



Pro Wrestling Singles Match Official Rules:

RING: The match is fought in a standard pro wrestling ring.

TIME: Normal Match 20 Min. Championship / Elimination Match Unlimited.

WIN: Pin both of opponent's shoulder blades on the mat for a 3 count.

WIN: Opponent gives up (taps) under a submission hold.

WIN: Opponent is "K.O." and unable to continue.

LOSE: Staying on top of a corner post when count 5 is called.

LOSE: Illegal act is present when count 5 is called.

LOSE: Outside the ring when count 20 is called.

BREAK: A pin, hold, or submission near the rope.

Pro Wrestling Singles Tag Team Match Official Rules:

RING: The match is fought in a standard pro wrestling ring.

TIME: Normal Match 20 Min. Championship / Elimination Match Unlimited.

TAG: Only one member of each tag team may be in the ring at one time, wrestlers may change after a legal "tag".

WIN: Pin both of opponent's shoulder blades on the mat for a 3 count.

WIN: Opponent gives up (taps) under a submission hold.

WIN: Opponent is "K.O." and unable to continue.

LOSE: Staying on top of a corner post when count 5 is called.

LOSE: Illegal act is present when count 5 is called.

LOSE: Outside the ring when count 20 is called.

BREAK: A pin, hold, or submission near the rope.

BREAK: 5 count if the non-legal man is in the ring.

Pro Wrestling Cage Match Official Rules:

RING: The match is fought in a pro-wrestling ring with a steel cage.

TIME: Unlimited

NO: Disqualifications

WIN: The first participant to successfully escape from the cage wins.

Pro Wrestling Battle Royal Official Rules:

RING: The match is fought in a standard pro wrestling ring.

TIME: Unlimited.

WIN: Any participant that is thrown outside the ring is eliminated.

WIN: Pin both of opponent's shoulder blades on the mat for a 3 count.

WIN: Opponent gives up (taps) under a submission hold.

WIN: Opponent is "K.O." and unable to continue.

LOSE: Staying on top of a corner post when count 5 is called.

LOSE: Illegal act is present when count 5 is called.

BREAK: A pin, hold, or submission near the rope.

WIN: Last wrestler in the ring, or to score a win condition, is declared the winner.

NOTE: W/L Recording: Wins and Losses are counted as Pro-Wrestling Singles.

Pro Wrestling Exploding Barbed Wire Death Match (Singles) Official Rules:

RING: The match is fought in a standard pro wrestling ring with hazards.

HAZARD: The ring ropes are replaced with exploding barbed wire.

HAZARD: Containers filled with explosives line the outside of the ring. An alarm will sound at 14:40. At the 15:00 mark the containers will explode.

WIN: Pin both of opponent's shoulder blades on the mat for a 3 count.

WIN: Opponent gives up (taps) under a submission hold.

WIN: Opponent is "K.O." and unable to continue.

WIN: After the ring explosion, be the last wrestler able to continue.

TIME: 15 minutes until ring explosion (see above).

Pro Wrestling Landmine Light Tube Death Match (Singles) Official Rules:

RING: The match is fought in a standard pro wrestling ring with hazards.

HAZARD: The ring corners are replaced with light tube covered boards.

HAZARD: The outside of the ring is covered with exploding barbed wire covered boards.

HAZARD: There are two random weapons placed in the ring before the match.

WIN: Pin both of opponent's shoulder blades on the mat for a 3 count.

WIN: Opponent gives up (taps) under a submission hold.

WIN: Opponent is "K.O." and unable to continue.

Pro Wrestling Landmine Barbed Wire Death Match (Singles) Official Rules:

RING: The match is fought in a standard pro wrestling ring with hazards.

HAZARD: The ring corners are replaced with barbed wire covered boards.

HAZARD: The outside of the ring is covered with exploding barbed wire covered boards.

HAZARD: There are two random weapons placed in the ring before the match.

WIN: Pin both of opponent's shoulder blades on the mat for a 3 count.

WIN: Opponent gives up (taps) under a submission hold.

WIN: Opponent is "K.O." and unable to continue.

Pro Wrestling Landmine Light Tube Death Match (Tag Team) Official Rules:

RING: The match is fought in a standard pro wrestling ring with hazards.

HAZARD: The ring corners are replaced with light tube covered boards.

HAZARD: The outside of the ring is covered with exploding barbed wire covered boards.

HAZARD: There are two random weapons placed in the ring before the match.

PARTICIPANTS: All four of the participants are in the ring at the same time.

WIN: Pin both of opponent's shoulder blades on the mat for a 3 count.

WIN: Opponent gives up (taps) under a submission hold.

WIN: Opponent is "K.O." and unable to continue.

MMA (Mixed Martial Arts) Match Official Rules:

RING: The match is fought in a dodecagon (12-sided) caged ring.

TIME: 5 Rounds, 3 Minutes Each.

NO PINFALLS.

NO ROPES.

WIN: Opponent is "K.O." and unable to continue.

WIN: Submission.

WIN: Decision, Judges will score a winner if both wrestlers finish all 5 rounds without a K.O. or Submission.

Kickboxing Match Official Rules:

RING: The match is fought in a standard pro wrestling ring.

TIME: 5 Rounds, 3 Minutes Each.

EQUIPMENT: All Fighters must wear boxing gloves and shin pads.

NO PINFALLS.

NO GRAPPLING / CLINCHING.

WIN: Opponent is "K.O." and unable to continue.

WIN: Opponent is "T.K.O." with 3 Knockdowns in a single round.

WIN: Decision, Judges will score a winner if both wrestlers finish all 5 rounds without a K.O. or T.K.O.

Tough Man Match Official Rules:

RING: The match is fought in a standard pro wrestling ring.

TIME: 1 round, 60 minutes long.

NO PINFALLS.

NO FIGHTING OUTSIDE THE RING

WIN: Opponent is "K.O." and unable to continue.

WIN: Opponent is "T.K.O." with 3 knockdowns in a single round or unable to stand within a 10 count after being knocked down.

WIN: Submission.

LOSE: Staying on top of a corner post when count 5 is called.

LOSE: Illegal act is present when count 5 is called.

LOSE: Outside the ring when count 20 is called.

BREAK: A hold or submission near the rope.