



**7220 Blood Bowl Gauntlet  
Rules Pack**



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## WHAT IS LARAMIE BLOOD BOWL LEAGUE?

The LBBL is a Blood Bowl League in Laramie, Wyoming. With only a few people even knowing about Blood Bowl in our area, we started our league with only 4 coaches. Our numbers fluctuated but we were as high as 16 coaches. We are currently in our 8<sup>th</sup> Season.

We commissioners felt doing a small tournament after this season would be fun. It is short notice but with the support we have from our fellow coaches it won't be a problem getting at least 10 coaches. We will invite any current or former member to play, but anyone will be invited.

## KEY INFORMATION

The 7220 Blood Bowl Gauntlet will be held **June 16th, 2024** at The Games Gauntlet located at:

**2133 E Garfield St, Laramie, WY 82070**

Tickets will be **\$20**, paid at the door. Cash or card is accepted. Checks and digital payments (e.g. Venmo) are **NOT** accepted.

For this you will receive:

- 3 games of Blood Bowl played through the day
- A special D3 to be used during the tournament
- Pizza provided after Round 2
- The highest and lowest ranked coaches will both get a hand-painted trophy. Coaches ranked 1st and 2nd will be awarded a GW pitch.

Register your team at <https://tourplay.net/en/blood-bowl/7220-blood-bowl-gauntlet>

Please email [seanthornto@gmail.com](mailto:seanthornto@gmail.com) for any questions about rules or registration.

## SCHEDULE

11:30 AM - Registration (Please have team pre-registered on Tourplay before arrival)

12:00 PM - Round 1 (Random)

2:30 PM - Round 2 (Swiss)

5:00 PM - Dinner and Painting Competition

6:00 PM - Round 3 (Swiss)

8:30 PM - Awards



# 7220 Blood Bowl Gauntlet Rules Pack



## TOURNAMENT FORMAT

The tournament will consist of three Blood Bowl matches. All matches will consist of 2 complete halves and no overtime will be played. The 1st round matchups will be randomly drawn, and rounds 2 and 3 will follow a Swiss round robin system, pairing individuals with similar running scores. Standings will be determined from tournament points. **Coaches will receive 2 tournament points per win, and 1 per draw.** After round 3, final standings will be determined with the following tie breakers:

1. Strength of schedule (the sum of all opponent's tournament points)
2. Net Touchdowns + Net Casualties
3. Net Touchdowns
4. Net Casualties
5. Total Touchdowns
6. Total Casualties
7. Random

Net Touchdowns is equal to the number of touchdowns scored minus the number of touchdowns conceded.

Net Casualties is equal to the number of casualties inflicted minus casualties received. Only casualties that would normally generate SPP are included in this count. (Fouls, stabs, crowd surfs, etc. are not included)

2 hours and 20 minutes are allocated to each round. Coaches will play with a chess clock, with 35 minutes allowed for each coach for each half. The clock is used as a means to keep the tournament on schedule, and leniency towards your opponents is encouraged, especially when you aren't in danger of finishing the round late. At the start of the match, set the clock to 35 minutes for both coaches. After the kicking team is determined, the receiving coach will start the kicking coach's clock as the kicking team sets up. The clock should only be paused at the end of the half or to get a ruling from a referee. At halftime, the clock should be reset to 35 minutes for both coaches, regardless of any time they had left in the first half. Then the kicking team's clock will start as they begin setting up.

The coach's clock should be running whenever any of the following occurs

- The coach sets up their team for kick-off
- The coach resolves kick-off events in which they roll dice or makes decisions
- It is the coach's turn and the opponent is not currently making a decision or rolling dice
- The coach is making a decision or rolling dice on their opponents turn (e.g. Apothecary, Sidestep, Tentacles)

In general, the clock should be running during a coach's turn, and that coach should not hit the clock unless their turn has ended or the opposing coach needs more than a few seconds to make a decision. For example, you can reasonably allow the opposing coach around 3 seconds on your turn to choose a square to move their knocked down sidestep player into. If you believe they are taking an unreasonable amount of time, you may hit the clock, starting your opponent's time, and your



# 7220 Blood Bowl Gauntlet Rules Pack



opponent must make their decision before hitting the clock again so that you may resume your turn. You should verbally confirm that you are waiting on your opponent when you do this.

**Should a coach run out of time during their turn, they will suffer a Turnover and can only activate a single player each turn for the rest of the half.** If they have declared an action for a player but have not finished the action when their time runs out, the coach may finish the activation for that player before the turnover occurs. When finishing this activation and when making the single activation in subsequent turns, please do not take more than 1 minute to complete your turn. You may call for a referee if your opponent is delaying the game in this way. Most matches will not have either coach run out of time, but be prepared to play this way should the event occur. If your match does not finish by the start of the next round, your match will be ended by a referee immediately and the current score will stand.

## WHAT TO BRING

Please bring the following with you to present at registration:

- Your painted team. Every model on your team must be easily identifiable as the players/positions they represent. A painted team should at the minimum have 3 colors and at least some effort must be put into painting them.
- Player skill upgrades must be clearly marked in some way on each model. (e.g Skill tags, colored bases/bands to represent each skill)
- A smartphone or other device to record games into Tourplay.
- GW or NAF Block Dice, 2D6, 1D8, and 1D16.
- Bring a pitch if you have it. There will be some pitches on hand, but the more the better!
- Printouts of your roster are **NOT** required. All roster information will be available through Tourplay.
- It is **NOT** required to be registered with NAF to play in this tournament, however you must be registered in order for your results to be recorded with NAF.

## THE RULES

The 7220 Blood Bowl Gauntlet will abide by the latest guidelines for all NAF tournaments:

<https://www.thenaf.net/wp-content/uploads/2023/12/NAF-Rules-for-Tournaments-2024.pdf>

Blood Bowl 2020 Rules Set will be used, along with the current FAQ, Errata, and the stats for the Teams of Legend.

This is a resurrection tournament, meaning each round will be played with the same registered roster with no injuries, deaths, or any roster changes carried over between rounds. No SPP will be earned from any source. No winnings, MVPS, or dedicated fan changes will be rolled in the post-game sequence.

Rosters are purchased with a treasury of **1,150,000 gold pieces**. Rosters must include at least 11 players. Assistant coaches, cheerleaders, an apothecary (if available to the team), and rerolls may be purchased at their regular prices.



# 7220 Blood Bowl Gauntlet Rules Pack



Inducements, to be used in each of your games, can be purchased as a part of this team budget. All inducements listed in the Blood Bowl 2020 rulebook are permitted except Mercenaries, Special Play Cards, and Team Wizards. No Inducements from any other publications (such as Death Zone) can be taken.

Star players are limited to Tier 3 teams and must be paid for from the treasury. These teams may take 1 Star Player after they have rostered 11 regular players.

In addition to the starting skills on your roster, all teams will have a number of additional skills to be added to their team depending on their tier. **Each player can only receive one additional skill and you cannot have more than 4 repeats of the same additional skill on your team.** There will be no random skills or characteristic improvements.

**Tier 1 - 6 primary skills and 1 secondary or primary skill**

**Tier 2 - 7 primary skills and 1 secondary or primary skill**

**Tier 3 - 7 primary skills and 1 secondary or primary skill, and may hire 1 Star Player or take 1 additional primary skill.**

## **Team Tier List:**

**Tier 1 - Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Orc, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf**

**Tier 2 - Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Slann, Tomb Kings, Vampire**

**Tier 3 - Gnome, Goblin, Halfing, Ogre, Snotling**