

Near-Fall Scoring 2006-07

(Rule 5-11-2 f thru i)

By

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The rule for scoring a near-fall when injury, bleeding, or illegal acts occur has been clarified. The new rule is easier to read and is more to the point, finally.

When a near-fall is imminent to when a two point near-fall would be earned is a 2-NF.

If a 2-NF has been earned to when a three point near-fall would be earned is a 3-NF.

If a 3-NF has been earned it is a 4-NF.

This applies to all near-fall situations where bleeding or injury have occurred or indicated. If a defensive wrestler commits an illegal act during the near-fall situation, award the near-fall points as shown and then award the penalty point(s) as appropriate. Evaluate the illegal act for the safety of the offensive wrestler. If it is safe to let them continue for the fall, let them. Once the near-fall situation ends or if it is not safe to continue, STOP the match and award all points. Use the approved signals to indicate the awards and penalties.

Example 1: Red takes green to the mat. Red applies a half-nelson and starts to turn green over. When the near-fall is imminent, green begins bleeding from the nose.

What is the call?

Award red 2 for the takedown and 2 for the near-fall that was stopped by the bleeding. Start greens blood time. Red 4, Green 0.

Mechanics:



Stop the Match



*Start Blood Time
on Green*



*Award 2 NF
to Red*



*Stop Blood Time
& Re-start Match*

Example 2: Red takes green to the mat and turns him with a half-nelson. After holding green in criteria for a two-count, green says ouch!

What is the call?

Award red 2 for the takedown and 3 for the near-fall stopped by injury. Start greens injury time. Red 5, Green 0.

Mechanics:



Stop the Match



Start Injury Time on Green



Award 3 NF to Red



Stop Injury Time & Re-Start Match

Example 3: Red takes green down and turns him over with a half-nelson. After being in criteria for five-count, green rakes reds face.

What is the call?

Award red 2 for the takedown, 4 for the near-fall stopped by the illegal act and 1 or 2 for the illegal act by green. Red 7 or 8, Green 0.

Mechanics:



Stop the Match



Award 4 NF To Red



Signal Illegal Hold or UN- Roughness



Award 1 or 2 Penalty Point(s) to Red for Green's Infraction(s)

Example 4: Same as above except instead of raking reds face, green tugs on reds singlet to cause him to let go.

What is the call?

Award red 2 for the takedown and delay the awarding of other points. It is safe, in this instance, for red to continue with his effort to pin green. When the near-fall situation ends, stop the match. Now you will award red his 4 for the near-fall with the illegal act and the 1 or 2 for the illegal act penalty. Red 7 or 8, Green 0.

Mechanics:



Stop the Match



*Award 4 NF
To Red*



*Signal Technical
Violation*



*Award 1 or 2 Penalty Point(s)
to Red for Green's Infraction(s)*