

LEAGUE RULES PACK

Black Dragon Games Blood Bowl League

Season 1

INTRODUCTION

Commissioner: Adam Archer

Start Date: 2nd October

Registration

Registration deadline: 6pm on Friday 29th September

There is a registration fee of £5 to join the League. Please register for the league and pay the entry fee here:

www.blackdragongames.co.uk/BloodBowlLeague

Please also submit your roster on TourPlay by the registration deadline.

Tourplay

The league will be run using Tourplay:

<https://tourplay.net/en/blood-bowl/black-dragon-games-season-1/news>

Models

You can use GW or Third party teams.

Non-Attendance

Failing to attend a scheduled match results in an automatic loss for that coach, unless you manage to give your opponent at least 24 hours notice and they are happy to rearrange the match. If someone cancels twice in the 3 week period they will automatically lose and their opponent will gain both MVPS, 2 TD's randomly allocated by the commissioner on Tourplay as well as all the winnings. If both coaches cancel during the 3-week period and cannot arrange a date it will be a 1-1 draw with the TD and MVP being awarded randomly by the commissioner.

Match Dodging

We expect ALL games to be played – anyone found to be deliberately attempting to dodge playing a game to protect their team will be instantly disqualified from the league.

Star Players and Mercenary Usage

Follow the rules as described in the BB2020 rulebook and the most recent FAQ from GW.

Matches can be played using the same Star Players using the distant cousin rule. The league allows all Blood Bowl: Second Season Edition star players. This includes all star players included in the rulebook and any that have been published in supplements following the release of the 2020 boxed set, starting with Spike Magazine 11.

To use any Star Player or Mercenary the coach fielding the player must have a suitable miniature for them. We will only be using the standard mercenary rules as published in BB2020 (page 92).

Other Inducements

We will not be using any of the optional rules in Deathzone, the Spikes or future GW publications unless stated in this document.

Play offs

The format used will depend upon the number of coaches in the league. This will be updated once the league commences.

1 LEAGUE RULE PACK

1.1 Blood Bowl: Second Season Edition

The league utilises the latest 'BLOOD BOWL: SECOND SEASON EDITION' rules and latest GW FAQ Errata document except where specified in section 1.7 below. I've included the link to the most recent FAQ here (be aware that it is updated by GW twice a year normally in May and November):

<https://www.warhammer-community.com/wp-content/uploads/2023/01/d4EGmrdz0lylahgt.pdf>

For rules on inclusion of rules from GW supplements outside of the main 'Blood Bowl: Second Season Edition' rulebook see section 1.8 below.

1.2 Drafting New Teams

All rules for drafting a Blood Bowl team are covered in the Blood Bowl rulebook.

All teams defined in the Blood Bowl rulebook and 'Teams of Legend' PDF document are available for play. This document and the most recent FAQ will always be available in the file section of the facebook page.

Slann are not available for play.

All teams have 1,000,000 Gold Pieces with which they can purchase their starting roster.

Please remember that all teams start with a Dedicated Fan Factor of 1 which does not count towards your 1,000,000 build limit.

1.3 Special Play Cards

No special play cards will be used in this league.

1.4 Turn Duration

HOUSE RULE

The 4-minute time limit is not enforced.

1.5 MVPs

HOUSE RULE

Only permanently rostered players are eligible for the MVP in the Post Match Sequence. In addition, any player who dies during the game will not be eligible for the MVP. Otherwise, use the rules in the rulebook.

1.6 Skill-Ups

ALL SKILL-UPS MUST BE ROLLED ON TOURPLAY.

Where they cannot, make a post to our Facebook group asking a commissioner to roll for you or contact your divisions commissioner. Note that the player with the skill up should be clearly identified before the dice roll is made. The skill must be chosen at least 24 hours before your next match so your opponent is aware of what they are facing.

1.7 House Rules / Clarifications

BLITZING

- You do not have to have a target in range to be able to declare a blitz.

KICK-OFF

- On a Blitz Kick-Off table result D3+3 players activate. Of these 4-6 players one may perform a Blitz action and one may perform a Throw Team-Mate action. A maximum of 6 players may activate.
- The Kick Team-Mate skill CANNOT be used during a Blitz kick-off result.
- On a Pitch Invasion Kick-Off table result one player rolls a D3 for both teams and then each coach randomly selects that number of their own players.

WEATHER

- For Sweltering Heat one player rolls a D3 for both teams and each player randomly selects that number of their own players.

