

Utica Invitational

Where: Utica High School

When: Saturday, January 30th

Weigh-ins: Done at your facility before you leave. Check-in/skin check at 830. Seeding meeting at 9.

We will run three mats, starting at 10:00 with as few breaks as possible. We will run pools or round robins if less than 7. Any extras that do not make it into the pools will be matched up to get some matches outside the scoring tournament. **BRING THEM ALL. THEY WILL WRESTLE!**

Tickets

We are able to offer 1 spectator per rostered athlete. I need you to send me your roster of athletes, I will use them as a checklist when we sell tickets at the gate. All tickets are \$7. I am unable to offer any tickets for coaches. All spectators are required to stay in the bleachers and observe social distancing and mask regulations.

Food

We will have our concession stand open all day. Teams may not bring crock-pots and there will not be tables set up for spectators and athletes to congregate in the lobby or hallways. We will not have a coaches room.

Seating

Teams will have designated areas in the bleachers separate from spectators and other teams. You will get that information upon your arrival.

Streaming

We will stream the event free of charge on the Utica Athletic Boosters Facebook page.

Participation Fee

The participation Fee is \$200, it is listed on Arbiter. If you need an invoice let me know and we can send one to you.

Teams

Licking Valley
Heath
Johnstown
Newark

Elgin
Cardington
Northridge
Utica

You will need to log into Baum's page to enter your Roster by Friday Jan 29th at 8pm. Information will be sent out as to how to do this if you are not familiar. Seeding will be based on State Placer, District Placer, and then current record. You will have a chance to argue in the case of head to head matches from this year.

Seeding/Rosters:

Please use the **Online Roster Form** at www.baumspage.com to submit your **Roster and Seed Nomination** data before **8:00 PM on Friday**. The **Online Entry Process** is the same from sectionals last year. All accounts from last year were retained, but the associations with schools and teams were cleared. Login using the e-mail address and password from last year. New users will need to apply for an account for the current school year!

- After creating your account you will be able to edit and re-submit entries anytime prior to the deadline!
- See web page instructions on the next page.
 - If you need step-by-step instructions, click the **Help** link on the **Login Page** and print the **Online Entry Instructions for Wrestling**.
- To avoid problems, please **create your account early and submit** an “intended” roster.
- You can return **anytime prior to 8:00 PM Friday** to make changes and re-submit!
- With the revised online system, the **entry window closes precisely at the posted deadline!**

Barring unforeseen difficulties, the Seed Nominations, Entry Grid, and potential JVs that will be allowed to fill open weights will be posted by 9:00 PM. **Only JVs submitted online will be allowed to weigh-in and be considered to fill open weights on Saturday.** Weights will be filled on a rotating basis during the seed meeting if there are openings. Please use refresh to view the latest data posted and e-mail corrections to rgmorgan@heath.k12.oh.us Final changes must be made when you check-in Saturday.

Wrestlers will get two tries on the first scale and one try on the other scale immediately!

Questions: Roger Morgan

Cell# 740-398-2859

E-mail rgmorgan@laca.org

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 will receive 3 points.
2. Please check www.baumspage.com 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 be 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-6th) will be 1-2-2.
2. Scoring for the five 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 below.

4. Places and points will be scored for 1st-6th.
 - 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.
 - 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)

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.