

Awarding Near Fall Points (5-11-2f-i)

Near Fall Points when the defensive wrestler bleeds or suffers an injury:

2f – In an imminent near-fall situation, or up until a two count is completed the offensive wrestler will be awarded two near-fall points.

2g – If brought into criteria and a two count is completed, but before the 5 second count is completed (holding 2), the offensive wrestler will receive three near-fall points.

2h – If holding three near-fall points, the offensive wrestler will receive four near-fall points.

(In f-h) when an imminent or near fall situation is stopped due to a defensive wrestler committing a technical violation, illegal hold, unnecessary roughness or unsportsmanlike act that requires the referee to stop the match, the match will be stopped and penalty point(s) awarded.

Example f: Wrestler A has wrestler B in an imminent near-fall situation (shoulders @ 90 degrees), or up until a two count is completed. **Wrestler B commits a technical violation, any illegal hold, or act of unnecessary roughness.** Referee stops the match and awards Wrestler A two near-fall points and one penalty point or a total of **three** points.

Example g: Wrestler A has Wrestler B on his back and the referee begins his near-fall count but has not reached the 5 second count (**holding 2**). **Wrestler B commits a technical violation, any illegal hold, or act of unnecessary roughness.** Referee stops the match and awards A three near-fall points and one penalty point or a total of **four** points.

Example h: Wrestler A has wrestler B on his back and the referee is holding three near-fall points. **Wrestler B commits a technical violation, any illegal hold, or act of unnecessary roughness.** Referee stops the match and awards Wrestler A four near-fall points and one penalty point for a total of **five** points.

Summary:	Near Fall Imminent or until just prior to a 2 count being completed.	2 & before 5	5 count
Defensive Wrestler Injured or Bleeding	2 point near fall	3 point near fall	4 point near fall
Stoppage due to defensive wrestler committing TV, IH, UR, or USC the referee will stop the match "if" needed to protect the wrestler or when the situation has concluded.	2 + penalty point(s)	3 + penalty point(s)	4 + penalty(s)