#### **BEL AIR JUNIOR WRESTLING HOSTS**

ADULTS \$5.00 12 & UNDER FREE

# BEL AIR BRAWL OPEN TOURNAMENT AY - JANUARY 12, 202

ONLINE REGISTRATION ONLY!

BEL AIR HIGH SCHOOL, 100 Heighe St., Bel Air, MD 21014

## REGISTRATION CLOSES 1/11/20 - WWW.BOUTMASTERSLLC.COM

**ONLINE REGISTRATION: ENTRY FEE \$27** 

Click on "register", select tournament date & name, click "register now", click "WRESTLEREG" to begin registration. You must register online and pay via credit card. Once you have completed registration AND payment process you will receive a receipt of payment via email. If your payment is not made at the time of registration your information will not be saved and you will not be entered into the tournament. Online registration guarantees your entry into the tournament. Please use a proper name for your team – no abbreviations/mascots.

CONTACT JONNY POCALYKO TO ENTER AND PAY AS A TEAM @ 443-690-5384 OR BAJW2.WRESTLING@GMAIL.COM

TROPHIES FOR 1ST - 4TH

#### **AGE / WEIGHT GROUPS**

Bantam (8 and under):

45-50-55-60-65-75-90-HWT

Midget (9-10):

55-60-65-70-75-80-90-100-HWT

Junior (11-12):

65-70-75-80-85-90-95-103-112-120-140-HWT

Interim (13-14):

75-80-85-90-95-100-110-120-130-140-165-HWT

**Session 1(AM):** 7-8 & 9-10 Divisions

Weigh-In:6:30-8 AM

Wrestling Begins: 9 AM

Session 2(PM):11-12 & 13-14 Divisions

Weigh-In: 10 - 11:30 AM Wresting Begins: 1 PM

### **RULES**

Scholastic Rules, Double Elimination, Headgear Required No High School Wrestlers JV or V Age qualification based on date of tournament

#### **Bout Lengths:**

7-10: 1-1-1 - OT 1 min, SV - NHF rules 11-14: 1.30-1.30-1.30 - OT 1 min, SV NHF rules

Tournament Director reserves the right to combine weight classes and/or modify bout length.

Registration Limited to the first 150 entries in Session 1, 200 entries in Session 2 (Total 350).

Proof of age may be required at Commissioner's discretion.

#### \*\*\* RANDOM WEIGH-INS\*\*\*

IF YOU MISS WEIGHT, YOU WILL NOT BE ALLOWED TO PARTICIPATE. NO CHANGING WEIGHT CLASSES & NO REFUND. WE WILL NOT MOVE WRESTLERS THE DAY OF THE EVENT.