

2005 CANADA GAMES

WRESTLING TECHNICAL PACKAGE

Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each NSO's version of prospective high performance athletes.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the Sport Committee of the Canada Games Council through his or her Chef de Mission or National Sport Organization.

Technical Packages are developed primarily by National Sport Organizations, following principles, guidelines and requirements of the Canada Games Council. As the overall governing body of the Games, the Council has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the NSO concerned.

If an individual wishes to initiate a change to a Technical Package leading up to a Games, the desired change should be first directed to the National Sport Organization or the Chef de Mission. The NSO or Chef will evaluate the merits of the change and will, if it has merit, submit the requested change to the Sport Committee of the Canada Games Council. The NSO or Chef will submit the rationale for the change. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after three years prior to the Games. Substantive changes to events or competition formats will not be considered after 18 months before the Games. Minor corrections will be considered at almost anytime, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package early.

**2005 REGINA CANADA SUMMER GAMES
TECHNICAL PACKAGE**

1. SPORT: WRESTLING

2. COMPETITORS:

2.1 Competitors: Male 11 / **Female 10**

2.2 Staff: 1 Manager and 2 Coaches

One of the coaches must be of the opposite gender.

3. CLASSIFICATION:

15 to 18 as of December 31, 2005 (athletes born 1987, 1988, 1989 and 1990)

The CAWA includes a minimum age category for safety considerations due to the combative nature of the sport.

4. ELIGIBILITY:

4.1 Coaches:

Any staff listed as coaches on the official registration form must be fully certified (theory, technical and practical) under the National Coaching Certification Program to at least Level 3 in Wrestling. These coaches must be so certified not later than 90 days before the opening of the Games (May 7, 2005).

4.2 Competitors:

Excluded from the Canada Games are:

- (a) Athletes that have been National Senior Team Members at any time;
- (b) Athletes that have held senior cards (as defined by Sport Canada's Athlete Assistance Program) at any time;
- (c) Athletes that have competed for any nation at any Pan American Games, Commonwealth Games, Olympic Games or senior World Championship;

- (d) Athletes that hold D cards for any length of time between August 5, 2004 and May 7, 2005;
- (e) Any wrestler who, at any time, has placed 1st, 2nd or 3rd in the Canadian Senior Championships;
- (f) Any wrestler who has competed in the Junior World Championships.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to carding status or national team status (ie., no athlete will be excluded if they become National Senior Team members for the first time or are granted carding status after May 7, 2005).

5. COMPETITION:

Match rules are those detailed in the most current edition of the C.A.W.A. Rule Book. The age grouping for the Canada Games covers two age divisions. In cases of conflicting rules, the Juvenile rule requirements will be in effect.

Each province/territory is allowed one wrestler in each weight category.

Competitors can compete in either the weight class determined by their weight or in one weight class above. The only exception is the 130 kg (male) and **90 kg (female)** categories in which all competitors must weigh at least 105 kg (male) and **75 kg (female)**.

Weigh-In Procedures

- A. Two scales calibrated to the official scale must be accessible to the wrestlers from the opening day of the athletes' village until the official weigh-in is completed. **These scales should be placed in private locations of separate gender.**
- B. A medical examination is to be scheduled during the weigh-ins. Physicians present at the medical control will eliminate from competition any wrestler with a contagious skin disorder or other ailment that would prevent them from competing at a minimum safe level.
- C. The weigh-ins shall be the day before the competition starting between **4:00 p.m.** and 8 p.m. The duration of each weigh-in is 1 hour in length and shall be integrated with the medical examination (i.e. a wrestler has one hour in total to have their medical completed and weigh-in for the tournament). There shall only be one weigh-in **for each gender** for the tournament.
- D. Wrestlers that are presenting themselves to be weighed in must be in their competition singlet, with bare feet. No weight allowance will be given for the singlet.

- E. Any wrestler who weighs in heavy (**and cannot move up a weight class**) will be eliminated from the competition; they will not be classified, and cannot score points for their province or territory.
- F. A sauna will not be available at the weigh-in, practice or competition sites.

