

# **WRESTLEMANIAC: HOW SCORES WORK**

**A DETAILED GUIDE ON HOW WE ASSIGN SCORES TO THE SYSTEM.**

# MATCH

A Match is nothing more than a fight between 2 or more superstars, 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: - 1.0 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 Count: 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: - 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:

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

### ADDITIONAL MATCH CONDITIONS:

#### TAG TEAM:

When at least 2 teamed superstars face another 2 in a Match

#### 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:

When there is a simple match with more than 2 active superstars

### 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 10 minutes)

#### SCORES FOR A SQUASH CONDITION:

- Win a Squash Match: + 0.5 point
- Losing a Squash Match: - 1.0 point

**NOTE:** Only contracted superstars can receive the score above

### CAGE:

When there is a match involving a cage holding active superstars \*\* A Cage Stipulation will be added in Cage, Punjabi Prison and Hell in a Cell matches

#### SCORES FOR A CAGE CONDITION:

- Participate in a Match with Cage condition: + 1.0 point

### CASE OR TITLE DISPUTE:

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

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

### BATTLE ROYAL:

When superstars participate in a Match where the only way to eliminate another competitor is to throw it over the third rope

- Eliminate a superstar in a Match with Battle Royal condition: + 0.2 point

### HANDICAP:

When superstars participate in a match where there is clearly a disadvantage of numbers against themselves

- For each advantage member of the other team: + 0.2 point



Credit: wwe.com

## 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	- 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	- 1.0
Cage Match	+ 1.0
Title Match	+ 2.0
Battle Royal Elimination	+ 0.2
Handicap Advantage Member	+ 0.2

## 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



Credit: wwe.com

## 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. 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:

$[1.5 + (-1.5)] + [2.0 + (1.0)] = 3.0$  points



Credit: wwe.com