

Wrestling Referee's Guide to Hand Signals

<p>1</p>  <p>Starting the Match</p>	<p>2</p>  <p>Stopping the Match</p>	<p>3</p>  <p>Time Out</p>	<p>4</p>  <p>Start Injury Clock</p>	<p>5</p>  <p>Start Blood Clock</p>
<p>6</p>  <p>Stop Blood/ Injury Clock</p>	<p>7</p>  <p>Neutral Position</p>	<p>8</p>  <p>Indicates No Control</p>	<p>9</p>  <p>Out-of-Bounds</p>	
<p>10</p>  <p>Indicates Wrestler in Control Left/Right Hand</p>	<p>11</p>  <p>Defer Choice</p>	<p>12</p>  <p>Potentially Dangerous Left/Right Hand</p>	<p>13</p>  <p>Stalemate</p>	
<p>14</p>  <p>Caution – False Start or Incorrect Starting Procedure</p>	<p>15</p>  <p>Stalling Left/Right Hand</p>	<p>16</p>  <p>Interlocking Hands or Grasping Clothing</p>	<p>17</p>  <p>Reversal</p>	<p>18</p>  <p>Technical Violation</p>
<p>19</p>  <p>Illegal Hold or Unnecessary Roughness</p>	<p>20</p>  <p>Near-Fall</p>	<p>21</p>  <p>Awarding Points Left/Right Hand</p>	<p>22</p>  <p>Unsportsmanlike Conduct Left/Right Hand</p>	<p>23</p>  <p>Flagrant Misconduct Left/Right Hand</p>