I. Eligibility

A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
B. All players must present a valid UCI Student ID OR Driver’s license in order to check in for a game.
C. Players may not participate on two or more teams in any division and in the same sport during the Intramural season. Players may however play in one Coed league and in one Men's/Women’s league concurrently.
D. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun. Please contact the Director of Intramural Sports with any roster questions.

UCI CLUB SPORTS PLAYERS:
Due to Wrestling being a one-time tournament, there is no limit to Club Sports participants on a team’s roster.

II. Meet Info and Format

A. Depending on the number of participants, single elimination or round robin format will be used.
B. A minimum of four participants shall comprise a team.
C. Matches will be divided into three rounds of 1, 1.5 and 1.5 minutes respectively (stop clock).

III. Weight Classes

A. 125lbs, 133lbs, 141lbs, 149lbs, 157lbs, 165lbs, 174lbs, 184lbs, 197lbs, 217lbs, Heavyweight (218lbs-285lbs).
B. Individuals may wrestle in a maximum of two (2) weight class divisions.
   1. Wrestlers competing in multiple brackets will receive Team Points in only one weight class. This will be determined by the weight class in which the participant advances the furthest in.
   2. In the case a multiple weight class participant has a tie for the highest finish, the weight class in which the most bonus points were scored will count towards Team Points.
C. There will be no overweight allowed in any class.
D. A minimum of two wrestlers are needed to compete in a weight class. If only a single participant is entered in any weight class, the participant shall have the option to move up in weight.
E. A team may only have a maximum of two (2) wrestlers in the same weight class.

IV. Decisions

A. A fall in any period terminates a match. If neither contestant scores a fall at the expiration of four minutes, the referee shall award the match to the person who has scored the greater number of points. If there is a tie, two 30-second overtime periods will be wrestled to determine a winner.

V. Scoring

A. In a match the scoring will be:
   - Near Fall: 3 points
   - Reversal: 2 points
   - Near Fall (predicament): 1 point
   - Escape: 1 point
   - Take Down: 2 points
   - Penalty: 1 point
B. The Team Points will be:
   - Winner (wt.div): 5 points
   - Runner-up (wt.div): 3 points
   - Victory by fall: 6 points
   - Victory by decision (1-7 points): 3 points
   - Victory by major decision (8-14 points): 4 points
   - Victory by technical fall (15 or more): 5 points
   - Victory by default, forfeit: 6 points

VI. Injuries

A. If a wrestler is injured, the match shall be stopped.
B. If the injury was caused by an illegal hold, the matched shall be awarded to the injured contestant and scored as a fall.
C. If the injury is accidental, the opponent shall be awarded the match as a default.