

WRESTLEMANiAC

How Scores Work

MATCH

The singles match is the most basic of all professional wrestling matches, which involves only two competitors competing for one fall. Victory is obtained by pinfall, submission, countout or disqualification. For an event to be considered a match it needs to start with the ring of the bell and end with the same.

- Attending a Match actively grants a superstar 2.0 points.
- Participate in a Match passively as manager, ringside, etc. It will be attributed the score of that superstar that the being of passive activity defends divided by two.

POSSIBLE MATCH RESULTS:

CLEAN

When a fight ends in pinfall or submission

SCORES FOR A MATCH ENDED CLEAN:

- Apply Pinfall: + 1.0 point
- Suffer Pinfall: - 1.0 point
- Apply Submission: + 1.5 point
- Suffer Submission: - 1.5 point

DISQUALIFICATION

When a fight ends for reasons of majeure force like breaking of rules and involvement of other superstars

SCORES FOR A MATCH ENDED IN DISQUALIFICATION:

- Win a match by Disqualification: + 0.5 point
- Losing a match by Disqualification: + 1.0 point

NOTE: Superstars actively involved in a Disqualification receive an Angle with the result of their action.

COUNT OUT

When a fight ends because at least one of the superstars remained out of the ring for 10 seconds

SCORES FOR A MATCH ENDED IN COUNT OUT

- Win a match by Count Out: + 0.5 point
- Lose a match by Count Out [Intentional]: - 0.5 point
- Lose a match by Count Out [Not Intentional]: - 1.0 point

NOTE: A fight finished in Count Out that has the superstars participating outside the ring, they received the Double Count Out condition

- Double Count Out: - 0.5 point

Additional conditions are extra scores attributed to each superstar for a differentiated match in the following factors

ADDITIONAL MATCH CONDITIONS:

TAG TEAM:

On most occasions, one member of the team competes in the ring with one or more of his/her teammate(s) standing behind the ropes. Wrestlers switch positions by "tagging" one another, usually similar to a high five and, as a result, these teams are referred to as tag teams. This can create tension during the match as an injured wrestler in the middle of the ring attempts to reach his/her teammate(s), often with the heel team preventing them from doing so. In typical tag team matches, standard wrestling rules apply with a match ending by pinfall, submission, count out or disqualification.

SCORES FOR A TAG TEAM CONDITION:

- If the superstar tag team won a Match: + 0.5 point
- If the superstar tag team lost Match: - 0.5 point

NUMBER STIPULATION

The Three Way match (also known as a Triple Threat match), where three wrestlers compete under standard rules with the first competitor to achieve a pinfall or submission being declared the winner. One distinction from a singles match is that these matches usually omit disqualifications. The Four-Way match (also known as a Fatal 4-Way) is similar, but involves four wrestlers.

SCORES FOR A NUMBER STIPULATION CONDITION:

- Triple Threat (3 Superstars): + 0.5 point
- Fatal 4-Way (4 Superstars): + 1.0 point
- Fatal 5-Way (5 or more Superstars): + 1.5 point

SQUASH

When there is a match with at least one superstar not hired and at least one hired, finishing quickly (Between 1 and 15 minutes)

SCORES FOR A SQUASH CONDITION:

- Win a Squash Match: + 0.5 point
- Losing a Squash Match: - 1.5 point

NOTE: Only contracted superstars can receive the score above

CAGE

When there is a match involving a cage holding active superstars.

OBS: Cage Stipulation will be added in Cage, Elimination Chamber, Punjabi Prison and Hell in a Cell matches

SCORES FOR A CAGE CONDITION:

- Participate in a Cage Match: + 1.0 point

ADDITIONAL CONDITIONS

CASE OR TITLE DISPUTE

When two or more superstars participate in a Match where the winner will leave with a **Title** or **Case**

SCORES FOR A CASE OR TITLE DISPUTE:

- Participate in a Match with **Title/Case Dispute** condition : + 2.0 points
- Win a Match with **Title/Case Dispute** condition: + 1.0 points

BATTLE ROYAL

A multi-competitor match type in which wrestlers are eliminated until only one is left. Typical battle royals begin with 20 or so participants in the ring, who are then eliminated by being thrown over the top rope and having both feet touch the venue floor (this is sometimes referred to as the "Shawn Michaels rule", due to the 1995 Royal Rumble, in which he was thrown over the top rope, hung on to the top rope and only had one foot land on the floor).

SCORES FOR A BATTLE ROYAL:

- Eliminate a superstar in a Match with **Battle Royal** condition: + 0.2 point
- Win a Match with **Battle Royal** condition: + 0.2 point for each competitor

HANDICAP

A handicap match is any match where one wrestler or team of wrestlers face off against a team of wrestlers with numerical superiority such as two against one, three against two etc. Normally the babyfaces are outnumbered with the heels having more members on their team to provide an unfair advantage. In some two-on-one handicap matches, the team with superior numbers act under tag team rules, with one person in the ring at a time. In others, such as tornado tag team matches, all competitors are in the ring at the same time.

