






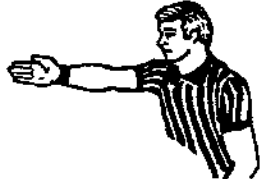















Referee Hand Signals

 <p>Stopping the Match</p>	 <p>Time Out</p>	 <p>Start the Injury Clock</p>	 <p>Stop the Injury Clock</p>	 <p>Neutral Position</p>
 <p>Indicating No Control</p>	 <p>Out-of-Bounds</p>	 <p>Indicating Wrestler in Control Left or Right Hand</p>	 <p>Defer Choice</p>	
 <p>Potentially Dangerous Left or Right Hand</p>	 <p>Stalemate</p>	 <p>Caution for False Start and Incorrect Starting Procedure</p>	 <p>Stalling Left or Right Hand</p>	
 <p>Interlocking Hands or Grasping Clothing</p>	 <p>Reversal</p>	 <p>Technical Violation</p>	 <p>Illegal Hold or Unnecessary Roughness</p>	
 <p>Near-Fall</p>	 <p>Awarding Points Left or Right Hand</p>	 <p>Green Right Red Left Unsportsmanlike Conduct</p>	 <p>Flagrant Misconduct Left or Right Hand</p>	