

KHSAA WRESTLING OVERTIME CHECKLIST

- Three Regular Periods of Wrestling
- No winner, one minute, Sudden Victory, Start in Neutral unless Injury Time Out Rule
- Flip Disk if Still Tied
- Wrestle Tie-Breaker 1
- Wrestle Tie-Breaker 2
- If Still Tied, First Point Scored has Choice UNLESS Unsportsmanlike Conduct has occurred (2008 rules change)
- One final 30-second Ultimate Tie-Breaker

SUDDEN VICTORY PERIOD

- Quickly verify that overtime (sudden victory period) 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

TIE-BREAKER 1 & 2

- 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, bottom or defer. NO NEUTRAL!
- At the conclusion of the first tie-breaker period the opponent will have the choice of top, bottom.
- Which ever 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.
- 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.
- Remember that the Ultimate tie-breaker period is different than the rest of the match.
- The goal of the top 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 only.
- There would be times when the top wrestler could be considered stalling, like grabbing a leg and hanging on.
- Ultimate Tiebreaker Period stalling will be called differently as the objective is for the top wrestler to control the bottom wrestler and the bottom wrestler to score.
- Controlled wrestling by the top wrestler will not be considered stalling during the ultimate tiebreaker period. Examples of what would not be control wrestling:
 - Repeatedly grasping leg
 - Stalemate first, then
 - Stall warning (or penalty)
 - Rear standing position without attempting to return opponent to mat
 - Stalemate first, then
 - Warning (or penalty) for stalling
 - Lifting opponent into air
 - Stalemate first, then
 - Warning (or penalty) for stalling