

# Scoring

The scoring system is rather simple.

2 Points for a **Takedown**: is when from a neutral position one wrestler is able to bring the other to the mat and gain control.

1 Point for an **Escape**: when the bottom wrestler is able to break free from the top wrestler and revert back to a neutral position.

2 Points for a **Reversal**: when a wrestler on the bottom is able to reverse the control so that the opponent is on the bottom.

2-3 Points **Back points** (also called near fall) are awarded when one wrestler comes close to pinning the other (i.e. exposing the other wrestler's back). Points are dependant on the length of time that the opponent's back is exposed.

In addition, penalty points can be awarded when the opposing wrestler performs illegal moves or is penalized for excessive stalling.