SKILL/TRAIT CLARIFICATIONS

- When player with the 'Animal Savagery' trait knocks down a team-mate during an 'Animal Savagery' test failure they can be forced to use skills such as 'Mighty Blow', 'Claws' and 'Pile Driver' as if the knock down was the result of a Block action.
- The skill 'Pile Driver' triggers only after the Armour and possible Injury roll for the initial Block action have been completed. Please note if you have already fouled a player in your turn you cannot use pile driver in the same turn and vice versa.
- Traits marked as 'compulsory' (*) are not lost when the player becomes Prone, Stunned, or loses its tackle zones, e.g. Loner.
- If there is no unoccupied adjacent square when using Safe Pair of Hands, the ball scatters randomly.
- Foul Appearance triggers as soon as the blitz is nominated, i.e. Before the Blitzer moves.
- A Hypnotic Gaze Special action is not a replacement for a Block action. This means the activation for the purposes of Animal Savagery is still a 4+ roll.
- While the Grab skill stops an opponent from using Sidestep, the Sidestep skill does NOT stop an opponent from using Grab.

IMPROVEMENT

- If a player randomly rolls a skill that they are not allowed to take they must re-roll.

TEAM RE-ROLLS

- Team re-rolls gained in the first half through kick-off table results, inducements, etc do not carry over into the second half. However, all your rostered team re-rolls do refresh for the second half.
- Team re-rolls can not be removed from your roster once the season has started.

APOTHECARIES

- Apothecaries may be used on a Stunty player that has been Badly Hurt as a result of rolling a 9 on an Injury roll as if they had actually rolled the Casualty result Badly Hurt.

THROW-INS

- You count the distance for the throw from the square where the BB symbol is on page 51 of the rulebook.
- This square does not count as 1. You count out from this square.

STALLING

- The text for Stalling should be simplified to “If you need to roll any dice to score, you are not stalling”. Note this only applies if the relevant result from the prayers to Nuffle has been rolled.

1.8 Blood Bowl: Second Season Edition Supplements

Optional rules featured in GW supplements (special balls, stadiums, pitches, special play cards, etc.) are not allowed for use in the league.

The only exceptions to this rule are listed below:

SPIKE MAGAZINES

Changes to rosters for teams that are featured in their specific ‘Spike! Magazine’ are allowed for play. This only applies to ‘Spike! Magazine’ supplements released AFTER the ‘Blood Bowl: Second Season Edition’ boxed set and rulebook (Spike 11 onwards).

DEATH ZONE

The only additions to the game featured in the ‘Death Zone’ supplement allowed for play in the league are the ones featured in the ‘New Inducements’ section (pages 14–39 of the ‘Death Zone’ book). Any other parts of this supplement are not to be used.

2 LEAGUE MATCHES

2.1 Team Points & League Rankings

Teams will be ranked by points:

Wins = 3pts

Ties = 1pt

Losses = 0pts

Forfeit = 0pts

Teams will then be ranked for ties on points by TD Difference and then Casualties.

2.2 Game Schedule

Each team will average 1 match in a three-week period.

2.2.1 Rounds may ONLY be played if each coach has played their previous round match. We will be sticking strictly to a 3 week schedule for each round. Any games not played in the 3 week window for each round will be resolved by the commissioners.

2.3 Game Forfeits

Coaches must make every effort to get their games played in the 3-week period for each round. A game will be forfeit if a coach cancels twice with their opponent getting a 2-0 win with both MVP rolls. If both players have had to cancel or they mutually agree the game will be a 1-1 draw please ask a commissioner to make the allocation rolls for you.

2.4 Restarting and Replacing Teams

A team may be restarted by the coach so long as you play the same race. Teams may be restarted at any time during the season. If the coach does restart the team, they will be able to keep the points that the team accrued up until that point and just start with a fresh TV1000 roster. During a season, teams may be replaced with a new roster team only.

2.5 Coach Vacancies

Where a coach is unable to complete the rest of the season, the commissioners may rule at their discretion that another coach may take over that team and will be eligible for the playoffs as both coaches' points will be combined. If there is no available coach for that team, then all uncompleted games for that team will be considered forfeited and the remaining opponents will be awarded a 2-0 win with both TD's and 2 MVP's being randomly awarded by a commissioner.

2.6 Team Roster Updates

Coaches must enter their team updates into their Tourplay roster in a timely fashion. As a rule of thumb, you should aim to have all updates entered no later than 24 hours before your next game. You should also pick any skills by no later than 24 hours before your next match. This is to give your next opponent a chance to get a feel for your roster and make preparations for the next match.

2.7 Tie Games

Games may end in a tie. No overtime will be played for regular season games.

Tied games in the play offs will follow the overtime rules on page 67 of the BB2020 rulebook and if necessary the rules for sudden death as well.

Please factor in when arranging games for the play offs that you will potentially need more time

2.8 Injuries

Should a team get a forfeit victory/draw any MNG's are healed ready for the next round. This does not apply if your team has a scheduled bye.

