

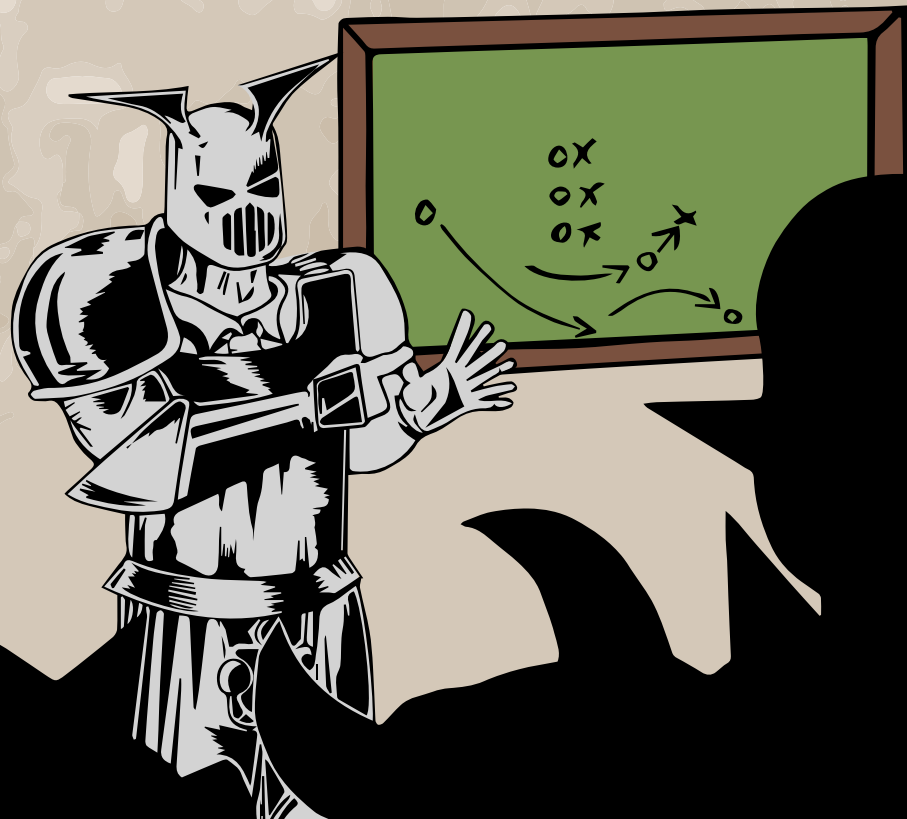


NAF

REGULATIONS FOR TOURNAMENTS 2025

Rules and Guidelines for NAF-Sanctioned Blood Bowl Tournaments

Effective from January 1, 2025



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NAF Regulations for Tournaments 2025

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2 INTRODUCTION

2.1 Purpose

The NAF serves as Blood Bowl's international tournament sanctioning body, aiming to deliver a consistent and enjoyable experience for players worldwide. These regulations provide a framework to ensure a standardized approach to tournament organization while offering flexibility for local customization. By adhering to these guidelines, tournament organizers, referees, and players can participate in events that uphold the quality and integrity expected of NAF-sanctioned tournaments.

2.2 Scope

The NAF General Regulations work in conjunction with the official Games Workshop Blood Bowl game rules. They apply to all NAF-sanctioned tournaments, covering approved variants of the Blood Bowl game, and any deviation from these regulations requires prior approval by the NAF.

In situations not explicitly covered by tournament-specific regulations, these NAF General Regulations shall serve as the primary reference. Certain competition-specific regulations may be defined by other NAF Committees and are referenced within this document, with links to external resources where appropriate.

National laws in the host country take precedence over these regulations in all cases.

2.3 Documents That Make up Blood Bowl

The following documents constitute the official ruleset for Blood Bowl 2020 (BB2020) and must be adhered to for all NAF-sanctioned tournaments:

- The rules included in the BB2020 starter box or provided with official variants such as Dungeon Bowl, Sevens or Gutter Bowl.
- Any supplementary rules published by Games Workshop, such as Spike Journals, Almanacs, and rules accompanying product releases (e.g., packets included with [Star Players](#)).
- The [Teams of Legend document](#), released and hosted by Games Workshop.
- The [Errata and Designer's Commentary](#) (commonly known as the FAQ) published by Games Workshop.

