




















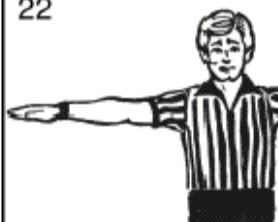



# Wrestling Hand Signals

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