

NFHS Wrestling Overtime 2006 - 2007

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Start the overtime

- Quickly verify that overtime is needed.
- Remember that all penalties, cautions, warnings, time-out and injury time are cumulative throughout the regular match and the overtime period.
- A fall or disqualification terminates any of the overtime periods, match is over.
- No rest between regulation match and sudden victory period.
- In sudden victory one minute period, wrestling starts in the neutral position. (Note: the only thing that could change this would be the second injury timeout)
- The wrestler that scores the first points in the sudden victory period is declared the winner

Two thirty second tie-breakers

- If no winner is declared at the end of the sudden victory period, then two 30 second tie-breaker periods will be wrestled.
- Both periods will be wrestled unless, disqualification or a fall occurs.
- The referee shall flip the disk to determine choice for the starting position of the first tie-breaker period. Choice may be top or bottom. NO NEUTRAL!

Two thirty second tie-breakers

- At the conclusion of the first tie-breaker period the opponent will have the choice of top, bottom or defer.
- Whichever wrestler has scored the most points in the two 30 second tie-breaker periods will be declared the winner.
- Remember if a fall or disqualification occurs in either of the 30 second tie-breaker periods the match is over.

Ultimate tie-breaker

- Should the score be tied at the end of the two 30 second tie-breaker periods, one ultimate 30 second tie-breaker period will be wrestled.
- Choice for position in the 30 second ultimate tie-breaker period will be given to the wrestler that scored first point(s) in the 6 minute **regulation match.** Double stalling points or simultaneous penalties shall be considered as no points for the purpose of choice in the ultimate tie-breaker.
- **If no points were scored, choice will be determined by a flip of the disk.** They must choose top, bottom or defer.

Ultimate tie-breaker

- The wrestler who scores the first point(s) during the ultimate tie-breaker will be declared the winner.
- If no points are scored in the ultimate tie-breaker period, the offensive wrestler will be declared the winner and one match point shall be added to the offensive wrestler's score.
- Remember a fall or disqualification terminates any of the overtime periods.

Ultimate tie-breaker period

- Remember that the Ultimate tie-breaker period is different than the rest of the match.
- The goal of the wrestler is to control the bottom wrestler and the goal of the bottom wrestler is to get away or score.
- Controlled wrestling should not be confused as stalling in this situation.
- There would be times when the top wrestler could be considered stalling, like grabbing a leg and hanging on. Each state should review this situation with their officials and coaches.