

2018 Tomcat Invitational

Place: Ashland Blazer High School

Date: Saturday, December 8, 2018

Time: 10:00 AM

Weigh-ins: 8:00 AM

Format: 16-team pool (four individual pools of 4). Other formats will be used to maximize wrestling in each weight class. Weight classes with 6 or less will be complete round robins.

Seeding: Seeding will be by criteria only. We will seed the top 6 in each weight class using last season's State (top 8), Regional (top 4), last season's winning record (12-match minimum), and current winning record (3-match minimum).

Web site: Use the **Online Entry Form** posted at www.baumspage.com to submit rosters and seeds **before 11:59 PM, Friday, December 7th.**

- All accounts from 2017-18 were retained, but the associations with schools and sports were cleared. If you had an account last year, use that e-mail address and password to login
- If you did not have an account, click on **Online Entries** and **Apply here!** Fill-in the form, check the checkbox or "I'm not a robot" and **Submit**
- If you need help, use the **Contact Us** link. In an emergency call **513-5946154** or **740-517-0195!**
- Submit an "intended" roster early! Return any time before deadline to make changes!**
 - Use **Coaches | Select Teams** to select your school and team.
 - Select **School Type** | highlight school | **Get Available School Teams** | **Select Sport** | **Make me the Coach**
 - Use **Coaches | Wrestling | Modify Athletes** to enter your athlete's names and grades into the database. You may enter them one at a time or paste a complete roster from Excel.
 - Use **Coaches | Wrestling | Submit Rosters** to enter wrestlers into their weight classes. Enter appropriate seed information for seedable wrestlers.
 - Below the Varsity roster, please list potential JVs that may be able to fill open weights. **Please prioritize your JV wrestler list!**
 - Only JVs submitted online will be allowed to weigh-in and be allowed to fill open weights after weigh-ins are finished.
 - Click **Save and Submit Rosters** to submit your tournament entry form.
 - 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 10:00 PM on the 30th. JVs will be assigned to open weights after weigh-ins are finished!

Times: 7:30 AM: Check-in - confirm roster and check weight

8:00 AM – 8:45 AM: Weigh-in by team *Based on order of check-in.

8:30 AM: Coach's Meeting

10:00 AM: Wrestling - 1st Three Rounds of the Round Robin Pools

Finals approximately 30 to 45 minutes after the round robin finishes.

Food: Food will be provided for officials and coaches only during the day. Please have wrestlers eat in the lobby area. **NO FOOD** or **DRINKS** in the Gym.

Lockers: Lockers will be provided for the wrestlers. Please lock all valuables! The school is **NOT** responsible for lost or stolen items.

Additional comments and Notes:

- We are scoring the round robin rounds using tournament scoring with the range of points from 2 to 4 points. A bye will receive 2 points if a wrestler wins a match in his pool
- Extra JVs will be permitted to weigh-in and fill open weights. Final assignments will be determined after weigh-ins are finished!
- Please review the following pages for formats, scoring, and tie-breaker criterion.

16-Team Pool Tournament - Wrestling Formats

This tournament is unique in the traditional sense! OHSAA and NFHS Rules prohibit wrestlers from wrestling more than 5 matches in one day. This tournament is setup to optimize matches for the Varsity wrestlers from each school by using a variety of formats with round robin pools and combinations of “pool to bracket”, “pool to pool”, and “true round robins” depending on the number of entries by weight class. Although extras are allowed in this format, extras will only be used to move weight classes from an undesirable number to a desirable number.

Pools in weight classes with 16, 12, 10, 8, and 6 wrestlers equate to five matches for the top 8 wrestlers in each class. Other combinations will require byes in the preliminary round robin rounds. From a scoring and equity standpoint, it is best to work to a point where all varsity wrestlers are getting the maximum matches. Extras will be allowed when they improve the pairings and do not create fewer matches for varsity athletes.

There are 5 tournament formats available based on entries by weight class:

Weight classes with 13 to 16 wrestlers will be setup in 4 pools of four. After three rounds of round robin pools, the pool winners will be placed in a semifinal for 1st to 4th and pool runner-ups placed in a consolation semifinal for 5th & 6th place.

Weight classes with 11 or 12 wrestlers will be setup in 4 pools of three. In the 4x3 pool, the top two in each pool advance to a modified 8-man double elimination bracket. Semifinal losers compete to 3rd & 4th while first round losers wrestle back for 5th & 6th.

Weight classes with 9 or 10 wrestlers will be setup in 2 pools of five. After 5 rounds, the pool winners will wrestle a final for 1st place; pool runner-ups will wrestle for 3rd place. The 3rd place finishers in each pool will compete for 5th place.

Weight classes with 7 or 8 wrestlers will be setup in 2 pools of four. After three rounds, the pool winners and runner-ups will be paired in a semifinal for 1st to 4th and the 3rd and 4th placers in each pool will be paired in a consolation semifinal for 5th & 6th place.

Weight classes with 6 or less wrestlers will wrestle a complete round robin. After 5 rounds, places are awarded. There is no true final in this format and criteria will be used to determine placement.

All weight classes will be seeded! The number of rounds needed varies depending on the format. The 4 pools of 4, 2 pools of 4, and complete round robins require 5 rounds while the 2 pools of 5 and 4 pools of 3 require 6 rounds.

To facilitate the flow of the tournament and the required 45 minutes between matches:

- For the first three rounds, weight classes requiring 6 rounds (2x5 and 4x3) should be wrestled first, followed by weights requiring 5 rounds.
- **The 4th round for the 2x5 and 4x3 weights should be wrestled after the 3rd round before any breaks.**
- After the break weight classes should be wrestled in normal weight class order.
- Weight class order will be determined after all formats are set.

Rules and Scoring

1. Time for HS matches will be 2-2-2 except Consolation matches (3rd-8th) will be 1-2-2. JH matches will be 1.5-1.5-1.5 except Consolation matches (3rd-8th) will be 1-1-1.
2. The scoring for all **Round Robin** rounds will be tournament scoring: 2, 3, 3.5, and 4..
 - **Wrestlers with byes will be awarded 2 points if they win a match in their pool.**
3. Pairings for semifinals and consolation semifinal matches will be based on the criterion listed below.
4. **Places and points will be awarded for 1st-6th.** After the 3 rounds of the round robin:
 - The pool winners will receive 7 place points for 4th and be placed in a championship semifinal for 1st to 4th.
 - Semifinal winners will receive 5 place points plus 2, 3, 3.5, or 4 advancement points.
 - The pool runner-ups will be placed in a consolation semifinal for 5th to 8th.
 - Place points will not be awarded until after the consolation semifinals.
 - Consolation semifinal winners will receive 3 place points plus 1, 2, 2.5, or 3 advancement points.
 - After the final matches, the additional place points will be included in accordance with tournament scoring.
 - First Place (4, 5, 5.5, 6)
 - Third Place (2, 3, 3.5, 4)
 - Fifth Place (2, 3, 3.5, 4)
5. The other pool formats will be dependent on the number of entries in the weight class and scored in a similar fashion.

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.