

2010 Greater Western Ohio Conference Championships

Format Changed to 16-Man Pool Tournament with four 4-Man Pools

Date: Sunday, February 7, 2010

Format: Because of the 5-match per day limit, we will change from a 16-man bracket tournament to a 16-team pool tournament with four 4-man pools. Wrestlers will wrestle round robins within their own pool with pool winners advancing to a Championship Semifinal and pool runner-ups advancing to a Consolation Semifinal.

Process: We will use the pairings from the brackets that were drawn on Thursday night.

- A. If a wrestler is not present or does not make weight**, we will adjust the brackets to make them "legal" and copy the pairings to the four 4-man pools.
- B.** If there are 16 wrestlers in the weight class, there will be three matches within each pool.
- C.** Pool winners will wrestle a semifinal and final match.
- D.** Pool runner-ups will wrestle a consolation semifinal with the winners wrestling for 5th place.
- E.** Each quarterbracket will be a pool: Lines 1 to 4 will be Pool A, 5 to 8 will be Pool B, 9 to 12 is Pool C, and 13 to 16 is Pool D.
- F.** Semifinal pairings will pair Pool A and Pool B or Pool C and Pool D.

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

8:00 AM: Weigh-in by weight class – two scales. Weigh-ins end after the 285 lbs. class is done! **Wrestlers will get 2 tries on the first scale and 1 try on the other scale immediately with his weight class.** You must notify Gary Baumgartner **by Thursday** if you cannot arrive before 8:00 AM **to request an extension!**
Weigh-in on Sunday will be scratch weight plus 4 pounds!

9:10 AM: Coach's meeting

9:30 AM: Wrestling - 1st Three Rounds of the Round Robin Pool
Championship Semifinals and Consolation Semifinals
Finals - (approximately 30 to 45 minutes after Semifinals and Consolation Semifinals)

Additional comments and Notes:

1. We will score the three round robin rounds using dual meet scoring with the range of points from 3 to 6 and a bye (forfeit) will receive 6 points.
2. Pool winners will be paired in the Championship Semifinals and Pool Runner-ups will be paired in the Consolation Semifinals!
 - Semifinal winners will compete for 1st Place and semifinal losers will compete for 3rd Place.
 - Consolation Semifinal winners will compete for 5th Place.

Rules and Scoring

1. Time for matches will be 2-2-2 except Consolation matches (3rd-6th) will be 1-2-2.
2. Scoring for the 3 rounds of the Round Robin will be dual meet scoring: 3, 4, 5, and 6.
 - **Byes will be scored of forfeits and awarded 6 points.**
3. Pairings for semifinals and consolation semifinal matches will be based on the criterion listed below.
4. Places and points will be scored for 1st-6th.
 - 4th 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.
 - No 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 3 place points plus 1, 2, 2.5, 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)

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 use 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.