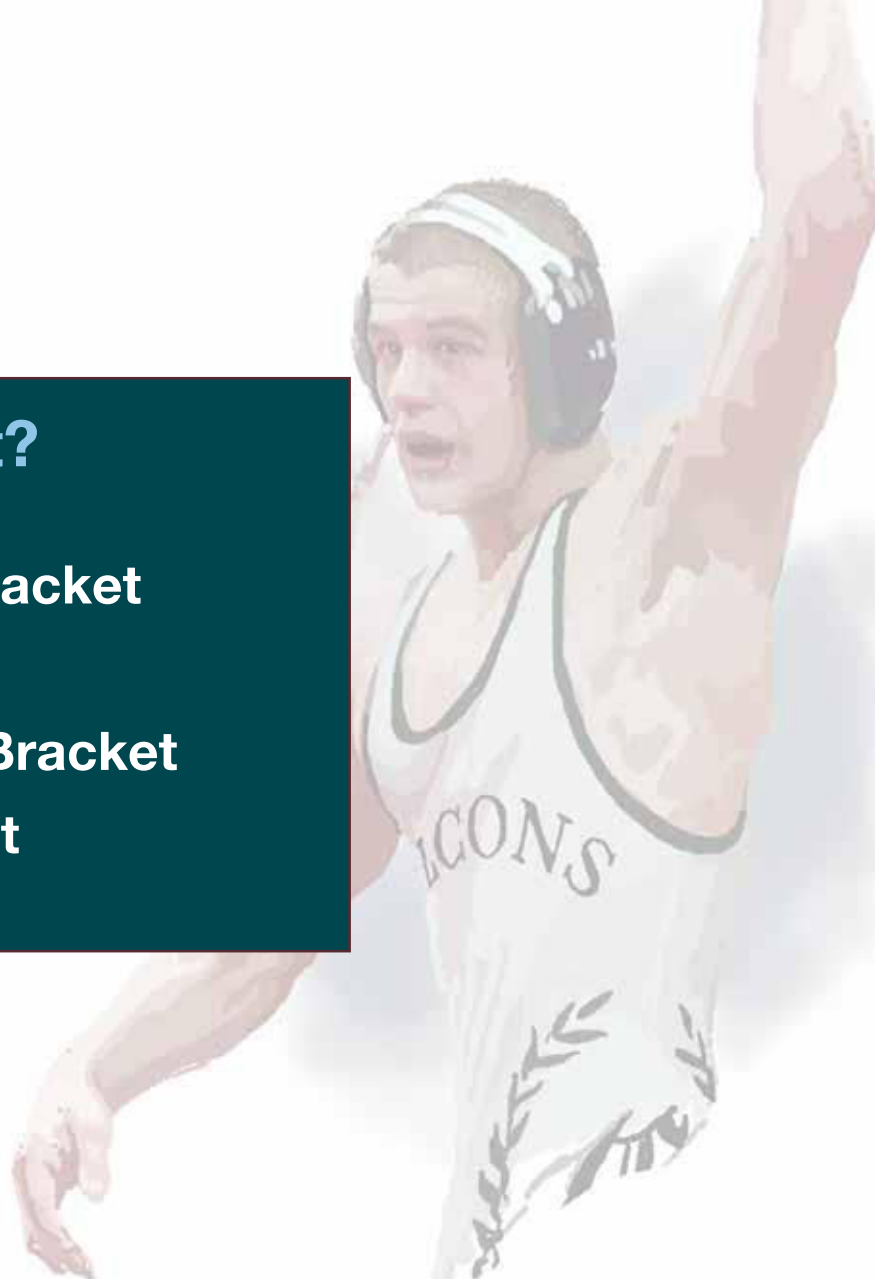




7 How to Understand a Tournament!

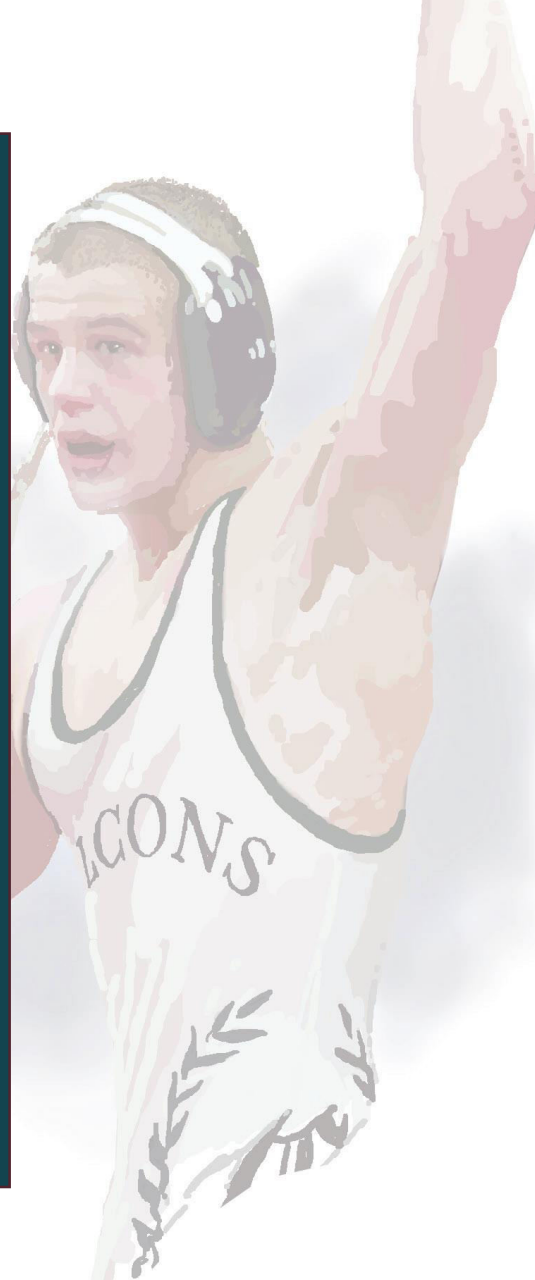
Type of Tournament?

- **Double Elimination Bracket**
- **Pool Tournament**
- **Combination Pool to Bracket**
- **Dual Meet Tournament**



