

# 2016 American Legion Post 81 Invitational Tournament

- Place:** Jackson High School, 500 Vaughn Street, Jackson, Ohio 45640
- Date:** Saturday, January 30, 2016
- Teams:** Belpre, Chesapeake, Gallia Academy, Marietta, Nelsonville York, Philo, Trimble, Vinton County, Warren Local, Waterford, Wellston and Jackson.
- Entry Fee:** \$150 Make check payable to: Jackson City Schools  
Mail to: Jackson High School, Attn. Bob Kight, 500 Vaughn Street, Jackson, Ohio 45640
- Format:** 16-team pool (four individual 4-man pools) The winner in each pool will wrestle a semifinal for 1<sup>st</sup> to 4<sup>th</sup>, 2<sup>nd</sup> place pool wrestlers will wrestle a consolation semifinal for 5<sup>th</sup> to 8<sup>th</sup>, 3<sup>rd</sup> place pool finishers will wrestle a consolation semifinal for 9<sup>th</sup> to 12<sup>th</sup> and fourth place pool finishers will wrestle a consolation semifinal for 13<sup>th</sup> to 16<sup>th</sup>. Weights with 6 or less will be complete round robins.
- Seeding:** We will seed the top 6 in each weight class by criteria only using current winning record (15-match minimum) as the criteria.
- Web site:** Use the Online Entry Form posted at www.baumspage.com to submit rosters and seeds by **8:00 PM, Thursday, January 28th.**

- For step-by-step instructions click the **Help** link on the **Login Page** and print the **Online Entry Instructions for Wrestling**. If you have problems check the **Help Page** first.
- **For immediate help**, email help@baumspage.com or call **513-424-6201** or **740-753-0561!**
- **Submit an "intended" roster early! Return anytime before deadline to make changes.**
  1. Use **Add/Modify Athletes** to enter your athlete's names and grades into the database.
  2. Use **Submit Event Rosters** to enter wrestlers into their weight classes.
    - a) Below the Varsity roster, please list potential JVs that may be able to fill open weights. **Please prioritize your JV wrestler list!**
    - b) Only JVs submitted online will be allowed to weigh-in and be allowed to fill open weights after weigh-ins are finished.
  3. Click **Save and Submit Rosters** to submit your tournament entry form.
  4. Click **Printable Roster and Confirmation Form** to print a copy for your records.
- You may make changes to your line-up when you check-in Saturday morning!
- Barring unforeseen difficulties, seed nominations and the entry grid will be posted by 9:00 PM on the 28th.

- Times:** 6:30 AM: Check-in, confirm roster and check weight  
7:00 AM: Weigh-in by team.  
8:15 AM: Coaches meeting and drawing (verify seeds, confirm entries, and confirm extra entries IF AVAILABLE)  
9:00 AM: Wrestling - 1st three Rounds of the Round Robin Pools  
Semifinals and Consolation Semifinals  
Finals for 9<sup>th</sup>, 11<sup>th</sup>, 13<sup>th</sup> 15<sup>th</sup>  
Finals for 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>(approximately 30 minutes after the semifinals)

**Awards:** Individuals = T Shirt and medal to Champion, medals to 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> in each weight class.  
Teams = trophies to top 3 teams.

**Food:** Food will be provided for officials and coaches only during the day. A concession stand will be open for athletes/spectators. **COOLERS, DRINKS AND FOOD ARE PROHIBITED INSIDE THE JHS GYMNASIUM – NO EXCEPTIONS.** Team coolers can be used in the Cafeteria but crock pots and other electric devices **are not permitted** as our electric circuits will not support them.

**Lockers:** Lockers will NOT be provided for the wrestlers. Please help out by monitoring your team in the locker room. Jackson High School is **NOT** responsible for lost or stolen items.

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## Additional comments and Notes:

1. We are scoring the five round robin rounds using dual meet scoring with the range of points from 3 to 6 and a bye will receive 3 points.
2. Please check www.baumspage.com for the seed list, rosters, and entry grid. Extra JVs will be permitted to weigh-in and fill open weights. Final assignments will be determined after weigh-ins are finished!

# Rules and Scoring

1. Time for round robin and championship matches will be 1.5-1.5-1.5. Consolation matches will be 1-1-1.
  2. Scoring for the 3 rounds of the Round Robin will be dual meet scoring: 3, 4, 5, and 6.
    - **Byes will be awarded 3 points.**
  3. Pairings for semifinals and consolation semifinal matches will be based on the criterion below.
  4. Places and points will be scored for 1st-8th.
    - 4<sup>th</sup> Place points will be awarded to the semifinalists after the 3 rounds of the round robin are completed.
      - All semifinalists will receive 7 place points.
      - Semifinal winners will receive 5 place points plus 2, 3, 3.5, 4 advancement points.
    - 8<sup>th</sup> Place points will be awarded to the pool runner-ups after the 3 rounds of the round robin are completed.
      - All runner-ups will receive 1 place point.
      - Consolation Semifinal winners will receive 2 place points plus 1, 2, 2.5, 3 advancement points.
    - After the final matches, the additional place points will be awarded based on tournament scoring.
      - First Place (4, 5, 5.5, 6)
      - Third Place (2, 3, 3.5, 4)
      - Fifth Place (2, 3, 3.5, 4)
      - Seventh Place (1, 2, 2.5, 3)
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## Tie-Breaker Criterion

Note: The following criterion is based on suggestions from coaches and adapted from the National Federation Wrestling Rules Suggested Tie-Breaker for advancement of teams in dual meet tournaments or to eliminate a tie score in a dual meet competition.

Each wrestler will wrestle everyone in his pool. After the final round of the round robin, the following criterion will be used to determine placement of wrestlers into the finals.

1. The wrestler who won the greater number of matches.
2. The wrestler who won the head-to-head match.
3. The wrestler who has been penalized the least number of team points for flagrant or unsportsmanlike conduct.
4. The wrestler who accumulated the greater number of team points for all matches
5. The wrestler who accumulated the greater number of team points for all for falls, defaults, forfeits, or disqualifications.
6. The wrestler who accumulated the greater number of team points for technical falls.
7. The wrestler who accumulated the greater number of team points for major decisions.
8. The wrestler who accumulated the greater number of points for decisions.
9. The wrestler who accumulated the greater number of pins in the least time.
10. The wrestler who accumulated the quickest pin.
11. The wrestler who accumulated the greatest total point differential for decisions.
12. If none of the above resolves the tie, a flip of a coin will be used.