Weight Categories:

Male

- | | | |
|-----------------|-----------------|-----------------------|
| 1. 43 to 46 kg. | 5. up to 63 kg. | 9. up to 90 kg. |
| 2. up to 50 kg. | 6. up to 68 kg. | 10. up to 105 kg. |
| 3. up to 54 kg. | 7. up to 74 kg. | 11. over 105 kg., and |
| 4. up to 58 kg. | 8. up to 81 kg. | not over 130 kg |

Female

- | | | |
|------------------------|------------------------|-----------------------------|
| 1. 36 to 40 kg. | 5. up to 56 kg. | 9. up to 75 kg. |
| 2. up to 44 kg. | 6. up to 60 kg. | 10. over 75 kg., and |
| 3. up to 48 kg. | 7. up to 65 kg. | not over 90 kg. |
| 4. up to 52 kg. | 8. up to 70 kg. | |

Competitive Schedule:

The competitive format will be dual meets on the first two days with individual competitions on the third day. **Both the team and individual competition between the males and females will be considered separate events and count flag points in a separate fashion.**

Team Competition:

For the team dual meet competitions, the teams will be divided in two pools (**2 - male & 2 - female**). The male seeding will be based on the results of the **2001 Canada Games**. **The female seeding will be based on the team rankings at the 2005 Juvenile National Championships (in the case of a province not being seeded due to non attendance at the Nationals, the CAWA Technical Director and Vice President Technical shall determine the final seeding)**. Each pool of teams (Pool A and Pool B) will compete in a round robin tournament to determine the rankings in each pool. The team competition finals will be wrestled between corresponding ranked teams in each pool to determine 1st and 2nd team rankings, i.e., 1st team from pool A vs. 1st team from pool B, to determine overall 1st and 2nd team placing, etc.

Individual Competition:

The third day of the competition shall be reserved for individual competition. Individuals shall be ranked in each weight class in each pool according to section (6.4) of this technical package. On the 3rd day, the athletes in each weight class in each pool shall

compete to determine their final placing in the tournament. The format will be as follows:

	1st Pool A	
loser		winner
	2nd Pool B	
3rd/4th		1st/2nd
	2nd Pool A	
loser		winner
	1st Pool B	
	3rd Pool A	vs. 3rd Pool B - 5th/6th
	4 th Pool A	vs. 4 th Pool B - 7th/8th
	5 th Pool A	vs. 5 th Pool B - 9th/10th
	6 th Pool A	vs. 6 th Pool B - 11th/12th

Pools:

The teams will be divided into two pools (A and B) which are based **upon the seeding criteria noted above.**

Pool A: *Male - 1st (ON), 4th (AB), 5th (NB), 8th (NS), 9th (MB), 12th (PE)*
Female – 1st (SK), 4th (AB), 5th (QC), 8th (MB), 9th (NF), 12th (NT)

Pool B: *Male - 2nd (SK), 3rd (BC), 6th (QC), 7th (NF), 10th (NV), 11th (NT)*
Female - 2nd (ON), 3rd (BC), 6th (NS), 7th (NB), 10th (PEI), 11th (NV)

Scheduling: Will be finalized once the numbers of participating teams are determined. The schedule below is based upon **12** provinces/territories participating.

Team Competition: 2 days, 6 mats (3 male and 3 female), Pool A - **Three** sessions on day one, Pool B - Three sessions on day one, both pools with three sessions on day two.

Day One (NOTE: Mat D, E and F will be for the female competitors. It shall follow a similar format to the one noted below but may vary depending on the number of entries. The men and women will compete at the same time periods but provinces (male team and female team) may have their teams competing at different times during each day depending on the final seeding.)

Session One: (Red/Blue)

	<u>Mat A</u>	<u>Mat B</u>	<u>Mat C</u>
9:00 Pool A	1 vs. 12	4 vs. 9	5 vs. 8
10:30 Pool B	2 vs. 11	3 vs. 10	6 vs. 7

Session Two:

	<u>Mat A</u>	<u>Mat B</u>	<u>Mat C</u>
14:00 Pool A	1 vs. 9	4 vs. 8	5 vs. 12
15:30 Pool B	2 vs. 10	3 vs. 7	6 vs. 11

Session Three:

	<u>Mat A</u>	<u>Mat B</u>	<u>Mat C</u>
19:00 Pool A	1 vs. 8	4 vs. 5	9 vs. 12
20:30 Pool B	2 vs. 7	3 vs. 6	10 vs. 11

Day Two

Session Four:

	<u>Mat A</u>	<u>Mat B</u>	<u>Mat C</u>
9:00 Pool A	1 vs. 5	4 vs. 12	8 vs. 9
10:30 Pool B	2 vs. 6	3 vs. 11	7 vs. 10

Session Five:

	<u>Mat A</u>	<u>Mat B</u>	<u>Mat C</u>
13:00 Pool A	1 vs. 4	5 vs. 9	8 vs. 12
14:30 Pool B	2 vs. 3	6 vs. 10	7 vs. 11

Session Six: (finals)

	<u>Mat A</u>	<u>Mat B</u>	<u>Mat C</u>
17:00	5A vs. 5B (9th/10th)	4A vs. 4B (7th/8th)	6A vs. 6B (11th/12th)
19:00	2A vs. 2B (3rd/4th)	1A vs. 1B (1st/2nd)	3A vs. 3B (5th/6th)

Award Ceremonies for team placings 1-3.

