



SECOND (ANOTHER) FIGHT – SAME STOPPAGE OF PLAY



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References: Rule 59(c) & Situations 7 & 8



When you think of this situation, think of a two headed dragon – There are two ways to receive the automatic Game Misconduct for “another” fight at the same stoppage (commonly referred to as *2nd fight at the same stoppage*). They are:

1. When a player that is involved in a fight leaves that fight and becomes involved (as a combatant or peacemaker) in another (the 2nd) fight, and
2. When a fight occurs and players not involved in that fight become engaged in a fight of their own.