## Near Fall Criteria & Penalty Points Defensive Wrestler Injured / B. ding, or Commits an Infraction Effective 2007- 2008 Season

Case book
Tule 5.11.2 G

## Overview Rule 5-11-2 (f-i)

The award of near fall points in Bleeding/Injury situations, or when the defensive wrestler commits an infraction during a near fall situation has caused confusion. The rules have been edited to clarify their application.

An additional "Advantage Surrender Point" (ASP) is to be awardelt WHETHER it is necessary to stop wrestling to protect the safety of the wrestlers'; OR if the match is otherwise stopped. (See 7-2-4: "No contestant should ever be put in a position where they must forteit....a position of advantage, or a fall [possibility]...because of an injury, or danger to life or limb." When awarded, the "Advantage Surrender Point" is added to the Near Fall point award. It is not part of the Penalty Chart Sequence that can disqualify a wreatter.



Defensive Wrestler Injured or Bleeding Rule 5-11-2...(f, g & h ) Stop Match...and

When Near Fall is Imminent (Shoulder 90 degrees, or less) ~OR~

Before a " 2 count " achieved:

Award 2 Point Near Fall~ONLY (2 point NF is Advantage Surrender Point(a)

After a " 2 Point NF " Earned ~But~ Before a "3 Point NF" Earned

Award 2 Point Near Fall~AND Advantage Surrender Point ( 3 Total )

After a " 3 Point NF " Earned

Award 3 Point Near Fall-AND Advantage Surrender Point ( 4 Total ) Defensive Wrestler Commits an Infraction Rule 5-11-2 (i)

When It's NOT NECESSARY to IMMEDIATELY stop match. When it is stopped for:
Out of Bounds
Time expires
Pinning Situation Resolved..
Then Case Book 5.11.2 (G) applies.

When Near Fall is Imminent (Shoulder 90 degrees, or less) -OR-

Before a " 2 count " is achieved:

2 Near Fall Points ONLY AND

Appropriate Penalty Points (Possible TV-Fleeing + Other Penalty) (2 point NF Is Advantage Surrender Point(s)

> After a " 2 Point NF " Earned -But-

Before a "3 Point NF" Earned

2 Point Near Fall + Advantage Surrender Point ( 3 total ) AND Appropriate Penalty Points

After a " 3 Point NF " Earned

3 Point Near Fall + Advantage Surrender Point ( 4 Total ) AND Appropriate Penalty Points When IT'S NECESSARY to stop match
to protect the wreatlers', an
"Adventage Surrender Point"
will be awarded to the Advantage
Wrestler
IN ADDITION TO POINTS EARNED

When Near Fall is Imminent (Shoulder 90 degrees, or less) ~OR~

Before a \* 2 count \* is achieved;

2 Point Near Fall ONLY AND ppropriate Penalty Points

Appropriate Penalty Points
(2 point NF is Adventage Surrender
Point(s)

After a " 2 Point NF " Earned -But-Before a "3 Point NF" Earned

2 Point Near Fall + Advantage Surrender Point (3 total)

AND
Appropriate Penalty Points

After a \* 3 Point NF \* Earned

3 Point Near Fall + Advantage Surrender Point ( 4 Total ) AND Appropriate Penalty Points