

# Table Workers Instructions for NCAA Championships

by

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## **(A) Protocols, Duties, and Responsibilities**

Listed below are a number of protocols and procedures for table workers including the crew chiefs, timekeepers, scorers, runners, so-called thumpers and back-up crew.

First, you must pay attention to your mat at all times. We expect nothing less than a perfect performance. You all know wrestling and you know that one “table” mistake can destroy years of preparation by a wrestler. Talk to each other and be sure you agree on what the referee has signaled. If you do not understand a referee’s call, stop the match when there is a break in the action and ask for a clarification. No cheering for a wrestler from the table is allowed. If you have an interest in the bout, replace yourself and move from the table and table area.

Each team will have a crew chief, who will assign the team members to their jobs.

### 1. The Crew Chief

This individual should be primarily a “watchdog” to prevent/catch errors and keep things moving smoothly, accurately and quickly. Supervise every position on your team. Before the tournament, the crew chief or co-chairs of the Table Workers, must distribute a blank score sheet and, if available, a completed score sheet as an example of how to use the score sheet.

Specific duties of the crew chief:

- Keeps backup time for the match.
- Calls the referee to the table to solve a table problem, or upon a coach’s request. The match shall only be stopped when there is no action in the bout. This is the sole job of the timekeeper. The crew chief may assist if asked by the referee.
- Insures that the bout number, score, match time and riding time are correct on the scoreboard, and that the clocks are started and stopped properly and efficiently.
- At the end of each period, checks with all personnel to be sure everything is correct.
- Supervises the recording by the scorer of injury time and the number of injury timeouts. The maximum time for injury is 1½ minutes, which can be accumulated over a maximum of 2 timeouts.
- If a malfunction of the score clock occurs, the crew chief will work with the referee to reconstruct the correct time and score.
- Conducts practice for his/her team before the start of competition.

## 2. Timekeeper

- Keeps the official time on the score clock.
- Starts and stops riding time appropriately, and stops riding time when the referee indicates locked hands, the grasping of the uniform, illegal holds or loss of control.
- Keeps and records injury and recovery timeouts.
- Calls out remaining match time at, 45 seconds, 30 seconds and 15 seconds.
- Is prepared, along with the crew chief, to assist the officials if asked to clarify a situation as time runs out.
- See Rule 7.7, and 7.8 on pages WR 77 and 78 of the 2009 NCAA Rules Book for a listing of all duties.

## 3. Scorekeeper

- Records all scoring, penalties, timeouts, final scores, falls, technical falls, etc. See Rule 7.9 on pages WR 78 and 79 of the 2009 Rules Book.
  1. Uses proper symbols as shown on the score sheet. See WR 52, 2009 Rules Book for scoring abbreviations.
  2. Records the amount of riding time, whether or not it is a point.
  3. The riding time point is not part of the third period. It has its own space.
  4. Note bout time of fall, technical fall, disqualification or default.
  5. Circle the first offensive points (does not include escapes or penalties) scored in the regulation bout.
- Become familiar with the score sheet before the tournament begins.
- Informs the referee when a 15-point difference in the score occurs. In a near fall situation, be sure to wait until the referee signals the near fall points and indicates that the near fall is over before announcing that a technical fall has occurred. This gives the offensive wrestler the opportunity to pin his opponent before the bout is terminated. Check if a near fall was awarded to the winner during the bout and circle yes or no on the score sheet.
- Immediately advises the crew chief when in doubt about a score.
- Calls out the scores as they are recorded, so the timekeeper can hear.
- Records which contestant has the choice of position at the start of the third period, and records using arrows on the score sheet the wrestler's choice at the beginning of the 2<sup>nd</sup>, 3<sup>rd</sup> and all subsequent tiebreaker periods. Use an up arrow for the wrestler choosing the advantage position, a down arrow for the wrestler choosing the defensive position for the start of the period, or a two-headed left-right arrow for a the wrestler choosing the neutral position. These notations are to be put in the correct column on the score sheet.
- Records net riding time advantage at the end of each period.
- Awards riding time at the end of the bout and awards a point when earned. Advises the timekeeper of the final score.

