

2011 Tippecanoe Invitational Tournament

- Date:** Friday, December 23, 2011
- Teams:** Arcanum, Beavercreek, Belmont, Centerville, East Knox, Fairborn, Greenon, Lutheran West, Miami East, Milton Union, National Trail, Northridge, Thurgood Marshall, Tippecanoe, Tri-County North
- Format:** 16-team pool (four 4-man pools). We will be using 4 mats.
- Entry Fee:** \$250.00 Make check payable to: Tippecanoe Athletic Department
Mail to: Tippecanoe High School, Attn. Matt Shomper, 615 E Kessler Cowlesville Road, Tipp City, OH 45371
- Seeding:** We will seed the top 6 in each weight class by **criteria only** using last season's State (Top 8), District (Top 6), Sectional Places (Top 6), and last season's winning record (12-match minimum), and current season (5-match minimum) as criteria.
- Web site:** Use the **Online Entry Form** posted at **www.baumspage.com** to submit rosters and seeds **before 7:00 PM, Thursday, December 22nd**. All accounts from last season were retained, but the associations with schools and sports were cleared. If you have an account, use that e-mail address and password to login in. If not, click on Apply and create a new account.
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**, use the **Contact Us** link or call **513-594-6154** or **740-753-0561!**
 3. **Submit an "intended" roster early! Return anytime before deadline to make changes!**
 - a) Use **My Sports/Select Teams** to select your school and team.
 - b) Use **My Sports/Modify Athletes** to enter your athlete's names and grades into the database. You may enter them one at a time or paste a complete roster from Excel.
 - c) Use **My Sports/Submit 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!**
 - ii) Only JVs submitted online will be allowed to weigh-in and be allowed to fill open weights after weigh-ins are finished.
 - d) Click **Submit Rosters** to submit your tournament entry form.
 - e) Click **Get Printable Roster** 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 8:00 PM on the 22th. JVs will be assigned to open weights after weigh-ins are finished!
- Times:**
- 6:30 AM: Check-in - confirm roster and check weight
- 7:00 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.
- 8:30 AM: Coach's meeting
- 9:00 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)
- Awards:** 1st, 2nd and 3rd place will receive medals. Team awards for top 3 team places.
- Food:** Food will be provided for officials and coaches only during the day. Please have wrestlers eat in the lobby area. **NO FOOD** or **DRINKS** in the Gym.
- Lockers:** Lockers will be provided for the wrestlers. Tippecanoe High School is **NOT** responsible for lost or stolen items.

Additional comments and Notes:

1. We are scoring 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 and semifinal losers will compete for 3rd Place.
 - Consolation Semifinal winners will compete for 5th Place and Consolation Semifinal losers for 7th.
3. Extra JVs will be permitted to weigh-in and fill open weights. Final assignments will be determined after weigh-ins are finished!

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-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 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)

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.