Individual Competition

Day Three

Session Seven:

46 - 130 kg. (male) and 40 - 90 kg. (female) (All weight classes) - Cross over matches (1-4) and place matches (5-13)

	<u>Mat A</u>	<u>Mat B</u>	<u>Mat C</u>	<u>Bye</u>
10:00	1A vs 2B (semi)	2A vs 1B (semi)	3A vs 3B (5th/6th)	N/A
11:30	4A vs 4B (7th/8th)	5A vs 5B (9th/10th)	6A vs 6B (11th/12th)	

Competitor 7A will be ranked 13th.

Session Eight: Finals to determine individual 1st - 4th places; Male and Female individuals finals will be held at separate time periods. **21** matches on two mats - two sessions.

16:00	Female	<u>Mat A</u> Gold/Silver	<u>Mat B</u> Bronze/4th
19:30	Male	<u>Mat A</u> Gold/Silver	<u>Mat B</u> Bronze/4th

Individual Award Ceremonies after each set of matches as outlined below;

Female

Matches	40, 44, 48, 52	Awards for	40, 44, 48, 52
Matches	56, 60, 65	Awards for	56, 60, 65, 70
Matches	70, 75, 90	Awards for	70, 75, 90

Male

Matches	46, 50, 54, 58	Awards for	46, 50, 54, 58
Matches	63, 68, 74, 81	Awards for	63, 68, 74, 81
Matches	90, 105, 130	Awards for	90, 105, 130

6. SPORT SCORING:

6.1 Dual Meet Results (Positive Points)

Dual meet results will be determined according to the F.I.L.A. positive point system in effect at the time of the Games.

6.2 Team Competition Ranking (Dual Meet Points)

Team rankings are based upon the dual meet results amongst the teams in the pool. A dual meet victory for a team is worth two points, a tie is worth one point and a loss is worth no points.

6.3 Team Competition Points

Teams will receive points in the wrestling competition according to their final ranking in the team competition. **Male and Female shall be ranked separately.** The distribution of these team competition points will be as follows:

Position	Pts
1st place	150
2nd place	140
3rd place	130
4th place	120
5th place	110
6th place	100
7th place	90

Position	Pts
8th place	80
9th place	70
10th place	60
11th place	50
12th place	40
13th place	30

6.4 Individual Ranking

The individual wrestlers will be ranked in their pools according to the total number of victories accumulated during the round robin competition in the pool.

Tie-breaking rule for the individual ranking:

If two people are tied, the tie shall be broken as follows:

- 1) result of the match between the two wrestlers
- 2) greatest number of positive points accumulated during the entire team competition
- 3) greatest number of victories by fall
- 4) greatest number of victories by technical superiority
- 5) greatest number of victories by decision
- 6) greatest technical point differential (fall and technical superiority = 6 points, forfeit = 0 point)
- 7) greatest number of technical points
- 8) most 5 point moves
- 9) most 3 point moves
- 10) most 2 point moves
- 11) least number of cautions

If they are still tied, they will be considered tied.

NOTE: Technical Point Differential = total number of points for minus total number of points against

If three or more wrestlers are tied, if one wrestler had defeated the other two, they shall be ranked highest; similarly, if one wrestler has lost to the other two, they

shall be ranked lowest. If this is not the case when three or more wrestlers are tied, the ties shall be broken by applying in order, criteria 2 to 11 listed above.