2.4 Abbreviations

NC	National Coordinator
RC	Regional Coordinator
TD	Tournament Director
TO	Tournament Organizer

2.5 Relevant NAF Staff

Depending on your location, various members of the NAF staff are available to assist you with the tournament sanctioning process. Find an overview on the [NAF staff site](#).

While this isn't a requirement, it's highly recommended that the Tournament Organizer (TO) contact the Regional Coordinator (RC) or National Coordinator (NC) responsible for the region when planning a tournament. This can be an important step, as the RC/NC will be familiar with the local tournament calendar and the expectations of coaches in the region.



The tournament approvers are assisting the Tournament Director (TD) in sanctioning events. They are covering different global areas, as listed on the staff website, and can be contacted with questions regarding the approval process or to ask about the status of the tournament submission.

Finally, the TD is coordinating the overall approval process, providing general guidelines and assisting with the planning of larger events. The TO is free to contact the TD with general questions or if running into any issues.

2.6 The Tournament Organizer

The Tournament Organizer (TO) is the individual, association, or private body responsible for the organization of a NAF-sanctioned tournament. TOs may request the assistance of their RC or NC, who can provide advice on any aspect of the tournament. While RC or NC attendance at the tournament is not mandatory, it is recommended whenever possible. In cases requiring additional guidance, the RC or NC may escalate questions or procedures to higher NAF functions.

Although the RC or NC can offer advice and support, the TO is ultimately responsible for ensuring the smooth operation of the event. This includes planning, compliance, and post-tournament reporting.

The TO's key responsibilities include:

- Preparing and publishing a clear ruleset for the tournament.
- Ensuring the availability of personnel and equipment necessary for the event.
- Registering the tournament correctly on the NAF website for approval.
- Adhering to the NAF Code of Conduct and Privacy Regulations.
- Ensuring compliance with national laws in the host country.
- Overseeing the work of referees during the tournament.
- Accurately entering the tournament results and details on the NAF website after the event.

Guides on all aspects of running a tournament, including step-by-step instructions and supplementary reading materials, are available [on the NAF website](#).

3 UPDATES AND CHANGES FROM PREVIOUS VERSIONS

3.1 New Document Format

This new document consolidates all prior publications into a single, comprehensive source of information. It integrates content from the previous Tournament Approval Document, the annually updated NAF Rules for Tournaments, and various publications from the NAF and Board of Ethics. Additionally, it includes expanded guidelines for tournament day operations, covering aspects such as match pairing, venue considerations, organization, conduct, and referee responsibilities. The new format aims to streamline access to relevant information, ensuring clarity and consistency for all TOs and participants.

3.2 Changes from 2024 for NAF Approval

Only few changes have been introduced in this year's edition affecting the NAF approval process. Based on experiences and feedback from TOs, more flexibility is now permitted regarding adjustments to Star Player costs and restrictions on their availability to specific races. For example, TOs may choose to levy a TV tax on Bomber Dribblesnot, or disallow Skitter Stab-Stab for Chaos Dwarves, provided these adjustments are clearly communicated in the tournament rules.



Additional updates have also been made to the guidelines for Invitational Tournaments to align with the broader goals of fairness and accessibility.

4 TOURNAMENT APPROVAL

4.1 Before Submitting a Tournament Application

4.1.1 NAF Tournament Listings

Before applying for tournament approval, the TO should familiarize themselves with the approval process. For first-time organizers, it is recommended to consult the [guides on the NAF website](#).

To submit a tournament, the TO must have an active NAF membership account and access to the [member area](#). This area provides a list of all approved worldwide tournaments, past and future. The TO can use this resource to identify available dates for their event but should keep in mind that some submitted tournaments may not yet be approved and thus not visible.

The TO might also find inspiration for designing rulesets or tiering races from established tournaments. Prominent examples are listed on the NAF site.

4.1.2 Conflicting Dates

To avoid competition for local coaches, same-day tournaments will not be approved if they are within close proximity to one another. The definition of "close proximity" varies by region; the TO should contact their Regional Coordinator (RC) or National Coordinator (NC) for clarification on local rules.

If such a clash occurs, the approver or Tournament Director (TD) will consult with the organizers and/or RC to make a final ruling. Certain tournaments with national or international scope (e.g., World Cup, Eurobowl, Majors, or Nationals) may be granted a conflict sphere extending across their nation or continent. For example, during the NAF Championship (NAFC), no other British tournaments should be scheduled until tickets for the NAFC are sold out.

