

MVC YOUTH WRESTLING LEAGUE RULES

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MVC YOUTH WRESTLING LEAGUE RULES

A. PURPOSE OF LEAGUE

To provide a competitive and learning experience emphasizing the team aspect of wrestling for both parent and child.

B. MEMBERS OF THE LEAGUE

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| 1. Burlington | 5. North Andover |
| 2. Cape Ann | 6. Nashua NH |
| 3. Chelmsford | 7. Tewksbury / Wilmington |
| 4. Dracut / Lowell | 8. Tyngsborough |
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C. ADMINISTRATION AND VOTING

1. League shall be run by such officers and committees as shall, from time to time, be promulgated by the League.
 2. All teams agree to be responsible for their proportionate share (each team being considered one equal share) of all expenses and costs incurred by the League directly in connection with League events, including but not limited to, facility fees, medals, awards championship shirts, paper, ink and tournament supplies, medals and officials fees.
 3. Voting. All league decisions, policies, rules and rule changes to be decided by majority vote. Each team shall have one equal vote.
 4. Meetings. To vote on any action taken at a meeting, a designated representative from the team must be present. Although multiple representatives for one team may attend, each team to speak and vote with one voice.
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D. WRESTLER ELIGIBILITY

1. Age. No minimum age. Coach is one responsible to determine whether it is appropriate to send a kid out.
2. Residency. The general rule of the League is that there will be no stacking of teams. Accordingly, a wrestler competing in a non-exhibition match must either:
 - a. live in the town;
 - b. live in a surrounding town without a program;
 - c. live in a town served by a program for which the Board has voted to allow eligibility on a year to year basis;
 - d. Attend school in the town (including a private school located in the town).

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E. DUAL MEET COMPETITION

1. Each team wrestles every other team in the League.
2. The team with the most wins is the regular season Champion. In the event of a tie, the result of the regular season head to head meet breaks the tie.
3. Length of individual matches will be 2 minutes, 1 minute & 1 minute.

F. DUAL MEET FORMAT

League will use best efforts to schedule all but one dual meet on weekends and in the form of double duals (4 teams, each wrestling twice) or Quads (4 Teams, each wrestling 3 times).

1. Scoring Matches, same as High School.
2. Coin flip to determine which team sends wrestler out first in opening match, alternating after first match.
3. Teams may use high school format to decide which weight class to start at or continue with current format of starting at lowest weight.
4. Exhibition Matches (also referred to as “JV matches”). Same as a scoring match, except no team score.
5. Best efforts shall be taken to attempt to get all so-called “JV” wrestlers an exhibition match on a full mat with referee and score cards.
6. Where time is limited and it becomes apparent that not all JV wrestlers can be given a full mat match, then first priority shall be given to 7th and 8th grade age wrestlers and second priority to 5th and 6th. 3rd and 4th grade age wrestlers will be given full mat matches only 1) as necessary to get a match for a 5th-8th grade wrestler or 2) as time permits. The intent is to provide an official match to as many middle school (Grade 5-8) wrestlers as possible at each event. K-2 wrestlers will not be given exhibition matches at League events.
7. If it becomes apparent that time is running out, the attending coaches shall resort to such plans as necessary, such as multiple matches on a mat, to insure as many kids as possible get a match.

G. SCORING RULES

Except as specifically set forth below, high school rules will apply (including warnings and penalties).

1. Team Score Tie Breaker. In the event of a tied team score at the conclusion of the final match, the team that won more matches wins the dual meet.

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2. Forfeits. For all purposes of these rules, unless otherwise specifically set forth, a forfeit is the equivalent of a match.

H. WEIGH-INS

Each wrestler weighs in only once and the weight is used for all dual meets and the team tournament. Weigh in must be either at a scheduled weigh-in or at a scheduled event. Nobody can wrestle until they have been officially weighed in.

I. WEIGHT CLASSES

There will be approximately fifteen weight classes. Final weight classes to be determined based on initial rosters by setting weight classes in proportion to the number of kids at each weight class and in manner such that most teams can fill each weight class.

For 2015 these weights will be used (tentative).

