




























REFEREES' WRESTLING SIGNALS

HIGH SCHOOL AND COLLEGE



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|--|--|---|---|--|---|
| 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 | | |