



MELEE MATRIX



Melee Details	Activation Points	Allocated Points
Players actively involved from ONE team		
6 or less	5	
7 - 9 players	15	
10 - 12 players	40	
13 or more players	60	
Duration of Melee		
0 - 30 seconds	5	
30 - 60 seconds	15	
60 - 120 seconds	30	
>120 seconds	60	
Level of Aggression in Melee		
Low (minor wresting, push and shove)	10	
Medium (wrestling, jumper punches, headlocks)	30	
High (striking and/or reports)	50	
Umpires Intervention in Melee		
Not involved	0	
1 ump asking players to break it up	5	
2 ump asking players to break it up	10	
3 umps or more asking players to break it up	15	
Officials involved		
No officials involved	0	
2 or less manhandling own players	10	
3 or more manhandling own players	20	
2 or less manhandling opposition players	40	
3 or more manhandling opposition players	60	

Total Points	0
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Dollar Value	\$ -
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