4.1.3 Submission Deadline

Tournaments should be submitted at least eight weeks before the event. This ensures sufficient time for proper approval, potential adjustments, and allows coaches adequate notice to plan their participation. If the TO cannot meet this deadline due to unforeseen circumstances, they should immediately contact the approval team or TD to inform them.

4.2 Applying a Tournament for Sanctioning

4.2.1 Online Submission Form

A detailed guide on adding a new tournament to the site and entering all relevant data is available [on the NAF site](#).

When adding a new tournament in the member area, the TO should include all relevant details about the tournament rules, including any house rules. Links to external websites or forums should also be provided if available. It is highly recommended that the TO provide a summary of the rules in the "Information" field.



Once submitted, the tournament should appear with the respective date under "Your Tournaments." The status in the right column will show as "NEW." At this stage, the tournament is not visible to the general membership.

4.2.2 Approval Process

The approval team, led by the Tournament Director (TD), will review the details of the submitted tournament. If the tournament meets all requirements, it will be approved. If any issues arise, the TO can expect to be contacted with questions or feedback. Once sanctioned, the tournament's status will change to APPROVED, and it will become visible to the general membership.

The TO is encouraged to reach out to the approval team or the TD if no feedback has been received within two weeks of submission.

Once the tournament is approved, the TO may advertise it as officially NAF-sanctioned. In addition to the usual fun of Blood Bowl, games played in NAF-sanctioned tournaments will count toward participants' NAF rankings and be recorded in the official database of games.

4.3 Approval Requirements

4.3.1 Tournament Access

The most critical requirement is that the tournament must be open to all NAF members. This means that anyone who applies and pays before the registration deadline, provided spots are available, must be allowed to participate. Organizers may select participants based on their preferred method, such as first-come, first-served or a lottery system, but this process must be fully transparent.

Tournament organizers may restrict access to NAF members only and require non-members to sign up for NAF membership at the event.

The only exception to this requirement applies to venues that prohibit patrons below the age of majority, such as taverns or breweries. Denying access to underage NAF members in these cases is considered beyond the organizer's control.

4.3.2 Invitational Tournaments

Invitational tournaments, where participation is restricted or attendees are selected by the organizer, are generally ineligible for NAF sanctioning. However, exemptions may be granted at the discretion of the Tournament Director (TD) if specific criteria are met.

Tournaments where teams are selected to represent nations or regions may qualify for approval, provided the selection procedure is discussed publicly, and a broad consensus is reached within the community, such as through NAF forums or other channels. Additionally, these events must remain fundamentally open by including a fully open tournament alongside the selection-based event, with comparable capacity.

National Championship tournaments or events representing a finals weekend for NAF Tournament Series are also eligible for approval, even when qualification restricts participation.

Each nation is limited to one invitational tournament per year, except for the EuroBowl/EuroOpen, which does not count toward this limitation.



4.3.3 Available Races

All 29 teams from the following list must be allowed to participate in the tournament:

Amazon	Gnome	Lizardman	Shambling Undead
Black Orc	Goblin	Necromantic Horror	Skaven
Chaos Chosen	Halfling	Norse	Snotling
Chaos Dwarf	High Elf	Nurgle	Tomb King
Chaos Renegade	Human	Ogre	Underworld Denizen
Dark Elf	Imperial Nobility	Old World Alliance	Vampire
Dwarf	Khorne	Orc	Wood Elf
Elven Union			

Exceptions may be made for online tournaments hosted on platforms where not all races are implemented. Such exceptions are granted at the discretion of the TD.

If any changes to existing rosters are published before the release of the next annual NAF review, organizers may choose to include either the old or the updated versions. The selected version must be clearly stated in the tournament ruleset. Typically, new rosters become mandatory following publication of the annual NAF review.

TOs may opt to include non-NAF-approved races in their event. However, coaches using these races, as well as their opponents, will not earn NAF ranking points, as the rankings only include the approved races listed above, and the respective match results will not be recorded. TOs are encouraged to carefully consider the potential inconvenience this may pose to participants before deciding to allow such teams in their tournament.

4.3.4 Additional Slann Race

Slann are a historical team that does not appear in BB2020. The NAF recommends that you include this race at tournaments, but this is not mandatory.