65,70,75,80,85,90,95,100,105,111,118,125,134,146,168

J. BUMPING

Regardless of individual weight or weight span, a wrestler can bump up two weight classes. In no event can a wrestler bump down.

K. ROSTER AND RECORDS DATABASE

To be eligible to wrestle, the wrestler needs to be included on the team's roster. All team rosters must be submitted to the Roster Database Manager. Wrestlers can be added to a roster mid-season, but must be done so prior to a competing at an event.

League Roster Database Each team shall electronically submit all roster data in such form and within time limitations as directed by the Roster Database Manager. The Roster Database Manager shall be responsible to maintain a central roster database which shall include all wrestlers' names, team, dates of birth and weights. Additionally, the Roster Database Manager shall maintain a collection of all match and team results submitted during the season for use at seeding meeting and for purpose of determining dual meet league champion.

L. DUAL MEET LEAGUE CHAMPIONSHIP

Regular Season Championship team gets t-shirts and a championship banner.

M. NEWSPAPER COVERAGE

Each team will be responsible for its own coverage. All teams agree to use reasonable efforts to achieve newspaper coverage. At minimum, box scores should be sent in to the local newspaper. Coaches should communicate at events to assure that box scores are being sent. For example, if Chelmsford vs. Tyngsborough, whereas both are covered by the Lowell Sun, only one team needs to send in box score.

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N. REFEREES

To the extent possible, official referees to be used for matches. Referees are to be paid by the League.

O. REQUIRED GEAR

1. Headgear mandatory at all events.
 2. Singlet or snug fitting clothes (such as Under Armor) required for all events.
 3. No outside club singlets. Must either be a league team's singlet or generic singlet. For example, no Doughboy, Oklahoma etc.
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P. ENTRY FEES

No entry or spectator fees may be charged at door.

Q. FACILITIES

Host team must have space for (AT LEAST) 2 full mats and seating for fans. When possible, three mats will be used with the third mat for exhibition matches. Host teams to use best efforts to have the following available:

1. Sound system to introduce individual matches (if possible). Flip charts for individual matches (if you don't have them, borrow from another team).
 2. Flip charts, easel, chalkboard or some form of team score board for each dual meet that can be viewed from the stands.
 3. If possible, seats to serve as bench on each side of mat (as done in high school).
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R. FACILITY FEES

The League will pay for all facility fees incurred by the host teams hosting duals as well as the end of the year tournament. Host teams pay for facility fees for duals and at the end of the year, we will total fees and everyone will pay equal share such that host teams are proportionately reimbursed.

S. TEAM TOURNAMENT

The League may hold an end of the year team tournament having the following format and rules:

1. Host team not to be responsible for running tables.
 2. Tournament (registration, brackets, administration) to be run by the League. Host team is not responsible.
 3. To run on 4 full mats.
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4. 8 man Brackets.
5. Seeding. League record, then head to head in league. If down a weight or haven't had many league matches, considered a "nobody" for seeding purposes.
6. Only 1 scorer per team per weight class.
7. To fill holes, each team will pull a number from 1 to 8. In that order if they have wrestler at an open weight class they fill it, if not it goes to team with next number until it is filled.
8. Extras cannot score even if they win the whole tourney.
9. Medals for top 3 Place winners plus first place gets a T-Shirt.
10. Team Championship Trophy. No Runner up trophies.
11. Break before awards round. 1 mat for championship finals and 3 or 4 mats for consolation finals.
12. Introductions of the finalists (Spot Light, music, projector up on wall etc again make it a big deal).
13. Coaches to have proper attire. i.e. Team shirt and decent pants no hat on backwards etc.
14. Teams to have some sort of uniform.
15. Host team keeps all concessions from tourney.
16. Tournament Eligibility. There will be no minimum number of matches wrestled. It is possible that the first match of the year is at the tournament.

T. CLEAN UP AFTER EVENTS

At the end of each dual meet, tournament or other League event, all wrestlers must stay and help roll up and put mats away. Coaches will be responsible for keeping their kids there to help. The host team to make announcements reminding everyone of the clean up rule.