SCORES FOR A HANDICAP MATCH:

- For each **advantage** member of the other team: + 0.5 point [Max: + 1.5 point]

LAST MAN STANDING

The **Last Man Standing** match is a hardcore-style match where the only way to win is by knockout. That is, a wrestler will lose the match if they are unable to answer a ten-count after being downed, similar to the knockout ruling of a boxing match. To avoid losing, the downed wrestler must be on their feet by the count of 10.

SCORES FOR A LAST MAN STANDING MATCH:

- Wining a **Last Man Standing Match** : + 1.5 point
- Losing a **Last Man Standing Match** : - 1.5 point

GAUNTLET

A Gauntlet match, also referred to as a Turmoil match, is a quick series of one-fall one-on-one matches. Two wrestlers begin the match and are replaced whenever one is eliminated (by pinfall or submission). After a predetermined number of wrestlers have competed in the match, the last person standing is named the winner.

SCORES FOR A GAUNTLET MATCH:

- Participate in a Gauntlet Match: + 0.4 point

AMBULANCE MATCH

An Ambulance match is fought under hardcore rules, no pinfalls, no submission, no disqualification, no countout, and the only way to win is for one wrestler to force their opponent into the back of an ambulance and close the door.

SCORES FOR A AMBULANCE MATCH:

- Wining a **Ambulance Match** : + 1.5 point
- Losing a **Ambulance Match** : - 1.5 point

BEAT THE CLOCK

A Beat the Clock challenge match is a match where usually two wrestlers face off against one another and must defeat his or her opponent before the clock runs out. In doing so, the victorious wrestler usually gets some type of reward in return, such as inclusion in a title match, for instance.

SCORES FOR A BEAT THE CLOCK MATCH:

- Participate in a **Beat the Clock Match** : + 0.5 point

FALLS COUNT ANYWHERE

A Falls Count Anywhere match is a match where only pinfalls can take place in any location, negating the standard rule that they must take place inside the ring and between the ropes. As such, this also eliminates the usual "countout" rule. As the match may take place in various parts of the arena, the "Falls Count Anywhere" provision is almost always accompanied with a "no disqualification" stipulation to make the match a hardcore match, so as to allow wrestlers the convenience to use any objects they may find wherever they wrestle.

SCORES FOR A FALLS COUNT ANYWHERE MATCH:

- Participate in a **Falls Count Anywhere Match** : + 0.5 point

FLAG

The Flag match is essentially the professional wrestling version of capture the flag. For the match two flags are placed on opposite turnbuckles, each representing a specific wrestler or team of wrestlers, and the objective of the match is to retrieve the opponent's flag and raise it while defending the flag in the wrestler's corner.

SCORES FOR A FLAG MATCH:

- Wining a **Flag Match** : + 1.0 point
- Losing a **Flag Match** : - 1.0 point

IRON MAN

An Iron Man Match is a multiple-fall match with a set time limit. The match is won by the wrestler who wins the most falls within the said time limit, by either pinfall, submission, disqualification, or countout.

SCORES FOR A IRON MAN MATCH:

- Participate in a **Iron Man Match** : + 1.0 point

NO HOLDS BARRED

A No Holds Barred match, also known as a no disqualification match, or sometimes as an Anything Goes match, Boot Camp match or Raven's Rules match, is a match where neither wrestler can be disqualified, allowing for weapons and outside interference. The key differences between a No Holds Barred match and a standard hardcore match are that falls must be made in the ring and there is less emphasis on the use of weapons. A match that does not observe disqualifications, where pinfalls must take place in the ring, can also be known as an unsanctioned match, or street fight.

SCORES FOR A NO HOLDS BARRED MATCH:

- Participate in a **No Holds Barred Match** : + 1.0 point

LADDER

A ladder match is a match where a specific object (usually a title or a contract for a title) is placed above the ring—out of the reach of the competitors—with the winner being the first person to climb a ladder and retrieve it. This is often used in WWE with their Money in the Bank matches. The ladder may be used as a weapon.

SCORES FOR A LADDER MATCH:

- Participate in a **Ladder Match** : + 1.0 point

TABLES

A tables match is a match in which, to win, one's opponent must somehow be driven through a table by their opponent. It can only be won with an offensive maneuver. Tables matches can be contested with tag teams, under both elimination and one "fall" rules. It is common for tables matches to also include a "no disqualification" clause, which turns them into hardcore matches by nature (although this variation may also be alternately known as a Hardcore Tables Match). In some tag matches, a person can save his team mate by breaking the table with his own body. Apparently this does not count against the team. A more "extreme" version, the Flaming Table match requires the table to be set aflame before an opponent is put through it. Another variation is the two out of three tables match. There is also another type called the three table showdown, which can only be won when one wrestler puts his opponent through three tables, but it does not have to be at the same time.

