



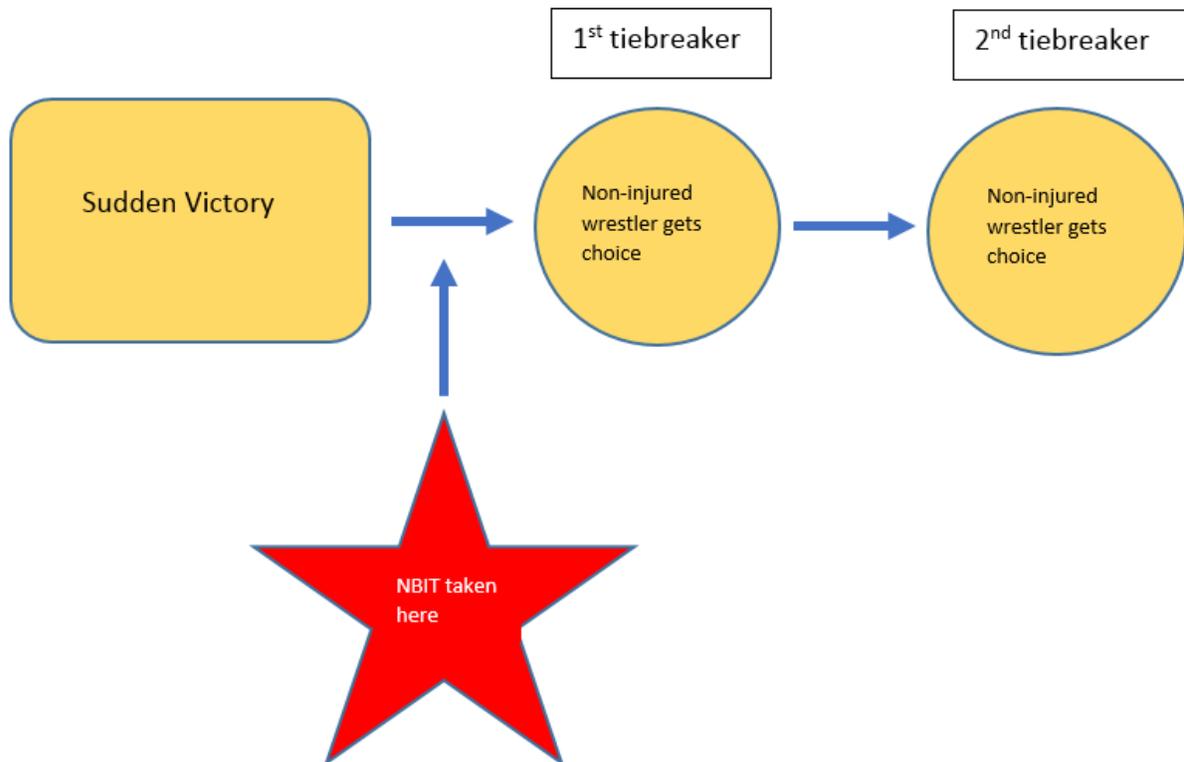
## Injury Timeout Scenarios in Overtime

Because the rules regarding injury timeouts taken during overtime can be confusing, I want to go over a few scenarios. In this article, I will attempt to distill out the decisions that can result from certain situations. This article is not intended to cover every situation that could occur. If you come across a situation that is not discussed in this article, the rules book or in the interpretations document posted on the Arbiter Center Mat website then contact me for guidance.

### Scenario #1

**Question:** What happens when a wrestler calls a first nonbleeding injury timeout (NBIT) at the conclusion of sudden victory and before the first 30-second tiebreaker begins?

**Answer:** In this scenario, the non-injured wrestler ultimately ends up getting the choice of top, bottom or neutral in both 30-second tiebreakers.



## Scenario #2

**Question:** What happens when a wrestler calls a first nonbleeding injury timeout (NBIT) at the conclusion of the first 30-second tiebreaker, and before the second 30 second tiebreaker begins.

**Answer:** this question has two answers and it depends upon whose choice it was going into the second 30-second tiebreaker:

1. If it were the injured wrestler's choice then the choice would revert normally to the non— injured wrestler who may choose top, bottom or neutral.
2. If it was already the non—injured wrestler's choice then the injured wrestler is called for stalling and the non—injured wrestler gets the choice of top, bottom or neutral.

**Rule Explanation:** this rule was originally designed to keep individuals from gaming the injury timeout system and taking a NBIT at a time when it would strategically, do them no harm (ie the other wrestler already has choice). By the nature of this rule, this can only occur when a NBIT is taken between the second and third periods of regulation time, and between the first and second 30-second tiebreaker periods.

