Match Flow Through Tiebreaker Sequence Effective 2007-2008 Season



Period 1 Stalling Stalling in Ultimate For duals, pre-match coin flip In Sudden Victory and Tiebreaker winner determines who reports Tiebreakers 1 & 2 Called differently, as top man is to the table first. will be enforced as it would in allowed to merely control, Regulation Periods 1-3. (without working for a pin), his (Alternates even/odd) opponent. Period 2 Sudden Victory If No Determine Position: One Minute Period Winner By pre-match coin toss, or Wrestling begins in neutral; unless a tournament coin flip, wrestler wrestler has taken 2nd injury time out with choice can defer, take top, @ end of 3rd period. Then opponent bottom or neutral. (Unless he's gets Up, Down, Neutral choice on "retaken 2nd injury time out @ end start". If No of 1st Period) Winner 30 Second Tiebreaker # 2 30 Second Tiebreaker # 1 If no DQ, Fall or injury Default in Ultimate Tiebreaker Coin toss winner has choice: Period 3 Tiebreaker # 1, opponent gets Wrestler who scored first in Top, bottom, defer. Determine Position: choice: regulation gets choice of top, or Wrestle to completion, unless Other wrestler has choice of top, Top or bottom ONLY. bottom. there's a DQ, Fall or Injury Default. bottom, or neutral. (Unless he's Wrestle to completion unless DQ, Objective: Top wrestler is to Record scoring....then taken 2nd injury time out @ end Fall or injury Default. keep opponent from scoring, for If No of 2nd Period.) Record scoring. 30 seconds. Winner Continue to Tiebreaker #2 If score still tied, conitnue to Winner awarded 1 point.

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Ultimate Tiebreaker