



2009 Raider Rumble 16 Team Pool Tournament

- Place:** Ryle High School
- Date:** Saturday, December 12, 2009
- Teams:** Union County, South Dearborn, Conner, Sycamore, Lafayette, Cooper, La Rue County, Henry Clay, John Hardin, Trinity, Grundy, Ryle, South Oldham, Campbell County, Woodford County and Winton Woods.
- Format:** 16-team pool (four individual 4-man pools). We will be using 4 mats.
- Seeding:** We will seed the top 4 in each weight class using last season's State, District, and Sectional Places, plus record. If your State uses other names, enter data in corresponding fields. There will not be a traditional seed meeting this year! We will review the seeding based on the criteria for accuracy and will adjust **ONLY for head-to-head challenges!**
- Web site:** Use the Online Roster and Seed Form posted at www.baumspage.com/wr/ryle to submit rosters and seeds by **7:00 PM, Thursday, December 10th**. A preliminary seed list will be posted by **8:00 PM**. We encourage you to **review the seed nominations and e-mail any errors to Terry Young terry@baumspage.com ASAP.**
1. 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!
 2. For immediate help, send e-mail to help@baumspage.com or call Terry Young 740-517-0195!
 3. Submit an "intended" roster early! Return anytime before deadline to make changes!
 - a) Use Add/Modify Athletes to enter your athlete's names and grades into the database.
 - b) Use Submit Event Rosters to enter wrestlers into their weight classes.
 - i) Below the Varsity roster, please list potential JVs that may be able to fill open weights. **Please prioritize your JV wrestler list by entering them in the order that you would like for them to be considered for open slots!**
 - ii) Only JVs submitted online will be allowed to weigh-in and be allowed to fill open weights after weigh-ins are finished.
 - c) Click Save and Submit Rosters to submit your tournament entry form.
 - d) Click Printable Roster and Confirmation Form to print a copy for your records.
 4. You may make changes to your line-up when you check-in Saturday morning!
 5. Baring unforeseen difficulties, seed nominations and the entry grid will be posted by 9:00 PM on the 7th. JVs will be assigned to open weights after weigh-ins are finished!
- Times:**
- 7:30 AM: Check-in - confirm roster and check weight. **All roster changes must be made at this time – absolutely no exceptions or excuses!**
- 8:00 AM: Weigh-in by weight class – two scales. Weigh-ins end after the 286 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 Tim Ruschell by Thursday if you cannot arrive before 7:30 AM to request an extension!
- 8:15 AM: Seed meeting and drawing
- 10:00 AM: Wrestling - 1st Five Rounds of the Round Robin Pool
Finals - (After a brief break!)
- Awards:** 1st – 4th place will receive medals
- Fees:** \$200 Make checks out to Ryle Wrestling
- Food:** Food will be provided for officials and coaches only during the day. Please have wrestlers eat in the mezzanine area. **NO FOOD or DRINKS** in the Gym.
- Lockers:** Lockers will be available. Ryle High School is **NOT** responsible for lost or stolen items.

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 scored as 3 points.
2. Please check www.baumspage.com/wr/ryle for the seed list, open weights, and potential extra wrestlers that may be assigned to open weights.
 - **No JVs will be assigned until Saturday morning!** JVs submitted online will weigh-in with the Varsity and assigned during the seed meeting if there are openings in the weight class!

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 the 5 rounds of the Round Robin will be dual meet scoring: 3, 4, 5, and 6.
 - Byes will be awarded 3 points.
3. Pairings for final matches will be based on the criterion listed on the following page.
4. Places and points will be scored for 1st-8th.
 - Place points will be awarded to the finalists after all rounds of the round robin are completed.
 - Wrestlers competing for 1st will receive 12 place points. Likewise, those competing for 3rd will receive 7, contestants for 5th will receive 3 and those for 7th will receive 1 point.
 - 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 (2, 3, 3.5, 4)
 - Fifth Place (2, 3, 3.5, 4)
 - Seventh Place (1, 2, 2.5, 3)

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.