6.5 Individual Points

Individuals in each weight class will earn points for their teams in the wrestling competition according to the following schedule:

Position	Pts
1st place	100
2nd place	97
3rd place	94
4th place	91
5th place	88

Position	Pts
6th place	85
7th place	83
8th place	81
9th place	79
10th place	77

Position	Pts
11th place	75
12th place	74
13th place	73

8. TIE BREAKING RULE - COMPETITION:

8.1 Within Pool

If two or more teams are tied, the following criteria will be used to break the tie:

- 1) Individual dual meet results between the teams (if three teams or more are tied, if one team has beaten the other two, it will be ranked highest; similarly, if one team has lost to the other two, it will be ranked lowest).
- 2) most accumulated positive points (i.e., total score of dual meets) in the team competition.
- 3) greatest number of match victories
- 4) greatest number of victories by fall or technical superiority
- 5) greatest number of victories by decision
- 6) greatest technical point differential in the entire team competition (fall or technical superiority = 6 points, forfeit = 0 point)
- 7) greatest number of technical points

8.2 In the finals

If two teams are tied in the final, the tie shall be broken as follows:

- 1) greatest number of victories in the dual meet final
- 2) greatest number of victories by fall
- 3) greatest number of victories by technical superiority
- 4) greatest number of victories by decision
- 5) greatest technical point differential in dual meet final (fall and technical superiority = 6 points, forfeit = 0 point)
- 6) most team 5 point moves

- 7) most team 3 point moves
 - 8) most team 2 point moves
 - 9) least number of cautions in the dual meet final
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8. PROVINCIAL/TERRITORIAL RANKING:

The final overall provincial/territorial standing shall be calculated based upon the total accumulation of team competition points and the individual points. Points for the Games Flag will be awarded to each province/territory as follows (male and female shall be ranked separately):

1st place - 10 points	7th place - 4 points
2nd place - 9 points	8th place - 3 points
3rd place - 8 points	9th place - 2 ½ points
4th place - 7 points	10th place - 2 points
5th place - 6 points	11th place - 1 ½ points
6th place - 5 points	12th place - 1 point
	13 th place - 0.5 points

9. PROVINCIAL/TERRITORIAL RANKING - TIE BREAKING:

If a tie exists in the overall provincial/territorial standing, the higher standing will be awarded to the team with the most weight class gold medals, and if the tie still exists, the most weight class silver medals, and so on.

10. MEDALS:

GOLD:	48	(one for each weight class and one for each member of the team that wins the team competition).
SILVER:	48	(one for each weight class and one for each member of the team that finishes second in the team competition).
BRONZE:	48	(one for each weight class and one for each member of the team that finishes third in the team competition).

(21 Individual Medals, 21 Athlete Team Medals, 3 Support Staff X 2 teams)

11. ATTIRE:

Red or blue singlet, socks and wrestling shoes. Provincial team coloured singlets will be allowed at the Canada Games. Provinces are encouraged to have the crest of the province on the front of the singlet and the two letter acronym on the back (i.e., NB for New Brunswick).

12. EQUIPMENT:

Head gear is permissible and recommended for this competition. Wrestlers must tape their shoe laces or have shoes that do not contain laces that may come undone during a match.

13. APPENDIX:

The attached appendix forms an integral part of this technical package.

APPENDIX 1

2005 Regina Canada Summer Games

Competitor Eligibility

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens and landed immigrants.
3. The Games are open to amateur athletes **who are members** in good standing of their provincial and/or national sport organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the province or territory they are representing. An athlete can have only one domicile.
5. Students attending school on a full-time basis outside their province of permanent residence during the year of the Games shall be permitted to compete for either their province of permanent residence or the province in which the athlete attends school. To be eligible to compete for the province where the athlete attends school, the student must be enrolled on a full-time basis during the 2004-2005 academic year.
6. If a non-student athlete attends a recognized national training centre outside his or her province of permanent residence, the athlete is encouraged to represent his or her province of permanent residence; however, the athlete could represent the province where the centre is located under the terms of paragraph (7), below.
7. Exceptions to the domicile requirement will be possible if the athlete can demonstrate a commitment to the province or territory she or he wishes to represent by such means as having been a member of a club or provincial sport organization in that province for the entire previous competitive season, having represented that province or territory at a previous national or regional championship or having attended school full-time the previous academic year or a recognized national training centre full-time during the previous 12 months. Other similar circumstances may be considered.
8. An athlete is permitted to try out for only one province or territory per Games.
9. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. **Coaches or PSOs must bring forward any unclear cases to their Chef de Mission and to their NSO as early as possible before the competition for forwarding to the Sport Committee.**
10. Where a team/province/Chef wishes to challenge the eligibility of an athlete on another provincial/ territorial team, it is expected that such a challenge will be made as soon as

the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

OTHER

1. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to *a maximum size of 60 square centimetres*.
2. The only coaching permitted is by those accredited coaches identified in the Technical Package. Personal coaches of athletes or additional coaches of any type will not receive accreditation and will not have access to competition or training areas.
3. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Sport Medicine Council of Canada assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.