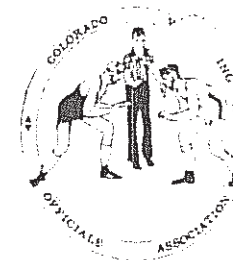


Near Fall Criteria & Penalty Points

Defensive Wrestler Injured / Bleeding, or Commits an Infraction

Effective 2007- 2008 Season



Case book
Rule 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 awarded 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 forfeit...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 wrestler.