SCORES FOR A TABLES MATCH:

- Wining a **Tables Match** : + 1.5 point
- Losing a **Tables Match** : - 1.5 point

MATCH POINTS

Match	Points
Attending	+ 2.0
Apply Pinfall	+ 1.0
Suffer Pinfall	- 1.0
Apply Submission	+ 1.5
Suffer Submission	- 1.5
Win by DQ	- 1.0
Lose by DQ	+ 1.0
Win by Count Out	+ 0.5
Lose by Count Out [Not INT]	- 0.5
Lose by Count Out [INT]	- 1.0
Double Count Out	- 0.5

ADICIONAL MATCH POINTS

Adicional	Points
Tag Team Win	+ 0.5
Tag Team Lose	- 0.5
Triple Threat	+ 0.5
Fatal 4-Way	+ 1.0
Fatal 5-Way	+ 1.5
Win a Squash	+ 0.5
Lose a Squash	- 1.5
Cage Match	+ 1.0
Title Match	+ 2.0
Win a Title Match	+ 1.0
Battle Royal Elimination	+ 0.5
Win a Battle Royal	+ 0.5 *
Handicap Advantage Member	+ 0.5 *
Win a Last Man Standing	+ 1.5
Lose a Last Man Standing	- 1.5
Gauntlet Match	+ 0.4
Win a Ambulance Match	+ 1.5
Lose a Ambulance Match	- 1.5
Beat the Clock	+ 0.5
Falls Count Anywhere	+ 0.5
Win a Flag Match	+ 1.0
Lose a Flag Match	- 1.0
Iron Man Match	+ 1.0
No Holds Barred	+ 1.0
Ladder Match	+ 1.0
Win a Tables Match	+ 1.5
Lose a Tables Match	- 1.5

ANGLE

An Angle is nothing more than an interaction that can not be considered a match, including interviewing, backstage segments, etc.

- Attending an Angle actively grants the superstar 1.5 point
- **OBS:** To be considered an Angle, the segment must have minimum duration of 30 seconds or have some type of speech of the involved superstar

POSSIBLE RESULTS FOR AN ANGLE:

OVER

When one or more superstars end an angle over another

SCORES FOR AN ANGLE ENDED OVER:

- End angle as over: + 0.5 point

NEUTRAL

When one or more superstars finalize an angle passively to events

SCORES FOR AN ANGLE ENDED NEUTRAL:

- End angle as neutral: + 0.0 point

LESS

When one or more superstars complete an angle so that another acting superstar

SCORES FOR AN ANGLE ENDED LESS:

- End angle as less: - 0.5 point

BEATDOWN

When one or more superstars beat someone until the victim can no longer react, remaining on the ground

SCORES FOR AN ANGLE ENDED IN BEATDOWN:

- Apply beatdown: + 1.5 point
- Suffer beatdown: - 1.5 point

ANGLE POINTS

Angle	Points
Attending	+ 1.5
Over	+ 0.5
Neutral	+ 0.0
Less	- 0.5
Apply Beatdown	+ 1.5
Suffer Beatdown	- 1.5

ADICIONAL FEATURES TO MATCHES AND ANGLES

MAIN EVENT

When superstars participate in the last Match or Angle in the show.

- For each superstar on the Main Event: + 2.0 points

SHOW OPENER

When superstars participate in the very first Match or Angle in the show.

- For each superstar on the First Segment: + 1.0 points

ADICIONAL FEATURES POINTS

Adicional Feature	Points
Main Event	+ 2.0
Show Opener	+ 1.0

CHAMPION ADVANTAGE

Every single Champion and Briefcase holder has a special point for attending to a WWE Show and make his or her championship / briefcase important to the show.

EXTRA POINTS FOR CHAMPIONS AND BRIEFCASE HOLDERS:

- Champion or Briefcase holder: + 2.0 points

OBS: This extra points are added to every superstars that holds a WWE Championship or Briefcase if the same has the championship for at least one show.

OBS 2 : This extra feature is added to every single champion on the start of every single show, even if the championship change hands later in the same night.

MERGING MATCHES AND ANGLES

One superstar can only have one angle and one match per segment, for example: Sami Zayn appears on the ring doing an Angle and Randy Orton comes out and talks trash at him and they have a Match which Sami wins via pinfall. So, at this point, Sami already has an Angle and a Match. Disregarding the results. If after the Match Orton applies a beatdown on Sami, everything will be considered a single segment, as both superstars are in the same feud and continuous segment.

GIVING US:

Sami Zayn: Angle + Suffer Beatdown and Match + Apply Pinfall

AND SAMI WOULD GET FROM THIS:

$$[1.5 + (-1.5)] + [2.0 + (1.0)] = 3.0 \text{ points}$$

DEVALUATION

When a superstar starts his second week in a row without appearing, he will begin to devalue and this will continue until he or she appears on a televised show.

DEVALUATION POINTS:

- Every week: - 5% USD

OBS: This condition is applied to new superstars since they are on WWE Superstars page.