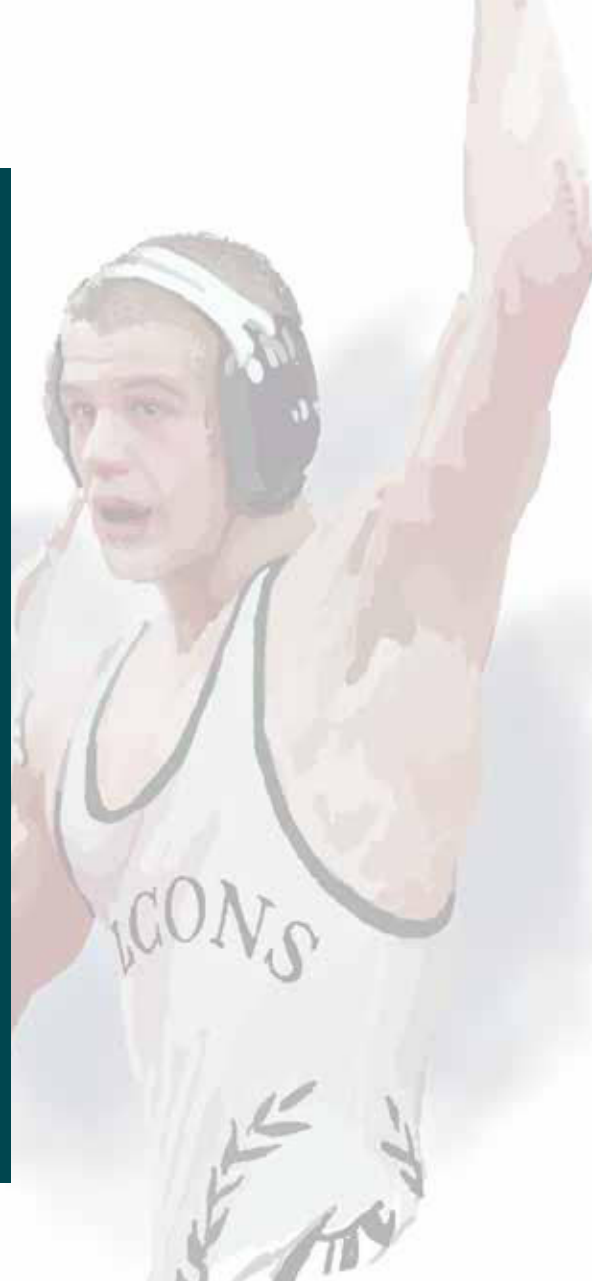
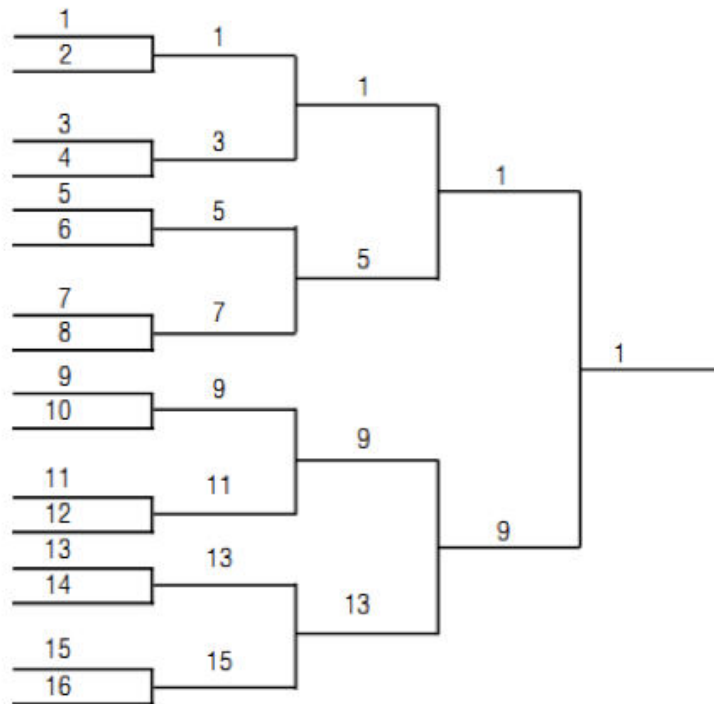
DOUBLE ELIMINATION

- **Bracket-type tournament**
- **Wrestlers are seeded based on records and are separated in quarter/half brackets**
- **All wrestlers are guaranteed 2 matches**
- **Winners advance in the winners bracket**
- **Losers drop into the Consolation Bracket**
- **After second loss, the wrestler is eliminated from further competition.**



