

iii. **Rules & Restrictions**

1. **AAU Tournament Pairing Rules**

a. **Styles of Pairing**

i. AAU utilizes two (2) styles of pairing: Brackets and pool pairing.

1. Pool Pairing maybe used in team dual competitions in all styles of wrestling. Team duals may use brackets, pools or a combination of both.
2. Rules for brackets & pools are found in the International Style (FILA) or the National Federation of State High School Athletic District (NFSHSAA) rulebook. AAU has modifications to both rulebooks. Contact the National Official(s) for further information.
3. Sombo pairing rules can be found in the Federation International De Sombo Amateur rulebook.

iv. **Tournament Pairing Rules**

During the course of the contract, TRACK WRESTLING will be utilized in all National Championships.

i. The chief pairing master has many responsibilities and plays a vital role in ensuring the smooth operation of a wrestling tournament. It is important to remain calm and on top of things at all times. When errors occur, and they will happen, it is essential that they be corrected as soon as possible. Remember, THE TOURNAMENT IS BEING CONDUCTED FOR THE WRESTLERS. Their rights must always be protected.

ii. During international tournament weigh ins, each competing wrestler draws a number which he keeps throughout the tournament. There is no seeding. The size of many tournaments in the United States normally does not permit the use of this procedure. We do allow separation of teammates or wrestlers from the same area for the first two rounds. Weigh-in time may also vary from international tournaments. A few simple rules govern the main thrust of the pairing techniques of Olympic style of wrestling.

iii. A wrestler may wrestle the same opponent twice during the same tournament.

iv. A minimum 15-minute period will be held between matches (this can be waived-in writing-if both wrestlers agree).

b. **Method of Competition**

i. If there are only 5 or less wrestlers, the system of “one against the other” is applied.

c. **Modification of Pairings**

i. If a wrestler is forced to withdraw from the tournament because of an injury, illness, or a reason approved by the Tournament Committee, he must officially withdraw in writing.

ii. If a pairing mistake is made when pairing wrestlers, the following method should be used for correction:

1. Stop the round involved if possible and correct it.
2. If the round has already been wrestled, hold those bout sheets.
3. Correct the round and wrestle those matches indicated.

4. As wrestling continues, if a bout from the incorrect pairing appears, that bout will be used. There is no need to re-wrestle the same bout.
- d. **Recording**
 - i. In each round, the pairings and the results of each bout are recorded on a master pairing sheet. A wall pairing sheet shall also be posted for the competitors so they may be informed about the result of their matches and the next round of pairings. An order of bouts shall be posted for the competitors.
 - ii. In international competition the color of the uniform is determined by the wrestler in the bracket. The top wrestler in the bracket is red.
 - iii. **Note** - It is possible that one may wrestle the same person twice.
- e. **Disqualification**
 - i. **DISQUALIFICATION** from a bout does not mean disqualification from the entire tournament, unless the mat official clearly states that. If the bout sheet is unclear, check before pairing the next round.
- f. **Team Scoring Placement Points**
 - i. 1st – 16 points
 - ii. 2nd – 12 points
 - iii. 3rd – 9 points
 - iv. 4th – 7 points
 - v. 5th – 5 points
 - vi. 6th – 3 points
 - vii. The top wrestler may score classification points for a team. No pre-tournament designation is required for that wrestler. A complete, unalterable, team roster must be submitted at the end of the weigh in on the first day.
2. **Tournament Planning Aids and Calculations**
 - a. All National Tournaments will be run using the number system.
 - b. The following information and charts are designed to aid the Tournament Committee and the Chief Pairing Master to plan and run a tournament. It is based on a one-day tournament. It is not applicable to the age group tournament.
 - c. After the weigh-in is completed and the pairing has been done, the chief pairing master shall determine an order of bouts and post it near the wall charts for the wrestlers' information.
 - d. The protest procedure and any other pertinent information shall also be posted. In a one-day tournament always begin wrestling with those weight classes which will wrestle the most number of rounds. (See chart)
 - e. **Determining Number of Bouts**
 - i. Number of wrestlers x 1.7 minus 25 = Total Number of Bouts
 - ii. Divide total matches by number of matches per hour according to length periods. (See Chart)
 1. **Example:** 100 wrestlers
 2. Match duration should correspond with the number of bouts to correlate with our present periods.
 3. 5 mats = 22 matches per hour $100 \times 1.7 = 170$ matches $25 = 145$ divided by 22 = 6½ hours

f. **Calculating Number of Mats Needed**

- i. Determine total number of matches (number of wrestlers x 1.7 minus 25)
- ii. Divide total number of matches by time allowed = number of matches per hour needed (See Chart).
- iii. **Example:** 8 hours of time scheduled wrestling 3 three-minute periods with one-minute break between periods :
 1. $100 \text{ wrestlers} \times 1.7 = 170 \text{ minus } 25 = 145$
 2. $145 \text{ divided by } 8 = \text{matches per hour} = 4 \text{ mats needed}$
- iv. Championship Double Elimination straight line bracket adds approximately 3 hours to the length of the tournament.

g. **Calculating the Number of Hours**

- i. To calculate the number of hours you need to complete a tournament, use the following chart and formula:

