

## *Claymont Seeding Criteria*

1. Byes will be inserted first. The order of bye lines are as follow: **3, 14, 6, 11, 7, 10, 15, and 2**
2. Only wrestlers with a winning or .500 records will be seeded. Four wrestlers will be seeded in each weight class. One alternate will be selected in the case that a seeded wrestler scratches. The alternate wrestler will get the first choice of any open line in the bracket. Only head coaches will vote on the seeds.
3. Once a wrestler is nominated for a seed, he cannot be withdrawn from seed contention. Example: Wrestler A & B are nominated for the 3rd seed. Wrestler B gets the third seed, wrestler A cannot concede the 4th seed, coaches will still vote on nominated wrestlers for 4th seed, etc. Additional nominees may be entered on subsequent seeds.
4. The number one seed will have a choice of line #1 or line #16. The number two seed will take the opposite line the number one seed takes.
5. The number three seed will have a choice of line #8 or line #9. The number four seed will take the opposite line the number three seed takes.
6. Any wrestler with a winning record will then be able to pick a line. The order will be from top to bottom, alphabetical order by team for the 106-weight class. The order will be from bottom to top, alphabetical order by team for the 113-pound weight class. The order will alternate for the remainder of the weight classes.
7. Any wrestler with a losing record will be pilled in the remaining lines of the bracket until the bracket is complete.
8. Brackets will be adjusted if the first, second, third, or fourth seed fails to qualify. The alternate will have the choice to move if he wants to. This process will stop as soon as a seed refuses to move.
9. Adjustments will be made if a bye falls on a line opposite a bye. One side of the bracket will not have more byes then the other unless there are an odd number of byes.
10. The wrestler that is on the next bye line will be taken off that line and moved to the appropriate line to balance the bracket.