

16-Team Pool Tournament - Wrestling Formats

This tournament is unique in the traditional sense! OHSAA and NFHS Rules prohibit wrestlers from wrestling more than 5 matches in one day. This tournament is setup to optimize matches for the Varsity wrestlers from each school by using a variety of formats with round robin pools and combinations of “pool to bracket”, “pool to pool”, and “true round robins” depending on the number of entries by weight class. Although extras are allowed in this format, extras will only be used to move weight classes from an undesirable number to a desirable number.

Pools in weight classes with 16, 12, 10, 8, and 6 wrestlers equate to five matches for the top 8 wrestlers in each class. Other combinations will require byes in the preliminary round robin rounds. From a scoring and equity standpoint, it is best to work to a point where all varsity wrestlers are getting the maximum matches. Extras will be allowed when they improve the pairings and do not create fewer matches for varsity athletes.

There are 5 tournament formats available based on entries by weight class:

Weight classes with 16 wrestlers will be setup in 4 pools of four. After three rounds of round robin pools, the pool winners will be placed in a semifinal for 1st to 4th and pool runner-ups placed in a consolation semifinal for 5th through 8th place.

Weight classes with 12 wrestlers will be setup in 4 pools of three. In the 4x3 pool, the top two in each pool advance to a modified 8-man double elimination bracket. Semifinal losers compete to 3rd & 4th while first round losers wrestle back for 5th & 6th.

Weight classes with 10 wrestlers will be setup in 2 pools of five. After 5 rounds, the pool winners will wrestle a final for 1st place; pool runner-ups will wrestle for 3rd place. The 3rd place finishers in each pool will wrestle for 5th place and the 4th finishers will compete for 7th place.

Weight classes with 8 wrestlers will be setup in 2 pools of four. After three rounds, the pool winners and runner-ups will be paired in a semifinal for 1st to 4th and the 3rd and 4th placers in each pool will be paired in a consolation semifinal for 5th through 8th place.

Weight classes with 6 wrestlers will wrestle a complete round robin. After 5 rounds, places are awarded. There is no true final in this format and criteria will be used to determine placement.

The number of rounds needed varies depending on the format. The weights with 16, 8, and 6 require 5 rounds to complete, while the weights with 12 and 10 require 6 rounds. All weight classes will be seeded! The initial three rounds will be wrestled in weight class order before any breaks. **The 4th round for weights with 6 rounds will be moved to the end of the 3rd round or the start of the 4th round as needed** to facilitate the required 45 minutes between matches. Order will be determined after the formats are set.

Rules and Scoring

1. Time for matches will be 2-2-2 except Consolation matches (3rd-8th) will be 1-2-2.
2. The scoring for all **Round Robin** rounds will be tournament scoring: 2, 3, 3.5, and 4..
 - **Wrestlers with byes will be awarded 2 points if they win a match in their pool.**
3. Pairings for semifinals and consolation semifinal matches will be based on the criterion listed below.
4. **Places and points will be awarded for 1st-8th.** After the 3 rounds of the round robin:
 - The pool winners will receive 7 place points for 4th and be placed in a championship semifinal for 1st to 4th.
 - Semifinal winners will receive 5 place points plus 2, 3, 3.5, or 4 advancement points.
 - The pool runner-ups will receive 1 place point and be placed in a consolation semifinal for 5th to 8th.
 - Consolation semifinal winners will receive 2 place points plus 1, 2, 2.5, or 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)
 - Seventh Place (1, 2, 2.5, 3)
5. The other pool formats will be dependent on the number of entries in the weight class and scored in a similar fashion.

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.