16-Man Bracket

16-COMPETITOR CHAMPIONSHIP BRACKET



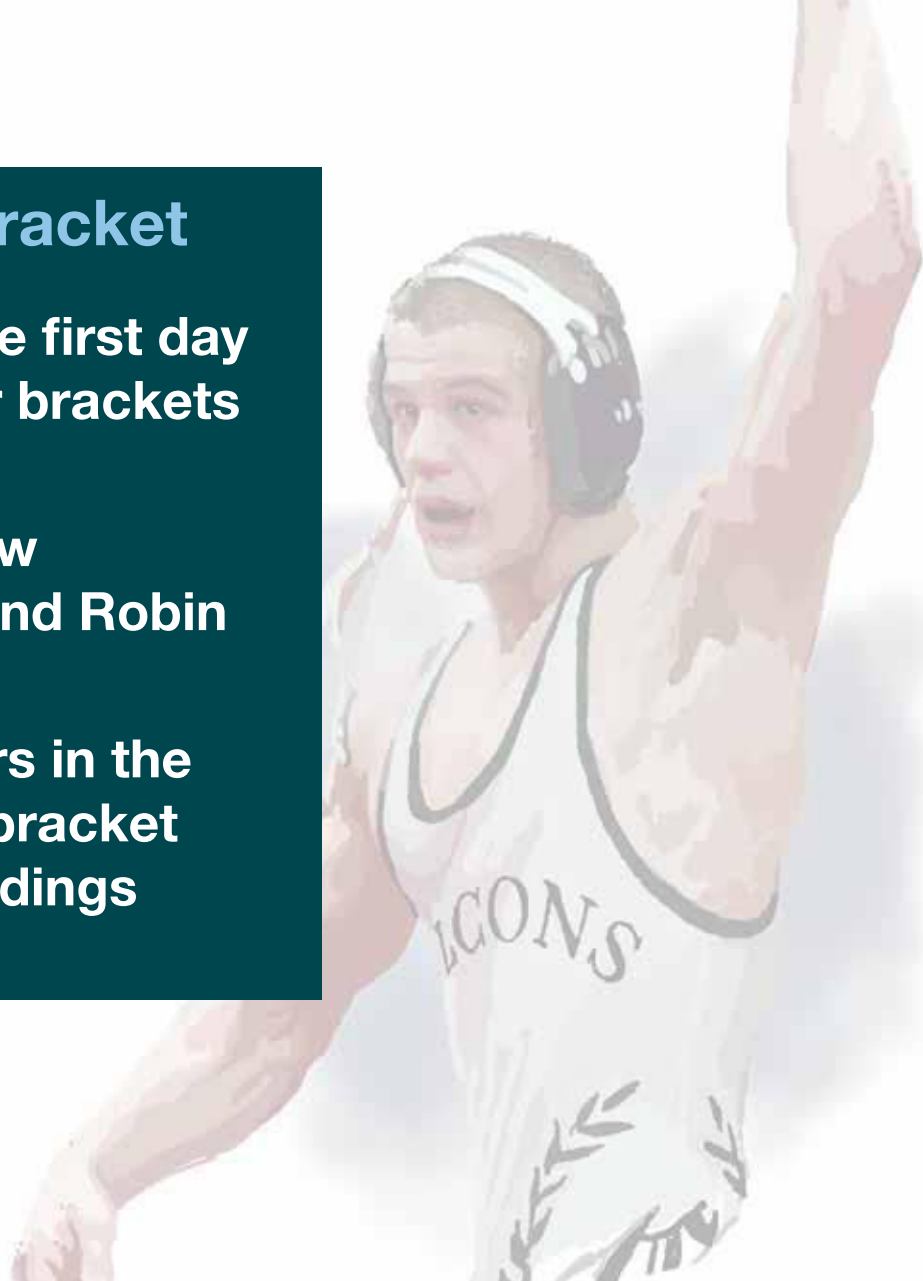
Pool Tournaments

- Wrestlers are separated into 2 or more pools
- Wrestlers meet all opponents head-to-head in their pools (Round Robin)
- Winners of each pool advance to meet the winners of the other pool(s)
- Losers meet head-to-head for lower places
- In pools where wrestlers have identical records, tie-breaker criteria selects the winner



