How to Score A Wrestling Match

1. What is a bout sheet?

The bout sheet is the official record of what happened in the match. If any confusion about the result of a match comes up later in the tournament, we go back to the bout sheet to figure it out. You, the score keeper, fill it out when the referee calls points. The referee signs it at the end of the match. The winning wrestler then brings it to the head table. He gets the bout sheet for your next match and brings it back to you.

2. What does the Head Table need from the Score Keeper?

The primary thing we need from the score keeper is to CIRCLE THE CORRECT WINNER AS CLEARLY AS POSSIBLE. It’s also nice if you cross out the loser with a big X. If the win was by points, add them up and write the totals in the appropriate boxes. If the match went to overtime, then write the final score, including overtime points, in the overtime box. If the win was by pin, don’t add up the points, but instead write WBF or PIN in big letters along with the total amount of time that passed since the beginning of the match (e.g. WBF 0:45, or PIN 4:38).

3. How can the Score Keeper avoid mistakes?

The only really important mistake you can make is circling the wrong winner. This happens most often when the towns of the two wrestlers are spelled similarly, or when both wrestlers are wearing the same color. This can be avoided by simply noticing when one of these situations is happening and then triple-checking the bout sheet. The referee should also double-check the accuracy of the bout sheet before he signs it. The winning wrestler should also check to make sure he’s the guy that’s circled.

You can avoid mistakes in the actual score keeping by making sure you and the score board have the same total score. If there’s a question that you can’t figure out, wait for a break in the action and then call the referee over. He usually knows the score in his head. A good way to tell that you’ve done something wrong is if you write down impossible scoring combinations, like having an escape in the first period without there having been any takedowns, or if a period starts in referee’s position (which you should write down), and the first score is a takedown.

4. So, how do I keep score?

Under each wrestler’s name is a box for each period, a box for the total score, and a box to keep track of overtime. When the referee calls out a score or a penalty, you right it down in the box for the current period, starting from right to left. You’ll use a set of abbreviations to save space, but still don’t write too big, as you might run out of room in a high-scoring match. When a score is called, write down its code, which includes the number points scored. The standard codes are listed in Wrestling Scorers and Timers Instructions. The most common ones are:

<table>
<thead>
<tr>
<th>Referee’s Call</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Escape</td>
<td>E₁</td>
<td></td>
</tr>
<tr>
<td>Takedown</td>
<td>T₂</td>
<td></td>
</tr>
<tr>
<td>Reversal</td>
<td>R₂</td>
<td></td>
</tr>
<tr>
<td>Near Fall</td>
<td>N₂ or N₃</td>
<td>N₃ is for near falls of more than 5 seconds</td>
</tr>
<tr>
<td>Chooses Top</td>
<td>⇑</td>
<td>One of these 3 should be written for each of the 2nd and 3rd periods</td>
</tr>
<tr>
<td>Chooses Bottom</td>
<td>⇓</td>
<td></td>
</tr>
<tr>
<td>Chooses Neutral</td>
<td>⇎</td>
<td></td>
</tr>
<tr>
<td>Defers Choice</td>
<td>D</td>
<td>You should keep track of which wrestler had choice in each period.</td>
</tr>
</tbody>
</table>

You don’t need to keep track of “potentially dangerous” calls. If anything more complicated than what is described here happens, then it’s okay to ask the referee what you are supposed to do. A sample bout sheet is on the next page so that you can see what one looks like. You should also read Wrestling Scorers and Timers Instructions.

Good luck!
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

- **T** – Takedown
- **R** – Reversal
- **E** – Escape
- **N** – Near fall
- **N** – Near fall (5 seconds)
- **Sw** – Stalling Warning
- **S** – Stalling
- **TV** – Technical Violation
- **P** – Illegal Hold or
  - Unnecessary Roughness
- **RO** – Ride-out
- **C** – Caution
- **C** – Points Earned
  - After 2nd Caution

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

Revised 2006
## PENALTY CHART

(Available in PDF format on Web site – nfhs.org)

<table>
<thead>
<tr>
<th>Rule</th>
<th>Warning</th>
<th>First Penalty</th>
<th>Second Penalty</th>
<th>Third Penalty</th>
<th>Fourth Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Illegal Holds</td>
<td>7-1</td>
<td>No</td>
<td>1 Pt.</td>
<td>1 Pt.</td>
<td>2 Pts.</td>
</tr>
<tr>
<td>Technical Violations</td>
<td>7-3</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stalling</td>
<td>7-6</td>
<td>Yes</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Unnecessary Roughness</td>
<td>7-4-1</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Unsportsmanlike Conduct by Contestants During a Match</td>
<td>7-4-2</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Not Reporting to Mat Properly Equipped</td>
<td>8-1-1</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>False Start or Incorrect Starting Position</td>
<td>8-1-3</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Coach Misconduct (during the match)</td>
<td>6-6-6</td>
<td>Yes</td>
<td>Deduct 1 Team Point</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>7-5-4</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>8-1-5</td>
<td></td>
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</tr>
<tr>
<td>Unsportsmanlike Conduct - Contestants (not during the match), Coaches and Other Team Personnel</td>
<td>7-4-2</td>
<td>No</td>
<td>Deduct 1 Team Point</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>7-5-3</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td>8-1-4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flagrant Misconduct - Contestants</td>
<td>7-4-3</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>8-1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flagrant Misconduct - Coaches and Other Team Personnel</td>
<td>7-5-5</td>
<td>No</td>
<td></td>
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<td></td>
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<tr>
<td></td>
<td>8-1-3</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>8-1-6</td>
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<tr>
<td>Greasy Substance on Body or Uniform, Improper Grooming, Objectionable Pads and Braces; Illegal Equipment or Uniform</td>
<td>7-3-7</td>
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<tr>
<td></td>
<td>8-1-1</td>
<td></td>
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</tbody>
</table>

### Summary of Technical Violations

- Going out of Wrestling Area (Fleeing) (7-3-2)
- Grasping Clothing, Etc. (7-3-3)
- Interlocking Hands (7-3-4)
- Leaving Wrestling Area Without Permission (7-3-5)
- Figure 4 Head 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 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 or locking hands are awarded in addition to points earned.

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