

# RULES

*MHSAA rules with the following modifications:*

- All match scoring will be plus 1 point
  - Takedown 3 pts
  - Reversal 3 pts
  - Escape 2 pts
  - Near fall 3 or 4 pts
  - Penalty Points 2 pts-2 pts-3 pts-DQ
- Chart scoring will be minus 1 point
  - Pin 5 pts
  - Technical fall 4 pts-(winning by 16 or more match points)
  - Major Decision 3 pts-(winning by 8-15 match points)
  - Decision 2 pts-(winning by 1-7 match points)

# MATCH PROCEDURES

- ALL three periods will be 1 1/2 minutes each
- 1st Period Both wrestler will begin in the Neutral position
- 2nd Period (coin flip) wrestler can choose top or bottom position
- 3rd Period wrestlers start opposite as they did in the 2nd period

# BONUS SCORING

- A bonus point will be awarded in the 2nd and 3rd period
- If the bottom wrestler escapes/reverses he will be awarded his points plus 1 point bonus for scoring from the bottom position
- If the top position wrestler rides his opponent the full period he will earn the bonus point

# STALLING

- There will be NO warning for stalling
- Stalling will be called 2 pts-2 pts-3 pts-DQ

# OVERTIME

- 1:30 min period
- Each Period Will start in the neutral position
- 10 second rest in between periods