

2024 Cincinnati Hills League Championships



- Place:** Indian Hill High School
Date: Saturday, February 17, 2024
Format: Two pools of 4 for weight classes with 7 or 8 and complete round robins for weights with 6 or less.
Seeding: Seeding will be by criteria only. We will seed the top 4 in each weight class using last season's State, District, Sectional, and CHL Places plus the current winning record (10-match minimum).

Entries:

Use the entry system on www.baumspage.com to submit rosters and seed nominations.

Eligible Wrestlers:

Only eligible wrestlers listed on the OHSAA Alpha Weight Master may be submitted on baumspage.

1. Only the wrestlers submitted on the tournament entry form found on baumspage will be eligible to wrestle in the CHL Wrestling Tournament.

Online Entry Instructions:

Use the Online Roster and Seed Form at www.baumspage.com to submit rosters and seed nominations.

Use the **Online Entry Form** posted at www.baumspage.com to submit rosters and seeds **before 8:00 PM Thursday, February 15.**

1. All accounts from 2023-2024 were retained, but the associations with schools and sports were cleared. If you had an account last year, use that email address and password to log in
2. If you do 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**
3. If you need help, use the **Contact Us** link. In an emergency call **513-594-6154** or **740-517-0195!**
4. **Submit an "intended" roster early! Return any time before the deadline to make changes!**
 - a. Use **Coaches | Select Teams** to select your school and team.
 - b. Select **School Type** | highlight school | **Get Available School Teams** | **Select Sport** | **Make me the Coach**
 - c. 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.
 - d. Use **Coaches | Wrestling | Submit Rosters** to enter wrestlers into their weight classes. Enter appropriate seed information for seedable wrestlers.
 - e. Click **Save and Submit Rosters** to submit your tournament entry form.
 - f. Click **Printable Roster and Confirmation Form** to print a copy for your records.
 - g. Corrections to rosters and seeds must be made online prior to 8:00 PM on February 15!
 - h. Only the wrestlers submitted on the tournament entry form found on baumspage will be eligible to wrestle in the CHL Wrestling Tournament. *There will be no substitutions.*
5. Wrestlers are permitted to wrestle at any weight class they are eligible to participate –via OHSAA, Alpha regulations.
6. After weigh-ins begin, if a seeded wrestler does not make weight or changes weight class the other seed nominees will be rotated upward and the seed nominee will be randomly drawn into the bracket.

- Times:** 7:30 AM: Check-in - confirm roster and check weight
8 AM – 8:30 AM: Weigh-in by team *Based on order of check-in. You may make changes until your first wrestler steps on the scale to begin your team's official weigh-in.
9 AM: Coach's Meeting
10 AM: Wrestling - 1st Three Rounds of the Round Robin Pools
Finals approximately 30 to 45 minutes after the round robin finishes.
- Awards:** 1st- 3rd place will receive medals.
Wrestler of the Year-
Coach of the Year-
- Food:** Food will only be provided for officials and coaches during the day. Please have wrestlers eat in the bleacher area. **NO FOOD** or **DRINKS** on the gym floor.
- 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:

1. We are scoring the round-robin rounds using tournament scoring with a range of points from 2 to 4. A bye will receive 2 points if a wrestler wins a match in his pool
2. Please review the following pages for formats, scoring, and tie-breaker criteria.

Rules and Scoring

1. Time for matches will be 2-2-2 except Consolation matches (3rd-8th) will be 1-2-2.
2. Scoring for all rounds of the Round Robin will be tournament scoring: 2, 3, 3.5, and 4.
 - Byes will be awarded 2 points if a wrestler wins a match in his pool.
3. Pairings for final matches will be based on the criteria listed below.
4. Places and points will be scored for 1st-4th.
 - For the complete round robins, place points will be awarded after all rounds of the round robin are completed.
 - First Place (14)
 - Second Place (10)
 - Third Place (7)
 - Fourth Place (4)
 - In the two pools of 4, the top two placers in each pool will receive 4 place points. After the semifinals, the winners will receive (5, 6, 6.5, 7)
 - After the final match, the additional place points will be included in accordance with tournament scoring.
 - First Place (4, 5, 5.5, 6)
 - Third Place (3, 4, 4.5, 5)

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 team 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.