


1   
Stopping the Match


2   
Time Out


3   
Start Injury Clock


4   
Start Blood Clock


5   
Stop Blood/Injury Clock

6   
Neutral Position


7   
Indicates No Control


8   
Out-of-Bounds

9   
Indicates Wrestler in Control Left or Right Hand


10   
Defer Choice

11   
Potentially Dangerous Left/Right Hand

12   
Stalemate

13   
Caution—False Start or Incorrect Starting Procedure

14   
Stalling Left/Right Hand

15   
Interlocking Hands or Grasping Clothing

16   
Reversal

17   
Technical Violation

18   
Illegal Hold or Unnecessary Roughness

19   
Near-Fall

20   
Awarding Points Left/Right Hand

21   
Unsportsmanlike Conduct Left/Right Hand

22   
Flagrant Misconduct Left/Right Hand