

# Texas USA Wrestling

## Table Worker Instructions



# INSTRUCTIONS FOR TABLE WORKERS

(Revision 02/11)

- It is important to understand that Table Workers serve as representatives of TXUSA Wrestling (and the tournament Host) when performing their duties. Everyone at the table is expected to act in a professional manner.
- Table Workers may be members of a club who has a wrestler in a match at their assigned table/mat. It is important that no favoritism be shown for one wrestler over another. It is just as important to avoid actions which may be perceived as favoritism. For example no one at the table should cheer for or coach a wrestler on the mat. Also avoid excessive conversation with wrestlers and coaches. If needed swap out Table Workers so that mom or dad may cheer for their kid.
- It is very important that Table Workers pay close attention to the match in progress at all times. Table Workers must work together as a team to ensure that the matches progress smoothly and without delay.
- Do not allow wrestlers, coaches, or others to congregate around the table nor permit them to distract you from performing your duties for the match. If it gets too crowded around the table ask the wrestlers or coaches to move. If they do not move then ask the referee, the table representative, or tournament director to move them.
- If you do make a mistake or miss something, let the referee know so that any error can be corrected quickly. Do not stop the match. Wait until the referee stops action (for example between rounds or when wrestlers go out of bounds, etc.) and then get their attention to address the problem.

Basic duties for members of a Table Team are as follows:

1. Operate match clock and scoreboard accurately. (The person performing this duty is usually known as the Timekeeper.)
  2. Record official score on the bout sheet and keep the bout sheets in proper sequence. (The person performing this duty is usually known as the Official Scorer.)
  3. Update the brackets and prepare bout sheets for upcoming matches. (The person performing this duty is usually known as the Bracketeer.)
  4. Let the referee know when match time has expired. (The person performing this duty is usually known as the Tapper.) In addition to tapping the Referee when time expires the Tapper should verbally countdown starting at “5” so that the referee can hear them if they move out of reach.
  5. Make sure the next two wrestlers for the next match are present while the current match is being wrestled. These wrestlers should be assigned an ankle band color using singlet or shoe color as an aid. (The person performing this duty is usually known as the Expeditor.) This is important to minimize time delay between matches.
1. The original copy of assigned brackets and blank bout sheets will be placed at the table/mat. The brackets must be updated and kept under the Bracketeer’s control.
  2. The Bracketeer should make sure bout sheets are ready in proper sequence for the Expeditor to assign wrestlers their ankle band colors. Each bout sheet should be filled out with the following:
    - Bout (Match) Number
    - Mat Number
    - Division/Weight (example: D1-60)
    - Both wrestler’s names and teams.

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- As matches and bout sheets are completed the Bracketeer must update the bracket and get the next bout sheets ready.
3. The Expeditor should verify that the correct wrestlers for the next match are present and assign ankle band colors. Instruct the wrestlers to wait behind the scorer's table until their match is called.
  4. After the current match is completed, make sure the next bout sheet is ready for the match to begin. Important note: Keep the bout sheets in numerical order by bout number (wrestle lowest bout numbers first). Do NOT change the order of the bouts unless specifically directed by the Referee or the Tournament Director. Immediately before the match begins:
    - Make final verification of the wrestler's names & assigned ankle band colors.
    - Check the timer to ensure match time is set properly.
    - Acknowledge to the Referee that you are ready when the Referee looks at you.
  5. When the match begins:
    - Record all points on the bout sheet in the proper box as they are awarded by the Referee. Refer to the scoring abbreviations listed with these instructions. Be sure points are recorded in the proper order and period for the correct wrestler. Also be sure to circle the first points scored in the match. If the Timekeeper and Official Scorer communicate when points are scored then the score shown on the score-clock will match what is recorded on the bout sheet.
    - Record whether a wrestler selected deferred (D), top (T), bottom (B), or neutral (N) in Periods 2 and 3.
  6. When the match is completed:
    - If the bout is won by a Fall (pin) or Technical Fall, the Timekeeper must stop the clock. The Official Scorer should show the time elapsed in the Time block under the period in which the fall occurred. (For example: if a TOT is pinned in the second period with 23 seconds left on the clock the elapsed time is 1:37. Note that when the Timekeeper resets the score-clock the elapsed time will be shown momentarily on the clock. If this is used you will not have to calculate elapsed time for the fall.)
    - If not a Fall, total the points for each wrestler & enter the total in the appropriate box.
    - Record the time of day when the match was completed.
    - Note how the wrestler won the match by entering the correct abbreviation in the wrestler's Total box. (Examples: won by decision, enter "DEC"; by fall, enter "F"; etc.)
    - CIRCLE the name of the winning wrestler.
    - X OUT the name of the losing wrestler.
    - Have the winning wrestler sign the bout sheet if required. Note that in order to keep the matches running it will be best to have the winning wrestler move out from the front of the table so the next match can begin. Get the Bracketeer or Expeditor to obtain the needed signature.
    - Ensure the ankle bands are returned to the Expeditor for the next match.
    - Completed bout sheet should be given to the Bracketeer for bracket updating and completion of future bout sheets.
  7. As brackets are completed, including identification of where wrestlers placed, the brackets should be sent to the awards area for distribution of awards.

