

Rules and Scoring

1. Time for matches will be 2-2-2. Consolation matches (3rd-8th) will be 1-2-2.
2. Scoring for the three rounds of the Round Robin will be dual meet scoring: 2-3-3.5-4.
 - Byes will be awarded 2 points.
3. Pairings for semi-final and final matches will be based on the criterion listed below.
4. Places and points will be scored for 1st-8th.
 - 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.
 - 8th 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 2 place points plus 1, 2, 2.5, 3 advancement points.
 - 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)

Additional comments and Notes:

1. We are scoring the three round robin rounds using dual meet scoring with the range of points from 2 to 4 and a bye will receive 2 points.
 2. Please check <http://www.baumspage.com> for the seed list.
 3. **Extras will be allowed.**
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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 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.**