



NHSM “TOP OF THE TABLE” BASIC RULES OF PLAY

This is a ladder style form of weekly competition?not for a faint of heart! We play several games in a short period of time to keep the action moving and transitions smooth!

- 1. Games are played 6v6 (five field players and a goalkeeper)**
 - a. You may play with a “keeper/sweeper” – last player back may use hands in the box.
- 2. Futsal balls are preferred but not required**
- 3. There are no throw-ins or corner kicks**
 - a. Ball goes out over the touchline = kick in for the opposing team
 - i. You cannot shoot directly on goal from a kick in
 - b. Ball goes out over the endline = always starts with a goal kick (goalie may distribute the ball with his hands or feet – **NO PUNTS OR DROPKICKS**)
- 4. Each game will last 8 minutes (unless otherwise specified) of running time. If a game ends in a tie, one player from each team will “rock, paper, scissor” (best of one) to determine the “winner” of that match.**
 - a. The team that wins will move “up” a field and get ready for their next match.
 - b. The team that loses will move “down” a field and get ready for their next match.
- 5. There will be a 2 minute “rest” for teams to transition from one field to another. Once all four fields are ready to play, the “head” official will blow their whistle, and the next 8-minute game will begin.**
- 6. Points will be determined based on the number of fields being played simultaneously, as well as where your team finishes on the evening:**
 - a. End the night on field 1 = maximum points (4pts for 4 fields, 3pts for 3)
 - b. End on field 2 = 3 or 2 points
 - c. End of field 3 = 2 or 1 point
 - d. End on field 4 = 1 point
- 7. Referees are there to “supervise” play and keeps things in line. We use honor code if you fouled a player, or the ball goes out of bounds – give it to the other team. There isn’t enough time in a game to argue!**
- 8. The goal is to finish 8 total games in a 90-minute block of time!**
- 9. Eight teams can play in a time-block (90 minutes) for four fields running at once. With more teams, we will add time blocks, and your team could play in either time block.**

TRANSITIONING AND TIMING OF GAMES, ETC.

1. Teams will be assigned to a field (1 through 4) where they are to start based on where the team sits in the standings (first week will be random). This is where your team will start the evening.
2. We will have one referee “facilitating” and keeping time per two fields. Referees will signal to each other that all teams are ready to play. Games will start on “head official’s” whistle and clock will start for both games on the same side. The goal is for all games to start and end around the same time.
3. Scores will be “tracked” by the teams per game and not posted on scoreboards.
 - a. Any dispute in score is settled by “rock, paper, scissors”
 - b. If teams cannot agree, the team who was on the field in question in the prior match will remain and the opposing team will move (up or down).
4. At the end of the game, if you won the game you move “up” a field (4 to 3 to 2 to 1). The goal is to end on the top (1st) field at the end of the night.
 - a. If you win one field 1, you stay.
 - b. If you lose on field 4 (or 3) – the last field – you stay
5. Pinnies: If you need pinnies, the team that stayed on the field will put the pinnies on during the transition time.
 - a. If you have pinnies on and need to move to another field, drop the pinnies
 - b. If you do not have pinnies on and stay on the field, grab the pinnies and put them on
 - c. If two teams are approaching the same field at the same time, first team on grabs the pinnies and puts them on
 - i. If there’s a dispute, “rock, paper, scissors” (best of one)
6. Teams have 2 minutes to transition into the next field and get ready for the next game.
7. Next game starts by a quick, “rock, paper, scissors” (best of one) to see who gets kickoff.
8. **SUBSTITUTIONS** can be made on the fly – it is recommended **NOT** to sub during an 8-minute game, but to let that group play, make the subs in between games – but this is **NOT** required.
 - a. Substitutions must occur in front of your bench area.
9. As mentioned, the goal is for all fields to start and end at the same time.
10. The referees will announce **LAST GAME** before kickoff and the **FINAL TRANSITION OCCURS AT THE END OF THE FINAL GAME – THEN POINTS WILL BE TALLIED.**
 - a. Example, if you are on field 1 and lose in the final game, you will move down to field 2, and that’s what will be recorded.
 - i. End on field 1 = 4 points for that week (3 points if three fields)
 - ii. End on field 2 = 3 points for that week (2 points if three fields)
 - iii. End on field 3 = 2 points for that week (1 point if three fields)
 - iv. End of field 4 = 1 point
11. Points are added each week, which could* dictate when you play the following week

Promotion, relegation (week to week) & scheduling

1. There will be no less than 6 teams and no more than 9 teams to play in the same time block. In the event there are more teams who sign up, we will extend to multiple time blocks, and the LAST block will always be where the TOP TEAMS from the previous week will play.
2. In the event we extend to multiple time blocks this is how it will look (time are not guaranteed, and used for examples)
 - a. Fewer than six teams – will not play
 - b. 6 teams – will play a three-field ladder. One time block (530-7pm)
 - c. 7 teams – will play a three-field ladder with the 7th team “off”. One time block (530-7pm)
 - d. 8 teams – will play a four-field ladder. One time block (530-7pm)
 - e. 9 teams – will play a four-field ladder with the 9th team “off”. One time block (530-7pm)
 - f. 10 or 11 teams – we will work to get to 12+ teams and need to figure it out.
 - g. 12 teams – will play a three-field ladder. Two-time blocks (5-630pm [Tier 2] & 630-8pm [Tier 1]).
 - h. 13 teams – late block will have 3 fields, early block three fields with 13th teams “off”
 - i. 14 teams – late block will have 3 fields; early block will have 4 fields.
 - j. 15 teams – late block will have 4 fields; early block will have 3 fields with one team “off”
 - k. 16 teams – two full time blocks.
3. **PROMOTION & RELEGATION FROM WEEK-TO-WEEK**
 - i. The two teams that END on Field 1 in the early block will play in the 630pm block the following week (**PROMOTION**)
 - ii. The two teams that END on the last field in the late block will play in the early block the following week (**RELEGATION**)
4. If multiple time blocks occur, points will go as follows:
 - a. Tier 1 (later block) –
 - i. Field 1 – 5 points
 - ii. Field 2 – 4 points
 - iii. Field 3 – 3 points
 - iv. Field 4 – 2 points
 - b. Tier 2 (early block) –
 - i. Field 1 – 4 points
 - ii. Field 2 – 3 points
 - iii. Field 3 – 2 points
 - iv. Field 4 – 1 point

ROCK PAPER SCISSORS ARE ALWAYS BEST OF ONE (NEVER 2-of-3)!