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## SCORING

TERM	POINTS	ABBREVIATION used on bout sheet
Takedown	2	T2
Reversal	2	R2
Escape	1	E1
Near Fall (2 sec)	2	N2
Near Fall (5 sec)	3	N3
Stalling	Referee Calls #	S#
Technical Violation	Referee Calls #	TV#
Illegal hold, Unnecessary Roughness	Referee Calls #	P#
Caution	Referee Calls	C(Points only if given)
Warning	Referee Calls	W
Unsportsmanlike Conduct (Match Point)	Referee Calls	UCM
Flagrant Misconduct	Referee Calls	FMC
Wrestler defers Option	Referee Signals	D
Wrestler selects Top	Referee Signals	T
Wrestler selects Bottom	Referee Signals	B
Wrestler selects Neutral	Referee Signals	N
Fall (pin)	-	F + total bout time
Technical Fall (margin 15 points)	-	TF + total bout time
Decision (win by < 8 points)	-	DEC
Major Decision (win by 8-14 points)	-	MD
Forfeit	-	FOR
Disqualification	-	DQ
Default	-	DEF

## BOUT TIMES

All Rookies, Open Tots and D1, all consolation side bouts – 1 Minute Periods (1 – 1 – 1)

Open D2 – D6 – 1 ½ Minute Periods (1 ½ - 1 ½ - 1 ½)

4<sup>th</sup> period Over Time – 1 Minute Sudden Victory

5<sup>th</sup> period Over Time – 30 Seconds tiebreaker

6<sup>th</sup> period Over Time – 30 Seconds tiebreaker

7<sup>th</sup> period Over Time – 30 Seconds ultimate tiebreaker

## TIME OUTS

Injury Time – 1 ½ Minutes

Bleeding Time – 5 Minutes

Recovery Time – 2 Minutes



# REFEREES' WRESTLING SIGNALS

## HIGH SCHOOL AND COLLEGE



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 or Unnecessary Roughness	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		

**Scoring Symbols:** In order to provide better consistency in keeping individual match scores, the NFHS Wrestling Rules Committee has adopted a set of scoring symbols to be used by scorekeepers. Properly used, the symbols will provide both coaches and referees a running account of the match being scored. It is important that scorers use only these authorized symbols.

### SCORING SYMBOLS

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

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

San Antonio TOC  
 Robert E. Lee HS  
 San Antonio, TX  
 December 4, 2010

2 Mat  
 3

1 Open Div 2 61

- 4
- Carson Droddy (2/61) Scorpions
- John Geiger (2/61) LCP Wrestl
- Jason Moreno (2/61) Bailey
- Cody Sutaris (2/61) Team Elite
- Jacob Wechsler (2/61) Bailey

3

Wins	Losses	Place

Round	Bout	Winner	Winner
1	1 C. Droddy		vs J. Geiger
1	2 J. Moreno		vs C. Sutaris
2	11 C. Droddy		vs J. Moreno
2	12 J. Geiger		vs J. Wechsler
3	22 C. Droddy		vs J. Wechsler
3	23 J. Geiger		vs C. Sutaris
4	32 C. Droddy		vs C. Sutaris
4	33 J. Moreno		vs J. Wechsler
5	39 J. Geiger		vs J. Moreno
5	40 C. Sutaris		vs J. Wechsler

