

LAST MAN STANDING

One team a round. Win and you carry on, draw or lose and you are out. The rules below are the ones almost everybody plays by — fill in the blanks and your competition is defined.

THE RULES

- 1 Pick one team a round** to win their match. You pick before the deadline; after it, your pick is locked.
 - 2 If your team wins, you go through.** If they draw or lose, you are out.
 - 3 Results count on regulation time only** — ninety minutes plus stoppage. Extra time and penalties do not count.
 - 4 You cannot pick the same team twice.** Once you have used every team, they all become available again and you carry on.
 - 5 The last player left wins.** If everybody still in goes out in the same round, nobody is left standing — agree in advance what that means for the pot.
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YOUR COMPETITION

COMPETITION	
ENTRY FEE	
PRIZE	
PICKS LOCK	
RUN BY	

DECIDE BEFORE ROUND ONE

A missed pick?

Somebody will forget. Agree now whether that is elimination or the loss of a life, and say so out loud.

A postponed match?

Usual practice is that the pick does not count and the player carries on, but cannot use that team again.

Everyone out at once?

Either the pot is shared between everyone knocked out in that round, or the round is replayed.

LIVES, IF YOU WANT THEM

Giving each player a life or two means one bad weekend does not end their run. It makes a competition last longer and keeps more people interested for more of it, which is usually what you want with a smaller group. Decide the number before you start and put it in the box above.
