

FREESTYLE & GRECO-ROMAN CLASSIFICATION POINTS

CLASSIFICATION POINTS AT THE END OF A BOUT	POINTS			
	RECORDING CODES			
	Winner	Loser	Winner	Loser

VICTORY BY FALL	5	0	Time	LF
TECHNICAL SUPERIORITY (6 point difference and loser does not score)	4	0	Score	Reverse Score
TECHNICAL SUPERIORITY (6 point margin and loser scores)	4	1	Score	Reverse Score
DECISION (0-5 point margin and loser does not score)	3	0	Score	Reverse Score
DECISION (1-5 point margin and loser scores)	3	1	Score	Reverse Score
FORFEIT (No show – loses bout/match)	5	0	WBF	FORF
INJURY DEFAULT	5	0	WBI	INJ
DISQUALIFICATION (Misconduct)	5	0	WBD	DQM
DISQUALIFICATION (Misconduct & ejected from tournament - loser eliminated)	5	0	WBD	DQM (circled)
DOUBLE DISQUALIFICATION (both defeated)	0	0	DDQ	DDQ

FALL:	Victory by pinning an opponent's shoulders to the mat.
TECHNICAL SUPERIORITY:	A victory on points by a margin of 6 or more.
DECISION:	Victory on points by a margin of 0-5.
FORFEIT:	The result when a wrestler fails to appear for his/her bout.
INJURY DEFAULT:	A bout determined by an injury to a contestant
DISQUALIFICATION:	Elimination of a contestant from a bout or with 3 cautions or misconduct.
	Disqualification may result in elimination from tournament.