	Length of Periods with Rest	Length of Periods without Rest	Time Used Per Match
A	(1 st) 1 1/2 min / none	(2 nd) 1 1/2 min	4:00
B	(1 st) 1 1/2 min / :30	(2 nd) 1 1/2 min	4:45
C	(1 st) 2 min / none	(2 nd) 2 min	5:00
D	(1 st) 2 min / :30	(2 nd) 2 min	5:45
E	(1 st) 3 min / none	(2 nd) 3 min	7:30
F	(1 st) 3 min / :30	(2 nd) 3 min	8:30
G	(1 st) 3 min / 1 min	(2 nd) 3 min	9:45

h. **Number of Mats and Number of Bouts per Hour**

	1	2	3	4	5	6	7	8	9	10	11
A	15	30	46	60	75	90	105	120	135	150	
B	12	24	36	49	61	73	85	97	109	121	
C	12	24	36	48	60	72	84	96	108	121	
D	10	20	30	41	51	61	72	82	92	103	
E	8	16	24	32	40	48	58	64	72	80	
F	7	14	21	29	36	43	51	58	65	73	
G	6	12	19	25	31	38	44	50	57	63	

- i. Please note that Line A at the top of the chart corresponds with Line A at the bottom of the chart, etc.

i. **Tournament Worksheet**

- i. List the weight classes.
- ii. List the total number of wrestlers in each weight class.
- iii. Determine the total number of matches.
- iv. Determine the total number of rounds to be wrestled.
- v. Plan tournament based on the above information plus the amount of time allowed and the number of mats available.

3. **Tie Breaker Criteria**

- a. Folkstyle Dual Matches will use the current High School Federation Rules. Freestyle and Greco-Roman Dual Matches will use the current FILA Rules.

- b. **Tie Breaker Criteria for Pool Play – Individual. For Two or More Individuals Ending with Identical Records (Criteria is among those tied)**
- i. Head to head competition.
 - ii. The wrestler who has been penalized the least for fragrant or unsportsmanlike conduct
 - iii. The wrestler having won the greatest number of victories
 - iv. The wrestler having the greater number of falls
 - v. The wrestler having the greater number of technical falls
 - vi. The wrestler having the greater number of major decisions
 - vii. The wrestling having the least number of defeats
 - viii. The wrestler having the greater number of offensive points scored among those tied
 - ix. The wrestler having the least number of defensive points scored among those tied
 - x. The wrestler having the fastest pin
 1. If at any point in the above criteria you are able to determine either a first or third position among those tied (first place being used first, if possible) that placement will be placed. The match between the remaining two wrestlers will determine the two remaining placements (Criteria #1)
- c. **Tie Breaker Criteria for Pool Play – Team. For Two or More Teams Ending with Identical Records (Criteria is among those tied)**
- i. Head to head competition.
 - ii. The team who has been penalized the least for fragrant or unsportsmanlike conduct
 - iii. The team having won the greatest number of victories
 - iv. The team having the greater number of falls
 - v. The team having the greater number of technical falls
 - vi. The team having the greater number of major decisions
 - vii. The team having the least number of defeats
 - viii. The team having the greater number of offensive points scored among those tied
 - ix. The team having the least number of defensive points scored among those tied
 - x. The team having the fastest pin
 1. If at any point in the above criteria you are able to determine either a first or third position among those tied (first place being used first, if possible) that placement will be placed. The match between the remaining two teams will determine the two remaining placements (Criteria #1)
- d. **Tie Breaker for Ironman (Criteria is among those tied)**
- i. Head to Head.
 - ii. The wrestler who has been penalized the least for flagrant or unsportsmanlike conduct during entire tournament.
 - iii. Greatest number of wins during the entire tournament.
 - iv. The most victories by fall during the entire tournament.
 - v. The most victories by decision during the entire tournament.

- vi. The least number of defeats.
- vii. The time of the fastest fall.
- viii. If at any point in the above criteria, you are able to determine either a first or third position and the other two wrestlers are still tied at this criteria, then the match between these two tied wrestlers will determine their placement.
- ix. Charts will not be repaired due to no shows. Wrestler will receive a win by forfeit against no shows.
- x. A forfeit will count as a win towards Ironman Points. A bye will not count as a win towards Ironman Points.

v. **Levels of Competition**

1. An important feature of the various levels of competition is the distinctive authority of the District Wrestling Committee. With AAU Youth competitions, the District is only required to follow the AAU Youth program rules. As such, they receive support from the National Youth office in the form of guides and information. Regulations and policies involving preliminary and District level competition are largely under the jurisdiction of the District Wrestling Committee, led by the AAU District Wrestling Chair.
2. **Preliminary Competition**
 - a. These are local wrestling events that any amateur (AAU card holding) athlete may enter if in the proper birth year division. Please note some of these competitions are used as qualifiers for District meets. In some instances, Districts are divided into sections or regions, with each area possibly holding a preliminary meet. Contact your local coaches or AAU District Youth Wrestling Chair for more information. 1(800) AAU-4USA will put you in contact with your local AAU District office.
3. **District Competition**
 - a. These are District-wide wrestling events, which are open to eligible amateur (AAU card holding) athletes. Most are open meets within specified birth year divisions.
4. **National Level Competition**
 - a. Grand Nationals
 - i. Individual – Freestyle/Folkstyle/Greco-Roman
 - b. Folkstyle World Championship
 - i. Individual – Folkstyle
 - c. Scholastic Duals
 - i. Team Competition – Folkstyle
 - d. AAU Junior Olympic Games
 - i. Team Competition – Freestyle
 - e. Ironman World Championships
 - i. Individual - TBD
 - f. US Winter and Spring Youth Nationals
 - i. Winter – Individual Folkstyle Tot – Schoolboy
 - ii. Spring – Individual Folkstyle K – 8th grades
 - g. Middle School Duals
 - i. Team Competition – Folkstyle
 - h. Elementary School Duals
 - i. Team Competition – Folkstyle