The Slann are an ancient race of space travellers stranded on our planet many ages ago. After realising that rescue was never coming, they settled down in Lustria and enslaved their Lizardman neighbours. While most Slann prefer to become fat and lazy while reptilian thralls do their bidding, a few of the younger generation still enjoy a bit of Blood Bowl. The Slann have no passing game to speak of, but their ability to leap, dive and intercept are second to none.

QTY	Position	Cost	MA	ST	AG	PA	AV	Skills & Traits	Pri	Sec
0-16	Lineman	60,000	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	G	AS
0-4	Catchers	80,000	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3+	4+	9+	Diving Tackle, Jump Up, Pogo Stick, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	5+	-	10+	Bonehead, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	GA
0-8 Team Re-rolls: 50,000 gold pieces each								Tier: 2		
Special Rules: Lustrian Superleague								Apothecary: YES		



4.3.5 Blood Bowl Variants

Three officially released variant rulesets - Blood Bowl Sevens, Dungeon Bowl, and Gutter Bowl - are supported for tournament play. Tournaments using these rulesets should base their rulesets on the respective official rulebooks, similar to standard Blood Bowl tournaments. In addition to these, several other variant rulesets are recognized by the NAF and eligible for tournament play.

The complete list of recognized variants includes:

Blood Bowl 2020	Sevens	Dungeon Sevens	Specialist
Classic	Gutter Bowl	Deathbowl	Draft
Online	Dungeon Bowl	Deathbowl Sevens	Beach Bowl
			Street Bowl

Further details about these variants can be found on the NAF website under the [variant section](#).

It is important to note that there are currently no plans to introduce multi-race Dungeon Bowl teams. Games may instead be played using standard teams or the generic "Dungeon Bowl" team type, which serves as a representation for all multi-race teams. Using standard teams is considered a pre-approved deviation from the published Dungeon Bowl rules.

4.3.6 Custom Rulesets

Custom rules variations in tournaments are permitted and even encouraged to give each event its unique character. However, modifications to the standard ruleset should be applied with restraint to ensure a balanced and enjoyable experience for all participants.

If a TO wishes to introduce custom rules, these must be clearly outlined during the submission process. It is also recommended to discuss any proposed changes with RC, NC or a member of the approval team before submission. Approval of any rules variations is ultimately at the discretion of the approvers and TD.

4.3.7 Guidelines and Restrictions for Custom Rulesets

When designing a custom ruleset, the following restrictions and guidelines must be observed. Failure to adhere to these requirements may result in the tournament being denied sanctioning, and any attempts to bypass them could lead to disqualification. Furthermore, if a tournament is found to have implemented rules significantly different from those submitted for approval, the NAF reserves the right to invalidate its results.

- a) **Roster Modifications:** Changes to the 30 official team rosters, including player allowances, costs, starting statistics, and starting skills, are not permitted.
- b) **Core Mechanics:** The core game mechanics must remain intact. Alterations such as re-rolling a re-roll, automatically passing a roll, or forcing an opponent to re-roll a successful roll are prohibited.
- c) **Core Skill Rules:** The rules governing skills cannot be altered. Skills (e.g., Leader) and skill combinations (e.g., Sneaky Git and Dirty Player) must not be banned.
- d) **Inducements:** While inducements may be selectively included or excluded at the TO's discretion, it is recommended that those aiding "Stunty" teams (e.g., Bribes, Master Chef) be made available to maintain their competitiveness.



- e) **Balance:** Custom modifications should not dramatically impact the balance between races. However, moderate incentives for less-competitive teams are permitted, provided they do not excessively disrupt balance.
- f) **Kick-Off and Weather Charts:** Customization of kick-off or weather charts is allowed, as is the inclusion of custom Star Players. However, these changes should be approached cautiously. If deemed too transformative or unbalanced, the approval team or TD may request alterations or deny sanctioning.
- g) **Tournament Structure:** Events that limit races to specific groups (e.g., Stunty teams only playing other Stunty teams) are not permitted. Any race must be able to play against any other race in a NAF tournament.
- h) **Thematic Exceptions:** The TD may allow exceptions to some restrictions if a clear thematic justification is provided and game balance is preserved. Such exceptions must be discussed and approved before any public announcement.
- i) **Awkward or Harsh Rules:** In rare cases where a rule or convention is judged overly awkward or harsh for tournament play, exceptions may be made. Examples include Illegal Procedure from earlier editions and the "Too Many Players" rule (p. 40, Blood Bowl 2020 rulebook). These allowances are exceptional and should not be assumed without prior approval from the TD.

