

Rules and Scoring Urbana Junior High Wrestling Pools

1. Time for matches will be 1.5-1.5-1.5 except Consolation matches (3rd to 4th) will be 1-1-1.
2. Scoring for the three rounds of the Round Robin will use **tournament** scoring: 2, 3, 3.5, and 4.
 - Byes will be awarded 2 points if a win in the pool.
 - An individual wrestler may not have multiple Byes.
3. Pairings for final matches will be based on the criterion listed below.
4. Places and points will be scored for 1st up to 4th (if applicable) 14-10-7-4.
 - Place points will be awarded to the finalists after all rounds of the round robin are completed.
 - Wrestlers placing 1st or 2nd in each pool will receive 4 place (4th place) 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 (3, 4, 4.5, 6)

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 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.