- At the end of the match, totals the points, shows the score sheet to the referee and after he approves it, puts a circle around the name and school of the winner and crosses out the name of the loser.
- Insures that the referee records his number in the appropriate box on the score sheet.
- Insures that the referee fills out and signs the team point violation score box. The referee or runner shall take the score sheet to the head table and make sure that the team violation is understood and properly logged-in.
- Informs head coach that a team member has been charged with a flagrant misconduct violation and disqualified from further competition.

#### 4. Backup

- This individual is part of the team and can take any position on request of the crew chief.

#### 5. Runner

- This individual picks up the bout sheets from the head table, takes it to the scorers table, and returns the completed bout sheet to the head table.
- Hustle. You are a runner, not a walker.

#### 6. 'Thumper' for end of period notification

- This individual goes onto the mat to aid the referee in determining the end of each period. The thumper also retrieves the ankle bands after the match.
- Wear wrestling shoes or tennis shoes (not the ones worn on the street to the tournament), and full length trousers (no jeans or shorts), and a tournament-provided shirt. No hats or other apparel are allowed.

#### 7. Miscellaneous Notes

- Everyone on the team must know wrestling, including the referee's signals, especially for locking hands, grasping clothing, technical violations, illegal holds, unnecessary roughness, unsportsmanlike conduct, flagrant misconduct, no control, warnings, and cautions. Review the wrestling rules and Penalty Table, and know the accompanying penalties and the penalty sequence.
- Do not erase riding time from the clock(s) until the winner is declared.
- Be alert and help each other by talking to each other. Pay attention to only your mat.
- Know your mat number. Listen for announcers who may call for someone from your mat.
- On time outs, the assistant referee will come to the table to pick up the hand-held clock (if necessary), which you already will have started when directed by the referee. The assistant referee will keep the time and will confirm whether it is injury time (max of 1½ min.), bleeding time (discretion of referee), or recovery time (max of 2 minutes for each occurrence). Some

score clocks include these functions and display them on the clock and, therefore, the assistant will not need a hand-held clock. If the score clock does not keep track of the used and/or remaining injury time for each wrestler, be sure the coach of the injured wrestler and the referees are aware of how much time is left during the second injury timeout.

- Dress neatly including long trousers and a tournament shirt. No hats or other apparel are allowed. No tobacco products are to be used in the wrestling venue before, during or after a session by any members of the table crew.
- Arena clock is the official time-of-day.
- All penalties, warnings and injury time carry over into the overtime periods.
- No rest between all periods of wrestling; the end of the regulation periods and the overtime sudden victory period, between the sudden victory and first tiebreaker period, or between the first and second tiebreaker periods, or between subsequent overtime periods.
- Riding time should be zeroed out to begin the first overtime period (sudden victory), but should run during all tie breaker periods.

## **(B) Procedures**

1. Arena clock is official time-of-day time. This time is to be used for such things as session starts, and the end-of-match time to ensure there is at least a 45-minute rest period (recommended) before a wrestler has to wrestle again.

2. Session begins as follows:

- An announcement is made for wrestlers to report to tables.
- Bout sheets are taken to the tables.
- After the referee arrives, he checks if both wrestlers are there and makes sure anklets are given to each wrestler. (If the referee determines that the anklets should be changed because there might be confusion if left as assigned, the table shall inform the head table of this change immediately.)

3. Bout Sheets

- Review and become familiar with it.
- Referee puts his number on the sheet.
- Mat number is inserted.
- Use only scoring symbols in lower left box. (see page WR-52, 2009 NCAA Rules Book for symbols)
- Place accumulative score in boxes above and below after each period.
- Put net advantage time in the above boxes.
- Put accumulative time for injury in injury time box [note: two timeouts allowed with a total timeout of 1.5 minutes].
- If pin occurs, put bout time of fall on line provided and check fall box.
- If technical fall occurs, put time of technical fall in line provided and check Technical Fall box. In addition, circle yes or no if a near fall was scored by the winning wrestler.