4.3.8 Tiering of Races

Many tournament rulesets introduce tier structures to provide incentives for less competitive races. These incentives may include higher budgets, additional skills, access to Star Players, or other benefits. TOs can choose to use the tiering provided in the official rulebook and FAQs or implement custom tiering of their own design. Long-term or returning TOs should note that custom tiering based on previous editions may no longer be suitable and should instead reflect the win percentages and performance data of the current edition.

4.3.9 Inducement of Star Players

TOs have full discretion to decide which Star Players are available as inducements. They may choose to ban all Star Players, allow only specific ones, restrict them to certain tiers (e.g., "Stunty" teams) or races, reduce the number of skills granted when a Star Player is hired, or impose a budget tax for their use. However, the core stats of Star Players, including their skills and stats may not be altered. Additionally, all special abilities associated with Star Players must remain intact.

TOs may also create custom Star Players, either in addition to or instead of the official ones. Custom Star Players should be designed carefully to ensure they are not game-breaking or disrupt race balance significantly. The approval team and TD reserve the right to reject overly powerful custom Star Players. If a custom Star Player is modeled on a current or classic regular Star Player, it is recommended to alter their name to avoid confusion.

4.3.10 Specialist and Classic Events

If a tournament does not meet some of the standard requirements, it may still be approved at the TD's discretion but will be classified as a "Specialist" event. As with other variants, rankings for Specialist events will be kept separate from the regular Blood Bowl rankings.

TOs may also choose to run tournaments using outdated rulesets, such as LRB6, CRP, or BB2016. These tournaments will be treated as another form of variant and given a "Classic" designation. For such



events, organizers should use the relevant rules document(s) corresponding to the chosen game version as the basis for the tournament.

4.4 Online Tournaments

Tournaments hosted on online platforms such as FUMBBL or Blood Bowl 3 are eligible for NAF approval and can be submitted in the same manner as regular tabletop tournaments. All general tournament rules, including restrictions on rulesets and formats, apply equally to online tournaments, ensuring consistency across all NAF-sanctioned events.

To avoid scheduling conflicts, it is essential to plan online tournaments in coordination with official NAF online events. TOs are encouraged to contact the NAF administrators on the platform where they intend to host their event for assistance with tournament setup and scheduling. Contact information for these administrators can be found on the [NAF staff page](#).

As with other variants, results from online tournaments will be recorded in a distinct ranking system separate from tabletop rankings. Winners of online tournaments are not eligible to receive NAF trophies but will still be recognized on the tournament and coach pages.

5 TOURNAMENT DAY OPERATIONS

5.1 Tournament Software and Administration

5.1.1 Importance of Tournament Software

Efficient and reliable software is a crucial component of organizing a successful tournament, particularly for handling scoring, matchups, rankings, and post-event reporting. While it is technically possible to run a tournament with pen and paper, using tournament scoring software offers significant advantages in terms of accuracy, speed, and ease of use.

Tournament scoring software simplifies many logistical aspects of running an event. These tools can generate matchups for each round, automatically apply tiebreakers, rank players based on predefined criteria, and provide detailed statistics for participants, organizers, and post-event reporting.

The NAF website provides a list of [recommended scoring software](#) that are tailored for Blood Bowl tournaments. These tools are user-friendly and designed to accommodate the specific requirements of NAF events. Many allow for XML file generation, enabling easy upload to the NAF website, which significantly reduces the risk of data entry errors and streamlines the results submission process.

5.1.2 Scoresheets and Record-Keeping

Scoresheets, whether digital or paper, are an essential part of tournament administration, providing the foundation for accurate record-keeping. Scoresheets must clearly indicate essential game details, such as round number, table number, touchdowns, and casualties for both players. If paper scoresheets are used, both players should acknowledge them before submission to confirm the results. Where possible, digital scoresheets should allow for equivalent verification by participants to ensure accuracy.

TOs must retain digital records, including scoresheets and exported results, for at least one year after the rankings are published. This retention period allows disputes or corrections to be resolved



effectively. Paper scoresheets should be kept for a minimum of one month after the tournament concludes to address any potential data entry issues.

5.1.3 Testing and Stability

TOs should thoroughly test their chosen software and scoring methods before the event. Testing should include key functionalities such as pairing generation, tie-breaking mechanisms, scoresheet management, and file exports, ensuring they meet the tournament's needs. Stability is critical, and TOs should prepare for contingencies such as software crashes or technical failures. Backup plans, such as having paper scoresheets or alternative devices, should always be available to safeguard against unexpected issues.