# 5-Person Round Robin

1. This is Class(Open), Division(D2) and Weight(61) for a round robin bracket. 'Round robin' essentially means everyone wrestles everyone.
2. This is the Mat number that this bracket will be wrestled on. Take a second at the beginning of the day to make sure the bout sheets match the mat you are working.
3. This is where wins and losses are tracked and upon the conclusion the matches these place of each wrestler will be denoted.
4. This is the wrestlers Name, Division, Weight Class, and Club. **NOTE:** Smaller tournaments may combine weight divisions to make a fuller bracket. So in this bracket it would not be too surprising to see a: 2/70 (Division 2 70LB) wrestler.
5. This is the Round
6. Bout Number
7. Participants Name
8. Box to check for the winner

## ROUND ROBIN TIE BREAKERS

### 2-Way Tie

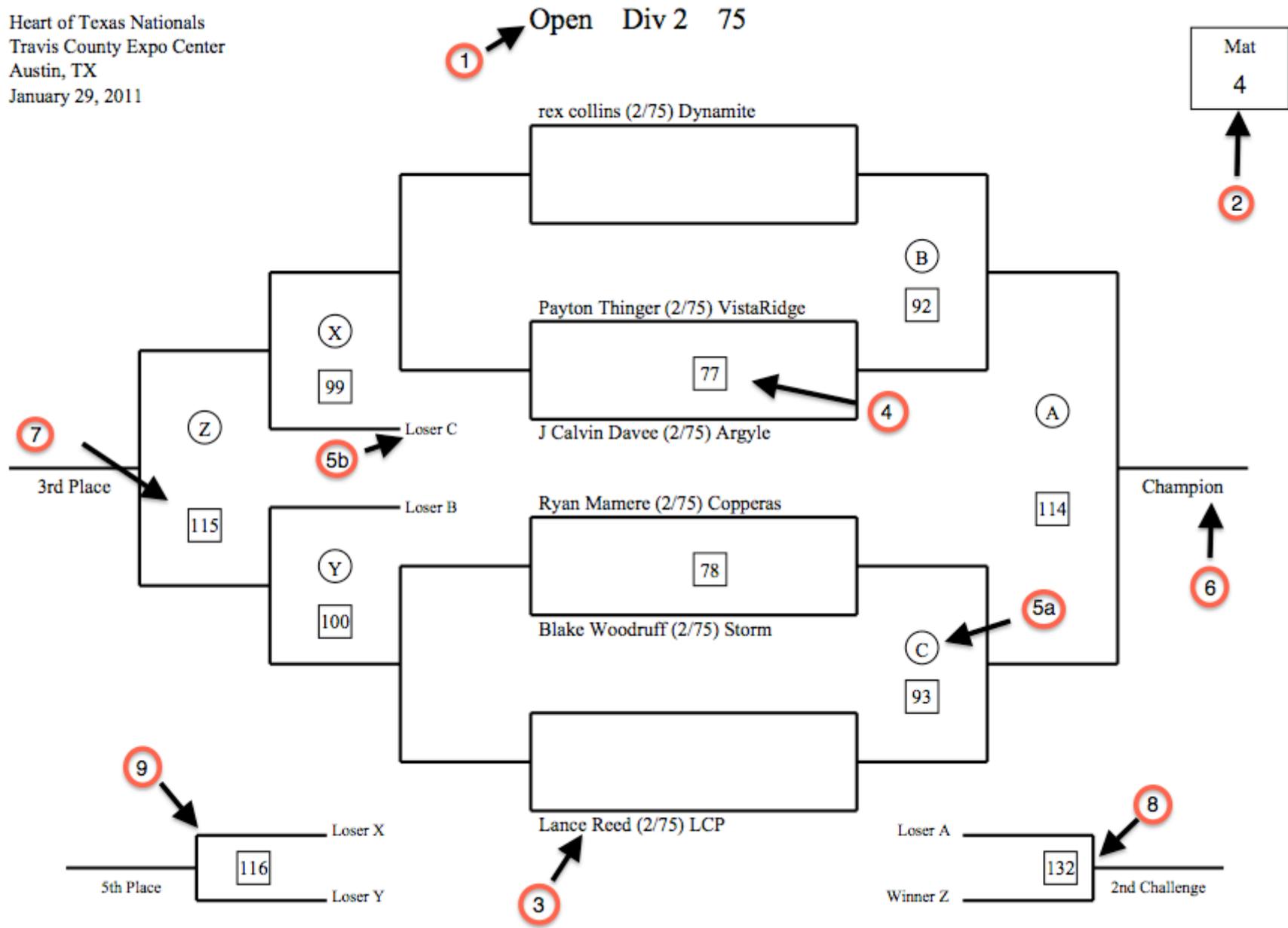
1. Tie is decided by head to head result.