- Check appropriate box in lower left side if a match is won by decision, sudden victory (SV), or tie breaker (TB).
  - Score as follows: 5-3 (SV-1), 7-6 (TB-1), 6-6 RT(TB-2) [See WR -52 of 2009 NCAA Rules Book]
  - Circle the first offensive points (does not include escapes or penalties) scored in the match. If available, use TB advantage indicator.
4. When a coach requests a conference with the referee, stop the match when there is no action and call the referee to the table.
  5. A coach can always move out of his coaching area to ask for a clarification of bout time or score. However, his actions should not disrupt the table workers. Let the referee know if this occurs.
  6. Only the referee can signal to start or stop riding time.
  7. Riding time stops when the referee holds his hands locked over his head indicating an unfair advantage. Riding time also stops if the referee indicates a technical violation or illegal hold.
  8. There is no rest between any periods of wrestling; between regulation periods, between the three regulation periods and sudden victory period, or between sudden victory and the tiebreaker, or between tiebreaker periods.
  9. Riding time should be zeroed out to begin the first sudden death overtime period only, but should run during all tiebreaker periods.
  10. All penalties, warnings and injury time carry over into the overtime periods.
  11. Recovery time is a maximum of two minutes in length, and is recorded only for that particular timeout. Note: There is a new signal for beginning recovery time. See WR-122, 2009 rules Book.
  12. Match timekeeper may be used by the referee after consulting with his/her assistant to determine when time ran out in the period.
  13. Protests.
    - Protesting coach informs official scorer and referee before the bout sheet leaves the table. Scorer notifies head table who informs the announcer. Referee notes the intent to protest on the bout sheet and informs the non-protesting coach. Protesting coach has 10 minutes to file protest.
    - The protest committee chair or his designee decides whether to release the mat for continued wrestling and directs the scorer, all mat table personnel, the match referee and his/her assistant to be available if needed for a protest hearing. Furthermore, another crew should be ready to relieve the table crew if needed. ( See Appendix A, WA-25 of 2009 NCAA Rules Book)

#### 14. Team Point Violations

- The referee should fill out the Team Point Violations box in the lower right side of the bout sheet.
- The time of day must be noted.
- The referee should return this bout sheet to the head table and explain the violation to the head referee.
- An accumulative list of team violations will be kept at the head table.

#### 15. Videotaping

- Put an “X” in tape on the apron between the camera and the wrestling area so that the assistant referee will not stop at the location blocking video taping. Further, if the assistant referee does stop at that location, the camera operator can get the referee to move by hollering “clear.”
- The camera operator should videotape the score clock at the end of each period. The table timekeeper, therefore, should not reset the clock at the end of the bout until the camera operator informs him/her that it is okay to clear the clock.

#### 16. Thumper

- Leave your chair approximately 12 seconds before the end of the period.
- Try to position yourself about 8 feet from the referee, where you can see both the referee and the clock. In other words, put the referee between you and the score clock. Stay away from the referee and action. Be alert for a sudden flurry, which could cause an abrupt change in position. Concentrate on the score clock as it counts down, and keep the referee in your peripheral view. Loudly count down from three seconds: “Three ... two ... one ... **TIME**, then look at the referee to make sure he heard you. If the referee does not hear you, close in on him hollering **TIME**.
  - a. Never count down from “five” – it sounds too much like “time” and the referee may stop the match.
  - b. It is possible that a scoring situation could occur just as time expires. If the referee asks you, be prepared to respond about the time you hollered time and his call.
  - c. The referee may run away in the closing seconds due to action by the wrestlers. If this happens, do not chase him to the extent of getting in his way or the wrestlers’ way. Do not put yourself in the position to have to look over your shoulder to see the clock.
- Return to your chair as soon as possible.
- At the end of the match, stay on the mat to retrieve the ankle bands and return them to the table.

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