2.9 Match Results

All results are to be entered on Tourplay as the game is played.

3 PLAYOFFS AND FINALS

3.1 Star Players and Mercenary Usage in Play-Off & Final Matches

Please follow the rules as described on pages 92, 97 and 98 with one exception: we will be using the distant cousin rule for all matches in the league.

3.2 Championship Trophy & Prizes

All Season prizes will be communicated before the beginning of play.

The coach who wins the Trophy in the Final Game of each League Season gets to keep it in their possession right up until the Final Game of the following Season. It should go without saying that the Trophy is to be looked after carefully & responsibly. Any coach that fails to take care of it and/or loses it is responsible for all associated costs for its replacement and could face expulsion from the league if they refuse to do so.

3.3 Ties

See section 2.7.

3.4 Injuries

Injuries from League Season matches carry over as per the normal rules into any Play-Off/Final Matches. Niggling injuries and penalties to stats stay with players for the remainder of their careers.

4 LEAGUE GAME PLAY AND SPORTSMANSHIP

4.1 Miniature Identification & Paint Jobs

4.1.1 All miniatures on the team should be identifiable with a number that is clear and on the base of the miniature. This number **MUST** correspond to your roster.

4.1.2 All miniatures that take to the field of play should ideally be painted but this is not a requirement. Miniatures must be easily identifiable, i.e. numbers clearly displayed on a model's base.

4.2 Rosters

We are using Tourplay so there is no need to print rosters.

4.3 Designating Players Finishing Their Turn

After a model has completed their turn, they should be rotated (e.g. 90° or 180°) such that it is easy to discern they have completed their action. You may use tokens and markers instead, but all tokens/markers must be removed **BEFORE** ending your turn and handing over to your opponent for his/her turn.

4.4 BB2020 Changes from BB2016 or even the CRP!

4.4.1 Please be flexible: lots of new coaches will be learning the rules and veteran coaches might struggle with adapting to changes from the CRP and BB2016!

4.4.2 If one team is found to have 12 (or more) players on the pitch during a drive please follow the rules in BB2020.

4.5 Dice Usage & Custom Pitches

4.5.1 Custom Dice are encouraged, however if you are using Custom Dice you **MUST** give your opponent the option to use the same Custom Dice, though they of course do not have to take you up on this offer!

4.5.2 The use of custom pitches is actively encouraged. You **MUST** use a 'Range Table' card or the one in the BB2020 rulebook to measure passing ranges.

4.5.3 Dice Rolling

In the interest of fair play for all please use a dice cup or dice tower, where possible, when rolling your dice. If not, please make sure you roll them and do not drop them or skim them onto the table or board.

4.6 Poor Sportsmanship

Coaches exhibiting repeated displays of poor sportsmanship or generally unacceptable public behaviour may be disciplined by the commissioner. An official written (emailed) warning will be issued first. Further issues will incur disciplinary action ranging from game forfeits to expulsion from the league.

We understand that Blood Bowl can at times be a frustrating game and that the league is an adult environment. As such any foul language directed at an opponent will be considered an act of poor sportsmanship.

All displays of poor sportsmanship should be brought to the attention of the commissioner immediately.

When naming teams or players, coaches will be cautious not to use terms or names which would cause offence to people of other ethnic groups, sexes, genders, sexualities, or religions. If offending terms are used, then coaches will be requested to change them. Refusal to remove offensive terms will result in expulsion from the league. The Commissioner has absolute discretion in such decisions.

In the event of an expulsion from the league due to poor sportsmanship or any other unacceptable behaviour, the coach in question will not receive a refund of their £5 league joining fee.

4.7 Coach Disagreements

Disagreements between coaches on a rule interpretation or any other situation should be resolved amicably between the coaches. If they cannot come to a solution they should contact the commissioner for resolution (especially if the commissioner present) or turn to other coaches present if you cannot contact or get a response from a commissioner.

4.8 Fouling

Yes! It's Blood Bowl, not Hug Bowl. This is not considered poor sportsmanship.

4.9 Stalling

Stalling (the act of being able to score a touchdown but choosing not to) is a valid tactic in most circumstances and should be used at the discretion of the coach in possession of the ball. This is not considered poor sportsmanship.

5 LEAGUE FEES AND PRIZES

5.1 Fees

There is a fee of £5 to play in the league, which will be used to cover the cost of Tourplay.

This must be paid to Black Dragon Games as part of your registration at:

www.blackdragongames.co.uk/BloodBowlLeague

5.2 Prizes

- League winner
- Runner up
- Most touchdowns (in the regular season)
- Winner of the Losers Cup (if there are enough coaches to run this award)
- Most casualties that would result in spp being awarded (in the regular season).
- Best defence for the coach who conceded the fewest touchdowns.