

OVERVIEW OF WRESTLING MATCH – DUAL MEET – TOURNAMENT SCORING

The object of the sport of wrestling is for one wrestler to pin his opponent. A pin (fall) is when one wrestler puts his opponent on his back with any part of both sides of the pinning area (shoulders or both shoulder blades) of his opponent in contact with the mat for a two count. When a pin occurs, the match is over. If the match does not end with a pin, the winner is the wrestler who has scored the most points during the match.

Following are ways to score points in a match:

Takedown - (2 points) A wrestler scores two points for taking his opponent down to the mat from the neutral position and controlling him (referee's judgment on when control is established).

Escape - (1 point) A wrestler scores one point for escaping to the neutral position when his opponent has him down on the mat.

Reversal - (2 points) A wrestler scores two points when his opponent has him down on the mat and he comes from underneath and gains control of his opponent.

Near Fall (Back Points) - (2 or 3 points) A wrestler gets near fall points when he exposes his opponent's back at a 45 degree angle within 4 inches of the mat, or when the wrestler is held in a high bridge or back on both elbows. If a near fall lasts for a two count, the wrestler in control (top man) gets 2 points. If a near fall lasts for a 5 count, the wrestler in control gets 3 points. An additional point is awarded if a wrestler has met near fall criteria and his opponent requires the match to be stopped due to blood-time or other injuries.

Penalty Points - (1 or 2 points) A wrestler is awarded penalty points if his opponent commits the following infractions.

Illegal Holds - There are several holds that a wrestler is penalized for without warning. There are other holds referred to as "potentially dangerous" which the referee will stop the match for, but not penalize a wrestler for.

Technical Violations

Fleeing the mat – when a wrestler goes off the mat to avoid wrestling.

Avoiding wrestling – when a wrestler forces his opponent off the mat to avoid a hold or wrestling.

Grabbing clothing, the mat, or the headgear

Locked or overlapped hands – when a wrestler is on the mat in control of his opponent, he cannot lock or overlap his hands, fingers or arms around his opponent's body or both legs unless he has met criteria near fall criteria of his opponent. A wrestler cannot lock or overlap his hands, fingers or arms around his opponent as his opponent stands to escape the control situation and his weight is supported by only his feet. If a wrestler takes his opponent down he must release his locked or overlapped hands, fingers or arms within a very short reaction time once the wrestlers land on the mat.

Leaving the mat during the match without the referee's permission

Reporting to the mat not properly equipped or not ready to wrestle, or equipment that is detected as being illegal after the match has started

The Following Are Other Penalties

Unnecessary Roughness

Unsportsmanlike Conduct

Stalling – (one warning before penalty points are awarded).

Caution – (incorrect starting position or false start) – A wrestler is cautioned twice before points are awarded to his opponent. When a wrestler is cautioned for the third time and every caution thereafter in the match, his opponent is awarded one point. A wrestler does not get disqualified for cautions.

Special Note

****Penalty Points** – The first and second time a wrestler is penalized, his opponent is awarded one point. The third time the wrestler is penalized his opponent is awarded two points. The fourth time a wrestler is penalized, he is disqualified.

****Flagrant Misconduct – (biting, cursing, fighting, etc...)** – In the event of **Flagrant Misconduct**, the offending wrestler is disqualified from the match on the first offense, he must leave the premises, he loses the match, team points are deducted, and he is suspended from all sports for a period of six weeks.

OVERTIME IN MATCHES

There are no ties or draws for individual matches. Instead, the overtime tie-breaker is used to determine the winner. The procedure is as follows.

Scenario: *The first three periods end in a tie, 1 to 1, with Wrestler A scoring an escape as the first points scored.*

Sudden Victory (Overtime Period 1): The first overtime period is one minute in length with no rest between the regular match and the overtime period. The overtime period begins with both wrestlers in the neutral position. The wrestler who scores the first point(s) during this one minute period is declared the winner.

If no winner is determined by the end of the one minute overtime period, two 30-second tie-breakers in the referee's position will be wrestled.

Tiebreaker I:

The disk is tossed to determine the wrestler who has choice. The wrestler who wins the toss may choose top, bottom, or defer (Neutral cannot be chosen). Wrestler B wins the toss and selects down. As soon as the referee blows the whistle, Wrestler B scores an escape. At this point, the match continues to the conclusion of the thirty seconds. Before the end of the first tiebreaker, Wrestler B also scores a takedown. The score at this time is Wrestler B: 4 and Wrestler A: 1.

Tiebreaker II:

It is now Wrestler A's choice; he also selects down. During the second tie-breaker period, Wrestler A also scores an escape and a takedown. The score is tied 4 to 4.

Ultimate Tiebreaker:

At this point, Wrestler A is given the choice of position because he scored the first point (an escape) in the regulation match. However, if a wrestler has been penalized for unsportsmanlike conduct at any point in the first six periods (3 regulation periods & 3 overtime periods) his opponent will have the choice of position. The unsportsmanlike conduct penalty will supersede the first points scored in the regulation match. There is no neutral, but the wrestler may defer. The Ultimate Tiebreaker winner is determined the same as in the past. The wrestler who scores the first point(s) in this 30-second tie-breaker is declared the winner. However, if no scoring occurs during this time, the top wrestler will be declared the winner. If Wrestler A rides Wrestler B; Wrestler A wins with the ride-out point. If Wrestler B scores, Wrestler B is declared the winner.

Dual Meet Team Scoring

Pin (Fall), Forfeit, Default, Disqualification - 6 team points

Technical Fall (a 15 point lead ends the match) - 5 team points

Major Decision (a decision by 8 - 14 points) - 4 team points

Decision (winning the match by fewer than 8 points) - 3 team points

In the event of a tie: (list of criteria used for tie breaking of team scores) – team winning by criteria adds one point to their final team score.

Tournament Scoring

2 team advancement points are scored for each match won in the championship rounds, except for the first-place match. If a wrestler receives a bye in a round where at least one match is wrestled, he is awarded 2 advancement points for that bye if he wins his match following the bye.

1 team advancement point is awarded for each match won in the consolation rounds, except for the final third and fifth place matches. A wrestler who has received a bye in a consolation round where at least one match is wrestled is awarded one advancement point for that bye if he wins his next match after the bye.

2 bonus team points are awarded for each match won by default, disqualification, fall, or forfeit.

1 1/2 bonus team points are awarded for each match won by technical fall.

1 bonus team point is awarded for each match won by major decision.

Placement Points

Tournaments scoring 4 places: 14-10-7-4

Tournaments scoring 6 places: 16-12-9-7-5-3

Tournaments scoring 8 places: 16-12-9-7-5-3-2-1

Individual placement points are awarded as soon as they are earned. Placement points already earned are deducted in case of forfeit (other than injury) or disqualification from the tournament.

To help explain the rule requiring that placement points are to be added as soon as they are earned... placement points are added at the following points **in a tournament scoring 6 places (John Raich Memorial @ JHS):**

Championship quarterfinal winners: Add 3 points (wrestler has earned at least 6th place)

Championship semifinal winners: Add 9 points (wrestler has earned at least 2nd place, already received 3 points)

Championship final winners: Add 4 points

Consolation quarterfinal winners: Add 3 points (wrestler has earned at least 6th place)

Consolation semifinal winners: Add 4 points (wrestler has earned at least 4th place, already received 3 points)

Consolation final winners (third place): Add 2 points

5th place winner: Add 2 points