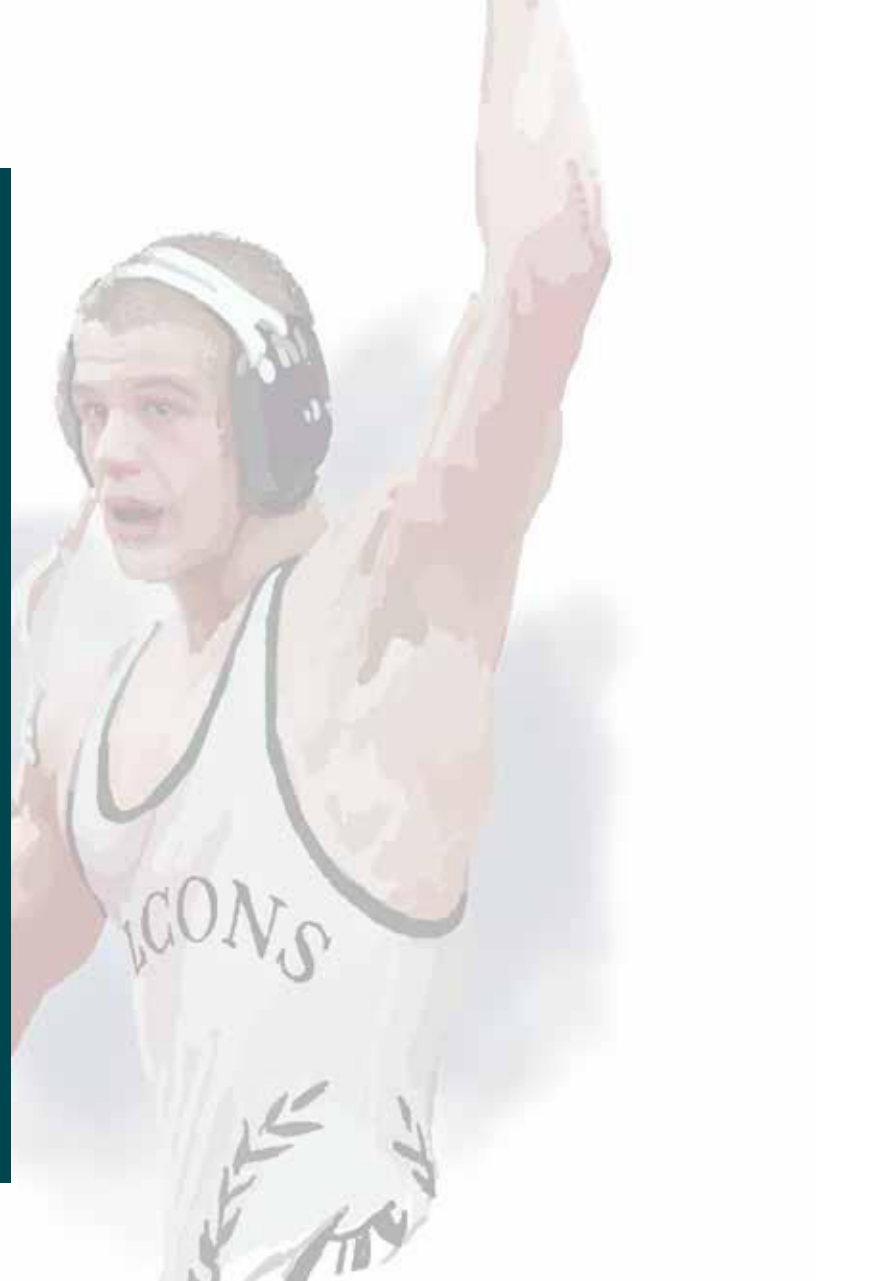
Combination Pool/Bracket

- Pool tournament on the first day to determine seeds for brackets on the second day
- Weight classes with few wrestlers become Round Robin between all wrestlers
- Second day the winners in the pools now make up a bracket to determine final standings



Dual Meet Tournament

- A series of dual matches in each of the weight classes
 - advancement is based on the team's collective results by conclusion of the dual meet
- The team with the best record is declared the champion
- Identical records use a tie-breaker criteria to determine the winner



How are team scores determined?

