

TRIBE

TAKEDOWN CLASSIC

TOURNAMENT RULES



The Tribe Takedown Classic will follow National High School Federation rules, with these exceptions:

1. All bouts will be one 3-minute period in length.
2. If wrestlers should go out-of-bounds, or if there is a lack of mat activity, they will be brought back to a neutral starting position.
3. Wrestling will continue until all parts of both wrestlers are out of bounds, OR for the safety of the wrestlers.
4. 15-point technical fall.
5. Sudden Death Overtime
6. Injury timeouts are 90 seconds and Blood time is 5 minutes maximum, respectively. If either time limit is reached, the match is forfeited.
7. Headgear is encouraged but not required.
8. Respectful conversations with officials are permitted, but you must be respectful of their decision. Fighting with the official can result in:
 - a. 1st Offense – Warning
 - b. 2nd Offense – One match point
 - c. 3rd Offense – Coach is out of the tournament
9. Unsportsmanlike conduct by coaches
 - a. 1st offense – One match point
 - b. 2nd offense - Coach is out of the tournament
10. Flagrant misconduct (coaches or wrestlers):
 - a. 1st offense – Out of tournament
11. All referee's decisions are final

OVERTIME RULES:

Matches will run with an unlimited overtime period until there is a successful takedown.

#FEARTHETRIBE

