

## 2011-2012 Ozark AAU Age Groups & Weight Classes

### **AGES & WEIGHTS:**

**BANTAM** (Born 2004 and After)  
**40,45,50,55,60,65,70,HWT**

**MIDGET** (Born 2002-2003)  
**50,55,60,65,70,75,80,85,92,100,112,125,HWT**

**NOVICE** (Born 2000-2001)  
**55,60,65,70,75,80,85,90,95,100,108,119,132,148,HWT**

**SCHOOLBOY** (Born July 1, 1998 thru December 31, 1999)  
**65,70,75,80,85,90,95,100,105,112,119,125,130,135,140,145,152,160,171,189,HWT**

**CADET** (Born 1997 thru June 30, 1998)  
**88,95,103,112,119,125,130,135,140,145,152,160,171,189,HWT**

### The Match Process

*A match consists of three periods plus overtime if the match is tied at the end of the third period.*

**First Period-** Start is from the standing or neutral position. Both wrestlers must attempt to stay inside the circle while on their feet and earn a takedown.

**Second Period-** Start is from either the referee's position or neutral position. Choice of position is decided by a coin toss. Winner chooses up, down, neutral, or he may defer to his opponent. If he chooses to defer, he will have the choice in the third period, assuming the match continues to the third period.

**Third Period-** Start is from either the referee's position or neutral position. The loser of the second period coin toss now has the choice of up, down, or neutral.

**Overtime-** A 30 second period begins in the neutral position. The first wrestler to score a point wins. If no points are scored, then a choice will be given to the wrestler who scored in the match first. He will choose top or bottom. The top wrestler must ride and the bottom wrestler must escape to win the match for 30 seconds.

### Scoring

T2 (takedown)	R2 (reversal)	E1 (escape)	N2 or N3 (near fall)
F (fall)	TF (tech fall)	P1 or P2 (penalty)	