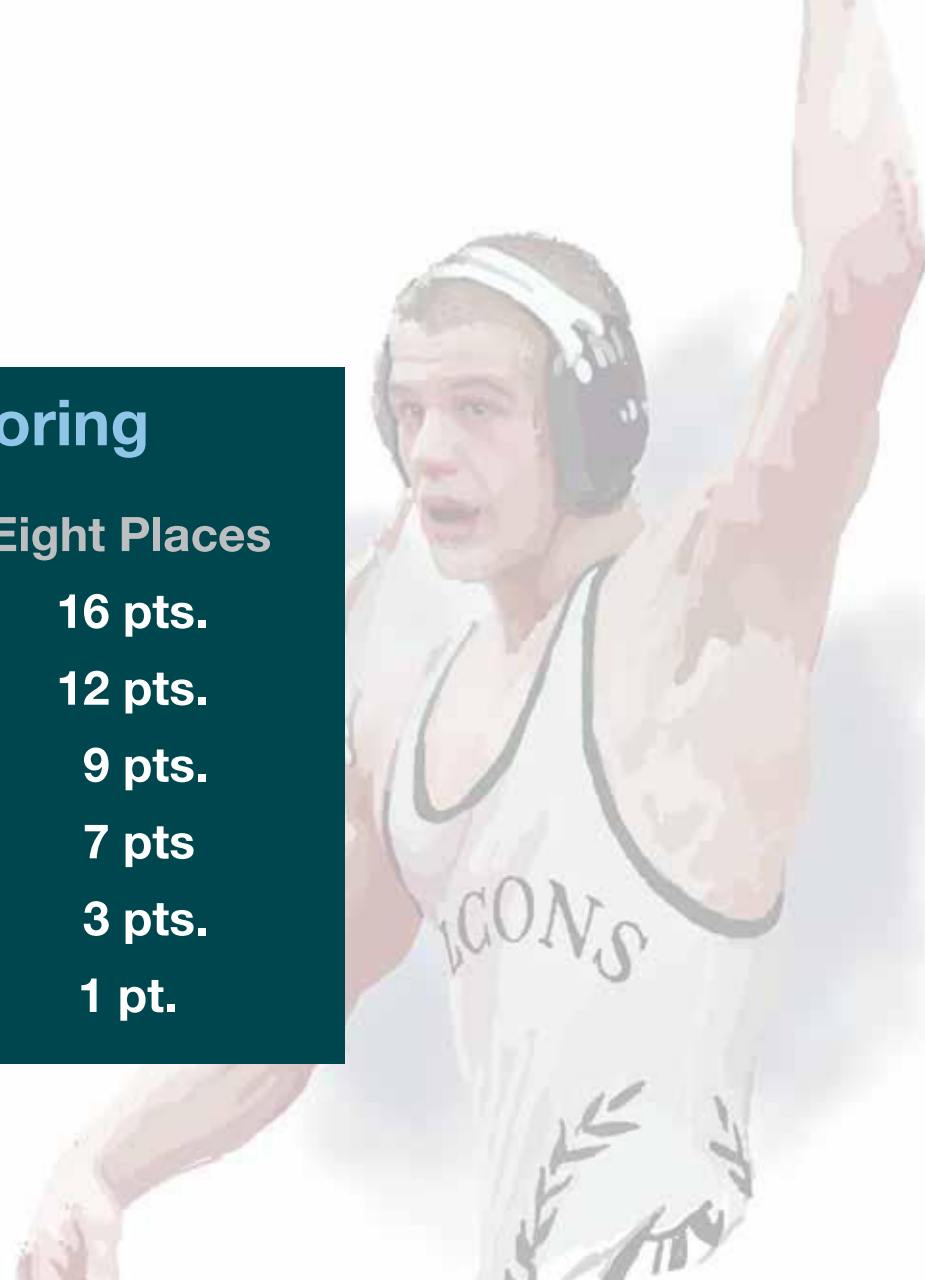
Summary of Scoring			
Individual Match		Tournament	
Takedown	2 pts.	Fall	2 pts.
Escape	1 pt.	Default	2 pts.
Reversal	2 pts.	Forfeit	2 pts.
Near Fall	2, 3 or 4 pts.	Disqualification	2 pts.
Dual Meet		Advancement	
Fall	6 pts.	Championship Bracket	2 pts.
Forfeit	6 pts.	Consolation Bracket	1 pt.
Default	6 pts.	Technical Fall	1½ pts.
Disqualification	6 pts.	Major Decision (8 - 14)	1 pt.
Technical Fall	5 pts.	Bye followed by a win:	
Major Decision (8 - 14)	4 pts.	Championship Bracket	2 pts.
Decision (by fewer than 8 pts.)	3 pts.	Consolation Bracket	1 pt.



