

# Table Workers' Guide (2023-2024)

Referee Name: \_\_\_\_\_

by Evan Gillins- M.D.O.A.

Weight Classes: BOYS:

1-106	2-113	3-120	4-126	5-132	6-138	7-144	8-150	9-157	10-165	11-175	12-190	13-215	14-285
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GIRLS:

1-100	2-105	3-110	4-115	5-120	6-125	7-130	8-135	9-140	10-145	11-155	12-170	13-190	14-235
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**Timer:** With 15 second remaining, walk out, position yourself behind the official. When clock shows 10 seconds, call out "10 Seconds." Verbally (loudly) count from 4. "4, 3, 2, 1, TIME!"

## SUMMARY OF SCORING

### WRITTEN MATCH SCORING

Write points in timeline format (in the order given)

	Period 1	Period 2	
Red	(T2) N3 T2 SW	(=) T2	(etc.)
Green	E1 P1	D E1 S1	(etc.)

#### Individual Match

Takedown	2 pts.
Escape	1 pt.
Reversal	2 pts.
Near Fall	2, 3 or 4 pts.

#### Dual Meet

Fall	6 pts.
Forfeit	6 pts.
Default	6 pts.
Disqualification	6 pts.
Technical Fall (15 pts. or more)	5 pts.
Major Decision (8-14)	4 pts.
Decision (by fewer than 8 pts.)	3 pts.

Scorekeepers shall CIRCLE the first point(s) scored in the regulation match, including overtime.

T <sub>2</sub>	Takedown	FMC	Flagrant Misconduct
R <sub>2</sub>	Reversal	F	1:38 Fall
E <sub>1</sub>	Escape	TF	4:25 Technical Fall
N <sub>2</sub>	Near fall	For	Forfeit
N <sub>3</sub>	Near fall (5 seconds)	Def	Default
N <sub>4</sub>	Near fall (as a result of injury or bleeding)	DQ	Disqualified
S <sub>w</sub>	Stalling Warning	Dec	Decision
S	Stalling	MD	Major Decision
TV	Technical Violation	▲	Selects Up
P	Illegal Hold/Maneuver or Unnecessary Roughness	▼	Selects Down
RO	Ride-out	=	Selects Neutral
C	Caution	OT	Overtime
C <sub>1</sub>	Points Earned - After 2nd Caution	SV	Sudden Victory
CM <sub>w</sub>	Coach Misconduct Warning	TB	Tiebreaker
CM	Coach Misconduct	UTB	Ultimate Tiebreaker
W	Warning	IT	Injury Time
FS	False Start	IT	(= ▲ ▼) choice after 2nd Injury Time-out
UCM	Unsportsmanlike Conduct - Match Point	BT	Blood Time
UCT	Unsportsmanlike Conduct - Team Point	HNC	Head, Neck, Cervical Column



## NFHS OFFICIAL WRESTLING SIGNALS

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 
28. Start Head, Neck, Cervical Injury Evaluation Time 		



## NFHS OFFICIAL WRESTLING SIGNALS

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 	28. Start Head, Neck, Cervical Injury Evaluation Time 