**Blood Sweat & Balls 5**

**Black Dragon Games**

**17 Burton Street**

**Melton Mowbray LE13 1AE**

**BloodBowl Tournament**

**Sunday 1st December 2024**

**09.40 – 18.00**

**RULES**

The tournament will be played as a resurrection tournament. All injuries, including death, will be cleared after every game.

**1 Rosters**

All rosters for have to be submitted by midnight November 24th 2024 at the latest on Tourplay. The rosters will then be locked and checked.

**2 Division of Races (Tiers)**

The races have been divided into four tiers. The rules for Tomb Kings, Chaos Dwarfs and High Elves can be found in the Teams of Legend PDF. Slann are not allowed at this event

* **Tier 1:** Amazons, Underworld Denizens, Orcs, Chaos Dwarfs, Shambling Undead, Dwarves, Lizards, Dark Elves, Wood Elves
* **Tier 2:**  Elven Union, High Elves, Humans, Necromantic, Imperial Nobility, Skaven, Vampires, Black Orcs and Norse
* **Tier 3:** Halflings, Chaos Renegades, Khorne, Nurgle, Chaos Chosen, Tomb Kings, OWA and Snotlings, Gnomes
* **Tier 4:**  Ogres, Goblins

**3 Roster Creation and Registration**

Teams at the tournament will be built and will gain improvements (additional skills) according to their placement in the tier system above. The composition of all teams and all improvements to be taken **must be submitted before the tournament. We are using TourPlay to run this tournament. To register your team please go to** [**www.tourplay.net**](http://www.tourplay.net) **and enter the event name in tournaments and then register your team**

**Team Building**

Coaches **have a spending limit of 1,175,000 gold pieces** when building their team. When building your team, you may buy:

* At least 11 standard rostered players before any star players
* 0-1 Star Player (Morg N Thorg, Griff Oberwald , Bomber Dribblesnot, Cindy Piewhistle, Hakflem, Skitter Stab Stab and Deeproot are on holiday and therefore unavailable for hire. Star players from the BB2020 rule book and Spike 11 onwards are permitted
* The following inducements from BB2020 inc errata are permitted
* 0-8 Re-Rolls
* 0-2 Bloodweiser Kegs
* 0-1Halfling Masterchef
* 0-3 Bribes
* 0-1 Apothecary, 0-1 Igor(Mortuary Assiantant) or Plague doctor
* All additional skills must be chosen in line with your teams tier.
* Assistant coaches and cheerleaders can be bought as part of the team creation process

**Skill Packages**

Each tier receives an allocation of skills these are to be spent in addition to the TV cost.

Tier 1 6 Primary Skills

Tier 2 6 Primary Skills and 1 Secondary Skill

Tier 3 7 Primary and 1 Secondary Skill

Tier 4 7 Primary and 2 Secondary Skills

A skill can be taken a maximum of three times e.g 3 players max can have the guard skill on your roster. This is in addition to any starting skills on your rostered players e.g Norse can have block on 3 additional players and it doesn’t include skills that Stars start with, e.g block

One player on your team may take 2 additional skills

Secondary skills can be swapped for a primary skill

Star players may not receive additional skills!

**4 Pairings and Event Timings**

**9.40-9.55 Registration**

**9.55 – 10.00 Event Briefing**

**10.00 – 12.15 Round 1**

**12.15 – 12.45 Lunch**

**12.45 – 15.00 Round 2**

**15.15 – 17.30 Round 3**

**17.30 – 18.00 Results and Prizes**

All the first round matchups will be drawn randomly before the tournament, after that the tournament will use the Swiss pairings system

**5 How to win the Tournament (Scoring & Tiebreaker)**

|  |  |  |
| --- | --- | --- |
|  | **Win:** | 3 Points |
|  | **Tie:** | 1 Points |
|  | **Loss:** | 0 Points |
|  | **Concession:** | 0 Points |

For the purpose of determining the final standing and crowning the winner the following order will be applied:

1. Strength of Schedule
2. TD’s scored
3. Cas inflicted
4. Net touchdowns
5. Net casualties
6. Public coin toss to determine the winning team

**6 Additional Notes**

**Skill Markers /rubber bands / bottle caps**

To have consistency through the tournament and to avoid miscommunication about the skills of each player, please be very clear about skill ups on particular players whatever method you will be using before the game starts.

**FOOD**

There are a number of venues close to Black Dragon games that serve food, the shop itself sells snacks and drinks or bring your own lunch.

**PARKING**

Please see Black Dragon games website for details on nearby parking, parking in Melton Mowbray is free on Sundays.

**Rights of Referees**

Every game is scheduled to be played within the given time (2 ¼ hours). All coaches are expected to stay in within this game time. Referees are allowed to put coaches on chess clocks if they are in danger of not finishing the game in time. Referees are allowed to stop game play immediately once the official game time is over. Time updates will be given throughout the day.  
During the event, the designated referee will be present to help with rule questions and tournament related questions. If a referee is requested to make a decision, this decision will be final for the remainder of the game.   
Finally have fun and laugh at your terrible dice and tales of heroism and woe alike.

**7 The Glittering Prizes**

There will be prizes for First, Second and Third place. There will also be prizes for Most TD’s, Most Cas, Best in Tier and Best Painted and the Wooden Spoon for last place. Spread the wealth will be in effect for this event so nobody can win more than one prize with the exception of best painted. The prizes will be gift vouchers for Black Dragon Games.