each table help person needs to play close attention to the match in progress at all times.

General Instructions – Primary Responsibilities are as follows.

- ❖ **Keep the bouts in proper sequence.**
- ❖ **Record and display the scores accurately.**
- ❖ **Keep the bout time accurately.**
- ❖ **Communicate and assist the referee.**
 - Work together as a team to assure that the matches progress smoothly and without delay.
 - Do not allow wrestlers, coaches or others to congregate around the scoring table or permit them to distract you from the match.
 - If it gets crowded around the table, ask the wrestlers or coaches to move. If they don't move, ask the official or table captain to stop the match and move them.
 - If you do make a mistake, or if you miss something, let the referee know so that any error can be corrected quickly
 - **DO NOT** stop the bout! Wait until the official stops the action (ex. Between rounds, or when the wrestlers go out of bounds) and then get his/her attention and address any problems.

Bout Sheet Instructions –

- ❖ When you receive a bout sheet from the pairer, the following information should be already filled out:
 - Both wrestlers names and club/location
 - Age/Weight (ex. 5/6 60 lbs)
 - Bout Number
- ❖ Verify the information and be sure that you have both wrestlers present. Instruct the wrestlers to wait behind the scorer's table until their match is called.

Immediately before the bout begins;

- ❖ Make a final verification of the wrestler's names, ect. on the bout sheet.
- ❖ Designate which color ankle band each wrestler will wear (usually done by referee)
- ❖ Write the color in the color block on the bout sheet for each wrestler.
- ❖ Check your timer and make sure it is at zero and ready to start.
- ❖ Acknowledge that you are ready when the official looks at you.

When the bout begins;

- ❖ Record all points on the bout sheet in the proper box as they are awarded by the referee.
- ❖ Refer to the scoring abbreviations list with these instructions. Be sure that points are recorded in the proper round for the correct wrestler.
- ❖ Record whether a wrestler selected Up , Down , or Neutral in rounds 2 and 3.
- ❖ If the bout is won by a Fall or Technical Fall (pins), show the time elapsed in the "TIME" block under the round in which the fall occurred. (ex. 42 seconds or 1 min. 22 seconds)

When the bout is complete;

- ❖ Total the points for each wrestler and enter the total in the appropriate block.
- ❖ **CIRCLE** the name block of the winning wrestler.
- ❖ **LINE** out the name block of the losing wrestler.
- ❖ Have the winning wrestler/coach/parent sign the bout sheet (REQUIRED)
- ❖ Have the winning wrestler/coach/parent take the winning bout slip to the mat's pairing table basket.

Scoring Helps

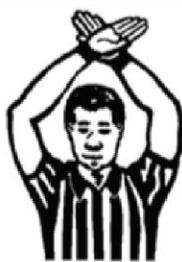
3 – 1 Minute Rounds

If at the end of round 3 the score is tied the wrestler that scored first in the match will be declared the winner. There is NO overtime.

POSITION	ACTION: DESCRIPTION	SCORING
NEUTRAL (STANDING)	TAKEDOWN: One of the wrestlers takes the other to the mat and gains control.	2 points
BOTTOM	ESCAPE: The wrestler on the bottom gets completely free of his opponent and faces him in the standing position. The wrestler on top has lost control over his opponent.	1 point E 1
	REVERSAL: The wrestler on the bottom gains control over his opponent without first escaping from him.	2 points R 2
TOP	BREAKDOWNS: The wrestler on the top executes moves designed to flatten his opponent on the mat to set up a ride and get him into position for scoring a predicament, near fall, or a pin.	0 points
	RIDING/EXECUTING RIDES: The wrestler on top uses a variety of motions to maintain control over his opponent and get him into position for scoring a predicament, near fall, or a pin.	0 points
TOP (PINNING)	PREDICAMENT: The wrestler on top turns his opponents shoulder blades toward the mat such that they form an angle that is less than 90 degrees with the mat as the base of the angle. The wrestler on the top must maintain this position for at least 2 seconds to score a predicament. Only one predicament can be scored for a given wrestling hold. Therefore, the wrestler on the top must change his hold in order to score another predicament.	2 points N 2
	NEAR FALL: A predicament turns into a near fall after the wrestler on top holds his opponent in the above position for 5 seconds. The points for the near fall are the only points awarded. Only one near fall can be scored for a given wrestling hold. Therefore, the wrestler on the top must change his hold in order to score another near fall.	3 points N 3
	PIN: The wrestler on the top holds his opponent's shoulder blades directly to the mat for 2 seconds.	Instant win of the match



Stopping the Match



Time Out



Start the Injury Clock



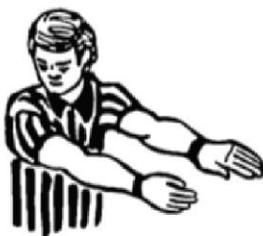
Stop the Injury Clock



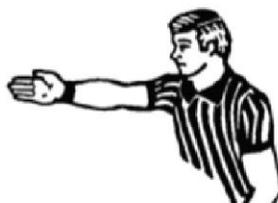
Neutral Position



Indicating No Control



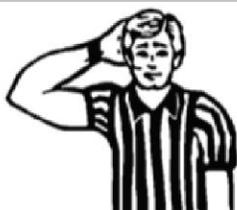
Out-of-Bounds



Indicating Wrestler in Control Left or Right Hand



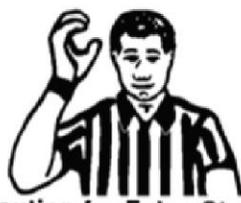
Defer Choice



Potentially Dangerous Left or Right Hand



Stalemate



Caution for False Start and Incorrect Starting Procedure



Stalling Left or Right Hand



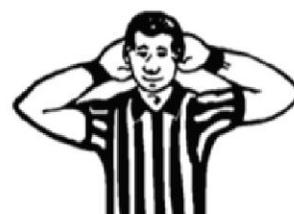
Interlocking Hands or Grasping Clothing



Reversal



Technical Violation



Illegal Hold or Unnecessary Roughness



Near-Fall



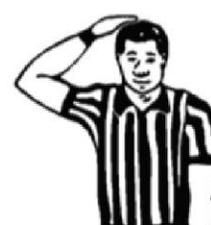
Awarding Points Left or Right Hand



Green Right

Red Left

Unsportsmanlike Conduct



Flagrant Misconduct Left or Right Hand