

Spearfish King of the Hills Duals

Date: February 20, 2016



Coach's discretion on wrestlers wrestling opponents of differing age or gender

(Time permitting additional matches can be scheduled between duals) ADMISSION: \$250 per team. NO gate admission charged for spectators FOR MORE INFORMATION CONTACT: Nick Hoffman 645-1984 email: nick.hoffman@interstateeng.com spearfishyouthwrestling@gmail.com

Dual Point Scoring

- A win by fall, forfeit, default or disqualification: Six team points
- A win by technical fall (differential of 12 points or more) : Five team points
- A win by major decision (differential of 8-12 points) : Four team points
- A win by decision (differential of fewer than 8 points) : Three team points
- High School Rules on Overtime





Additional wrestlers may be brought for exhibition matches or duplicate weights but must be on page 2 of roster

Champion's trophy

This event is licensed by the Amateur Athletic Union of the U. S., Inc. All participants must have a current AAU membership.

AAU membership may not be included as part of the entry fee to the event.

AAU Youth Athlete membership must be obtained before the competition begins except where the event operator has a laptop available with an internet connection.

Be Prepared: Adult and Non Athlete memberships are no longer instant and cannot be applied for at event. Please allow 10 days for membership to be processed.

Participants are encouraged to visit the AAU web site www.aausports.org to obtain their membership

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Club			_		
Weight	Wrestler	Age	Ability Level	Grade	M/F
40					
43					
46					
49					
53					
57					
60					
64					
68					
72					
77					
82					
88					
94					
100					
108					
117					
127					
138					
150					
hwt					

Ability Level (Beginner, Average, Good, State place winner)

Rosters to be submitted by February 19, 2016

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Club			_		
Weight	Wrestler	Age	Ability Level	Grade	M/F

Rosters to be submitted by February 19, 2016

2014-15 NFHS WRESTLING RULES BOOK ROBERT B. GARDNER, Publisher Bob Colgate, Editor

SECTION 7 OVERTIME

ART. 1... When the contestants are tied at the end of the three regular periods, they will wrestle overtime. Overtime will consist of a one-minute sudden victory period, and if needed two 30-second tiebreakers. If the score remains tied at the end of the two 30-second tiebreakers, a 30-second ultimate tiebreaker shall take place. The procedure will be:

a. no rest between the regulation match and the sudden victory;

b. wrestlers in the neutral position;

c. the wrestler who scores the first point(s) will be declared the winner; if no winner is declared by the end of the sudden victory, then the following procedure will be used:

1. two 30-seconds tiebreakers will be wrestled to completion and score kept as in the regular match;

2. the referee shall flip a disk to determine which wrestler has the choice of starting position for the first tiebreaker;

3. the wrestler who has choice in the first tiebreaker may select top, bottom, or defer the choice to the opponent;

4. at the conclusion of the first 30-second tiebreaker, the opponent will have the choice of top or bottom position;

5. whichever wrestler has scored the most points in the two 30-second tiebreakers will be declared the winner;

6. if the score is tied at the end of the two 30-second tiebreakers; the choice of position for the ultimate tiebreaker will be granted to the wrestler who scored the first point(s) in the regulation match (first three periods of the match); the wrestler whose opponent has received an unsportsmanlike conduct penalty at anytime during the match will have the choice of position. The

unsportsmanlike conduct penalty will supersede the first points scored in the regulation match; if no points are scored in the regulation match, a flip of the disk shall determine the wrestler who has the choice (points for double-stalling or simultaneous penalties shall be considered as no points for the purpose of the tiebreaker choice);

7. the wrestler who has choice may select top, bottom or defer the choice to the opponent;

8. the wrestler who scores the first point(s) during the ultimate tiebreaker will be declared the winner. If no scoring occurs during the ultimate tiebreaker, the offensive wrestler will be declared the winner and one match point shall be added to the offensive wrestler's score. d. a fall terminates the match.

ART. 2... Overtime is an extension of the regular match. All points, penalties, cautions, warnings, time-out and injury time will be cumulative throughout the regular match and the overtime period.

ART. 3... If the points earned in the sudden victory or ultimate tiebreaker involve a takedown or reversal straight to near-fall criteria, the match shall continue until the near-fall or fall situation has concluded.

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