

TABLE INFORMATION

1. Make sure you list both schools at the top of the score sheet.
2. The first point scored in the match must be marked by underline or circle. Overtime is 1 minute and double OT is 30 seconds. The choice for top or bottom position goes to the one who scored the first point in the match. If no points are scored in the match it then goes to the coin flip.
3. BLOOD TIME: 5 minutes total, unlimited amount of time outs, use a stop watch. The ref will signal when to stop the blood clock because clean-up is NOT charged against the clock.
4. INJURY TIME: 1 and a half minutes total, and only 2 times out are used total. After the second time out is taken, his opponent has choice of top, bottom, neutral. This all should be noted in the book.
5. Both blood and injury can be recorded on the side of the book or a separate piece of paper to avoid needing too many clocks.
6. 2nd period: After chose is made, mark top, bottom, neutral or if they defer just write a D and circle it by the markings. That will remind you that it is that wrestler's choice at the start of the 3rd period. It should be marked at the beginning of that period.
7. Team Points: Keep a running TOTAL on the book as the match proceeds.

DECISION	3 Team Points
MAJOR (8 point difference)	4 Team Points
TECH FALL (15 point difference)	5 Team Points
FALL	6 Team Points
FORFEIT	6 Team Points
INJURY DEFAULT	6 Team Points

8. At the end of the dual meet get the ref to sign the book.