

Second Injury Time-Out Protocol

Effective 2013-2014 Season

Overview Rule 8-2-1a-h
 Injured wrestler entitled to:
 Maximum 1 1/2 minutes cumulative injury time **throughout the entire match.**
 Limit of 2 Injury Time-outs.
 (3rd causes default)

Overview Rule 6-3-3 Note
 If 2nd Injury Time-out is taken, the opponent shall have **CHOICE** of position **"ON THE RESTART"**.

Overview Rule 6-7-1
 If contestants tied @ end of three regular periods, **OVERTIME** wrestling will take place.

2nd Time-Out
DURING REGULATION PERIOD
 The opponent has choice of position **"ON THE RESTART"**

During Periods 1, 2 & 3;
 OR
Sudden Victory
 Shall choose Up, Down or Neutral.

During 1st and 2nd 30 Second Tiebreaker
 OR
Ultimate Tiebreaker
 Shall choose Up, or Down
No Neutral !

2nd Time-Out
AT CONCLUSION OF ANY PERIOD
 The opponent has choice of position **"ON THE RESTART"**
 Additional rules apply:

End of Period 1
 Opponent gets choice at start of **BOTH** Periods 2 **AND** 3.
 Shall choose Up, Down or Neutral

End of Period 2
 Opponent gets choice at start of Period 3. If opponent already has choice in 3rd, also has choice at first restart after beginning of 3rd.

End of Period 3
 Opponent gets choice at start of Sudden Victory.
 May choose Up, Down or Neutral

End of Sudden Victory
 Opponent gets choice at start of **BOTH** 30 Second Tiebreakers.
 Shall choose Up or Down

End of 1st 30 Second Tiebreaker
 Opponent gets choice at start of **2nd** 30 Second Tiebreaker. If opponent already has choice in 2nd 30 Second Tiebreaker, also has choice at first restart in 2nd Tiebreaker.
 Shall choose Up or Down
No Neutral !!

End of 2nd 30 Second Tiebreaker
 Opponent gets choice at start of Ultimate Tiebreaker unless penalized for Unsportsmanlike Conduct anytime during match.
 Shall choose Up or Down
No Neutral !!
1st match point scored no longer relevant for choice!!