Tournament Team Scoring

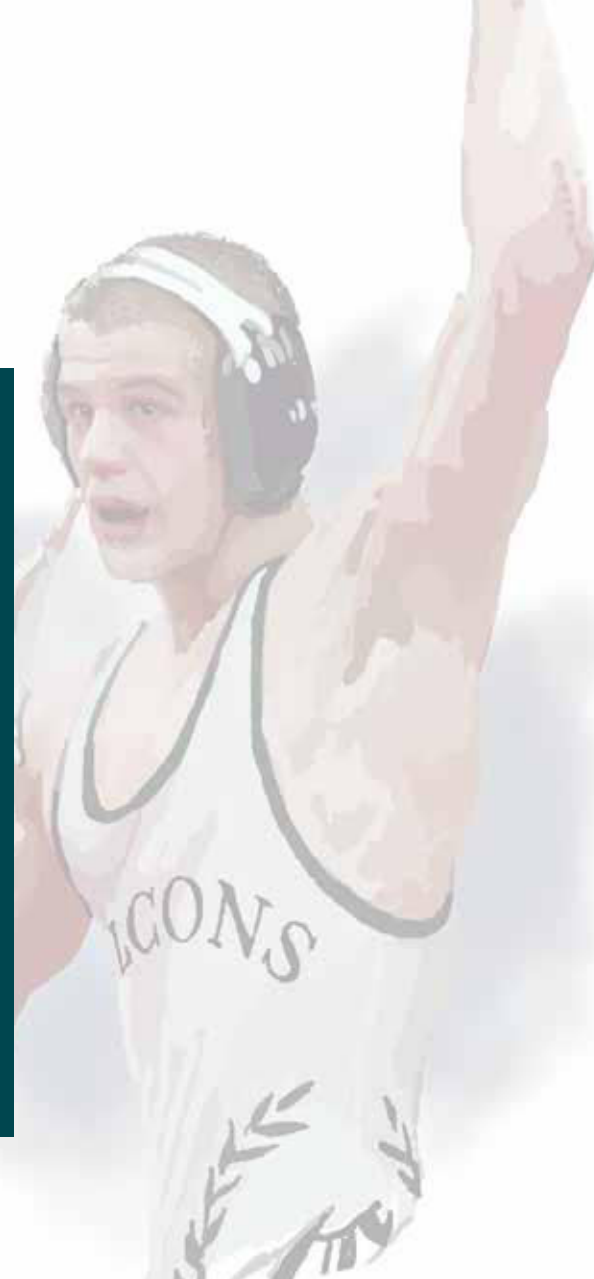
- Four Places Six Places Eight Places

14 pts.	16 pts.	16 pts.
10 pts.	12 pts.	12 pts.
7 pts.	9 pts.	9 pts.
4 pts.	7 pts.	7 pts.
5 pts.	5 pts.	3 pts.
3 pts.	2 pts.	1 pt.



Specific Regulations

- **45 minutes between matches**
 - (No contestant shall wrestle in 2 consecutive matches with less than 45-minute rest)
- **Maximum of 5 matches wrestled per day**
 - Forfeit does not count as a match
- **Wrestlers may compete in their weight class or 1 weight class higher than their actual weight allows.**



Rotation of Officials

- Officials get a break and rotate to new mat
- A short break to use the restroom, drink fluids, get a bite to eat, etc.
 - Tri-Meet usually rotate every 3-4 matches or alternate mats.
 - Tournaments—depending on # of officials and # of mats, usually rotate every 3-4 matches.
- Officials need to remain sharp to best protect the safety of the wrestlers.