### 3-Way Tie

1. Win-loss among those tied.
2. Most pins among those tied.
3. Most technical falls (win by 12 or more) among those tied.
4. Most major decisions (win by 8-11) among those tied.
5. Net points (12 maximum) among those tied. Net points is the difference in score in a match. A wrestler who wins 7-2 and loses 3-5 will have 3 net points.
6. Most pins in the tournament.
7. Most technical falls in the tournament.
8. Most major decisions in the tournament.
9. Net points in tournament (12 maximum).
10. 3-Way tie for first will be settled by a 3-way sudden death playoff according to Overtime rules.

**Note:** In using tiebreakers, the first one used may settle all three places. For example: one wrestler may have 1 pin, the second may have a major decision, and the third may have won all his matches by decision. This situation completely determines first, second, and third places. Sometimes the effective tiebreaker places one wrestler first or third, but leaves the other two tied. The winner of their bout determines any two-way tie. For example: "net points" may tally 5-4-4 placing one man first. Don't look for any more tiebreakers; the tie for second is settled by the head-to-head result of the two wrestlers with 4 net points.

Heart of Texas Nationals  
Travis County Expo Center  
Austin, TX  
January 29, 2011



# 8-Person Bracket Explanation

1. This is Class(Open), Division(D2) and Weight(75) for the bracket.
2. This is the Mat number that this bracket will be wrestled on. Most tournaments have about eight mats running simultaneously. The mat number is usually hanging from the scorers table stationed to the side of the mat and mats are usually positioned in a chronological order.
3. This is the wrestlers Name, Division, Weight Class, and Club. **NOTE:** Smaller tournaments may combine weight divisions to make a fuller bracket. So in this bracket it would not be too surprising to see a: 2/70 (Division 2 70LB) wrestler.
4. This is the bout number. In the example given, Thinger and Davee will wrestle in bout #77 on Mat 4. This match will be right after bout #76 and before #78.
  - After bout #77 the winner will move through the bracket going to the right and continue in that direction until they lose at which point they will be moved to match on the left side of the bracket. After match #77 you will place the winners name on the bout sheet(and bracket) for bout 92 (along with Rex Collins who received a BYE)
  - The loser of bout #77 will move to left until they either lose another match at which point they will be eliminated or win the 3rd Place match. After the bout place the losers name on bout sheet (and bracket) for bout #99.
- 5a & 5b. This is another name for the bout that comes into play when the match has been completed. In this example the loser of bout: C(also called 94) would then wrestle in bout 99 where it says "Loser C".
6. Championship Match.
7. As the two undefeated wrestlers battle out for the Championship, the last two wrestlers with one-loss decide who will get third place.
8. Challenge Match. Both the winner of the Third Place match and the loser of the Championship Match have one loss. Technically both wrestlers have had the same day the only difference is that one lost earlier than the other. At this point Third Place can 'Challenge' for second place. It is rare that Third place does not challenge Second.

**NOTE:** There is one major exception to the Challenge Match rule: If Second Place has already beat Third Place earlier in the bracket then Third Place **CAN NOT** challenge Second.
- 9 - In this tournament medals were given up to 6th place. This requires a match between two wrestlers that already have two losses. This is unique as a wrestler will have three losses in a double elimination tournament.