

FOLKSTYLE CLASSIFICATION POINTS

| RESULTS OF THE MATCH | POINTS - | Winner | Loser | Recording Codes |
|---|----------|--------|-------|-----------------|
| VICTORY BY FALL | 6 | 0 | Time | LF |
| TECHNICAL SUPERIORITY (15 point margin) | 5 | 0 | Score | Reverse Score |
| MAJOR DECISION (8-14 point margin) | 4 | 0 | Score | Reverse Score |
| DECISION (1-7 point margin) | 3 | 0 | Score | Reverse Score |
| DISQUALIFICATION | 6 | 0 | WBD | DQ |
| DOUBLE DISQUALIFICATION (both defeated) | 0 | 0 | DDQ | DDQ |
| FORFEIT (No show - loser eliminated) | 6 | 0 | WBF | FORF |
| INJURY DEFAULT | 6 | 0 | WBI | INJ |

OVERTIME DECISION: Circle the score for both winner and loser

TECHNICAL SUPERIORITY: A victory on points by a margin of 15 or more

MAJOR DECISION: Victory on points by a margin of 8-14

DECISION: Victory on points by a margin of 1-7

DISQUALIFICATION: Elimination from a bout or the tournament

FORFEIT: The result when a winner fails to appear for his/her bout

INJURY DEFAULT: A bout determined by an injury of a contestant

OVERTIME: An overtime period shall consist of one (1) minute

TIE BREAKING CRITERIA

In the event of a tie the following criteria will be used in order to declare a winner.

1. The wrestler whose opponent has been penalized the greater number of times for flagrant or unsportsmanlike conduct shall be declared the winner.
2. The wrestler who has won the greater number of matches.
3. The wrestler who has accumulated the greater number of points for falls, defaults, forfeits or disqualifications.
4. The wrestler with the greater number of points for technical falls.
5. The wrestler with the greater of points for major decisions.
6. The wrestler with the greater number of points for near-falls.
7. The wrestler with the greater number of takedowns.
8. The wrestler with the greater number of reversals.
9. The wrestler with the greater number of escapes.
10. The wrestler whose opponent has been penalized the greater number of times for stalling.
11. The wrestler whose opponent has been warned more often for stalling.
12. The wrestler whose opponent has the greater number of points for all other infractions.
13. If none of the above resolve the tie, either a tie shall be declared or a flip of the disk.