

# WRESTLING– Modified Random Draw for One Day Tournament with 10 Wrestlers per Weight- 2017

NORTHEAST DISTRICT ATHLETIC BOARD (NEDAB) / OHSAA

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Per National Federation Rule 1.4.3: No wrestler shall wrestle in more than five matches (championship or consolation), excluding forfeits in any one day of competition. **If a wrestler is scheduled to wrestle in more than five matches, the match must not be wrestled.**

Per National Federation Casebook—If one wrestler had wrestled in four matches and the other wrestler in five matches, then the wrestler with four matches would be the winner by forfeit. If it was the match for third (or 5th) place and both wrestlers had been in five matches, then they would both receive points for fourth (or 6<sup>th</sup>) place. There could be no third (or 5<sup>th</sup>) place finisher.

For one day tournaments with 16-man brackets scoring six places, if brackets are drawn by NFHS Rules and byes randomly distributed, any weight class with more than ten wrestlers faces the possibility of a sixth match. There is no way to guarantee that it cannot happen!

1. With 10 or more wrestlers on a bracket, there are two ways where that situation can happen:
  - a) A wrestler may win the first match, lose the second, and win all the way back to the consolation semifinals.
  - b) A wrestler may lose the first match and win all the way back to the consolation semifinals.
2. In either case, the fifth match is the consolation semifinals.
  - a) If they win their sixth match would be for third place.
  - b) If they lose, their sixth match would be for sixth place.

However, if there are only 10 wrestlers in the weight class, it is possible to use a **Modified Random Draw** to eliminate the possibility of a possible sixth match completely.

Sample A is a 10-Man bracket with 6<sup>th</sup> Match Possibilities. Sample B is the same original draw with a Modified Random Adjustment.

## Procedure:

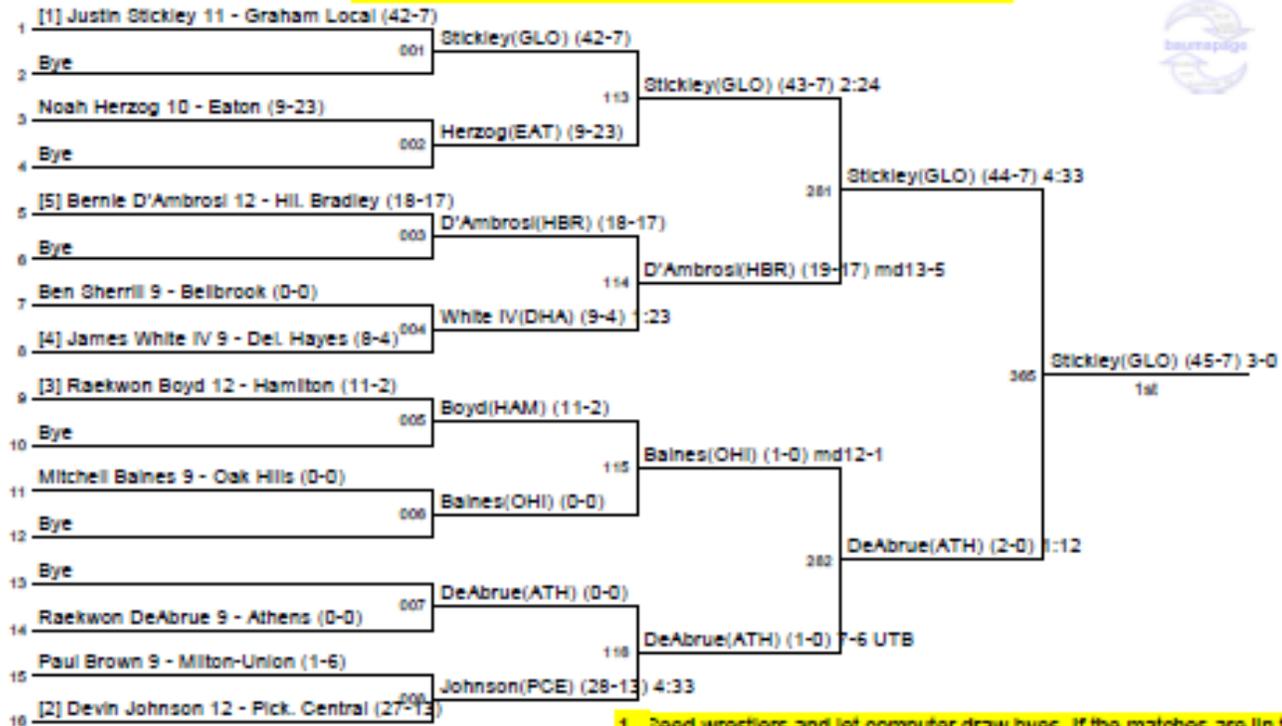
1. Seed the wrestlers and let the computer distribute the byes.
2. If the two first round matches are in the 1<sup>st</sup> and 3<sup>rd</sup> or the 2<sup>nd</sup> and 4<sup>th</sup> quarterbracket, the drawing is fine. There will be no possibility of a 6<sup>th</sup> match in one day.
3. If the two matches are not in paired quarterbrackets, use a series of coin flips to determine which quarterbracket to adjust.
  - a) 1<sup>st</sup> Flip: If heads keep the match on top – If tails keep the match on the bottom.
  - b) Use the paired quarterbracket (1&3 or 2&4) for the other match.
  - c) 2<sup>nd</sup> Flip: If heads use top bye in the paired quarterbracket – if tails use bottom bye in paired quarterbracket
    - i) If one of the wrestlers with the match to be moved is seeded wrestler, move the non-seeded wrestler.
    - ii) If neither is seeded, the 3<sup>rd</sup> Flip will determine which wrestler will be moved. Heads move top wrestler – Tails move bottom wrestler.

In the following sample brackets:

- b) The 1<sup>st</sup> flip was tails, so the match in the 4th quarter bracket was retained.
- c) The 2<sup>nd</sup> flip determined whether the bye should be in the top or bottom of the 2<sup>nd</sup> quarterbracket. It was tails, so the match was set for the bottom of the 2nd quarter bracket
  - i) If one of the wrestlers in the match to be moved was a seeded wrestler, the non-seeded wrestler is moved and his line becomes the bye. In the sample, neither wrestler on line 3 or line 4 was seeded
  - ii) Since neither wrestler was seeded, one more flip determined which wrestler would be moved. The 3<sup>rd</sup> flip was tails so the wrestler on line 4 was moved to line 7.

Baumspage Sectional Sample  
Baumspage Arena, Baumspage, OH

Modified Random: 16-Man Bracket (10 Wrestlers) - No 6th Match



1. Seed wrestlers and let computer draw byes. If the matches are in the paired quarterbrackets (1&3 or 2&4) no adjustment is needed
2. If not, use a series of coin flips to adjust bracket as necessary. Must use either quarterbrackets 1&3 or 2&4.