To mitigate risks associated with technology, TOs are encouraged to regularly save progress after each round, back up results to multiple devices or cloud storage, and maintain printed materials, such as rosters and scoresheets, as manual backups.

5.2 Scoring Systems

5.2.1 Choice of scoring system

TOs are encouraged to use game results (win, loss, or draw) as the primary method for determining the tournament winner. The number of points awarded for each result must be clearly communicated to participants before the tournament begins. A well-established default system is 2 points for a win, 1 point for a draw, and 0 points for a loss, but TOs may choose alternative systems if they align with the tournament's format and theme. Any deviations from this default must be explicitly stated in the tournament rules to ensure transparency.

Secondary statistics, such as touchdowns or casualties, should serve as tiebreakers to maintain fairness and avoid skewing results. While bonus points can be used to incentivize specific styles of play in themed tournaments, these should be applied sparingly, as they may lead to dissatisfaction among participants. Alternatively, TOs may issue secondary awards for individual achievements, ensuring players feel recognized without influencing the primary scoring system.

5.2.2 Tie-Breakers

Tie-breakers should be clearly defined and communicated before the tournament begins. Common options include opponent score, touchdown or casualty differences, touchdowns scored, or other objective criteria. While custom tie-breakers are permitted, they should align closely with the tournament's theme and be fully transparent to participants. TOs should carefully consider the impact of non-standard tie-breakers on fairness and player satisfaction.

5.3 Match Pairing

5.3.1 Swiss System

The Swiss system is the default pairing system for NAF tournaments and is designed to match players with similar scores over multiple rounds, ensuring a competitive and balanced experience. TOs using Swiss must announce the number of rounds in advance and ensure no player faces the same opponent twice. In cases where the number of players is odd and an opponent cannot be assigned, one player may receive a bye, earning points equivalent to a win unless otherwise stated in the tournament rules. To maintain fairness, a player may not receive more than one bye during the tournament.



5.3.2 Alternative Pairing Systems

TOs may use alternative pairing systems provided they submit the rules for review and receive approval from the TD. Such systems must match players objectively, fairly, and reproducibly, ensuring consistent results regardless of the software or referees involved. The chosen system must be communicated to participants before the tournament begins and reported when registering the tournament with the NAF. Any manipulation of pairings to favor a player is strictly prohibited and should be reported to RC or NC and if required to the NAF Committee.

5.3.3 Initial Pairings

The first-round pairings are typically assigned randomly. However, TOs may allow challenges between players for the first round, provided this is communicated clearly and does not compromise fairness. Adjustments may be made if one or more players fail to appear at the start of the tournament, either by redoing the round or manually pairing players to minimize unpaired participants.

5.3.4 Late Entries

Participants arriving after the start of the first round may be excluded unless they have provided prior written notice of unavoidable lateness. If admitted, latecomers may face penalties or have their first-round results treated as losses, depending on the tournament rules. TOs may also substitute another player for the absent participant to maintain tournament flow. All decisions regarding late entries must be communicated clearly to the affected players.

5.3.5 Unplayed Games and Withdrawals

Unplayed games without justification are treated as concessions by both players unless specified otherwise in the rules. Players withdrawing from the tournament will not be paired for subsequent rounds. If a player is known in advance to miss a specific round, their absence should be handled as a forfeit without additional penalties unless stated otherwise. TOs must ensure results and pairings are published on time and that players verify their scores before the next round.

5.3.6 Errors and Adjustments

If errors are discovered in scores or pairings, TOs may make adjustments provided these do not excessively delay the tournament schedule. Errors beyond the control of the TO that require significant changes to published pairings are handled at the TO's discretion. Players are responsible for reviewing their scores and pairings to ensure accuracy.

5.3.7 Participation and Standings

Players completing fewer than 50% of the tournament rounds may have their results excluded from the final standings, though they will still be recorded for NAF rankings and historical purposes. Players completing at least 50% of their games should have their results counted in both the standings and NAF rankings.

5.4 Referees

TOs may act as referees, especially for smaller tournaments. However, for larger events, it is recommended to add dedicated referees to maintain efficient operations and timely dispute resolution. A suggested ratio is one referee for every sixty players, including the TO in the count.

Referees are responsible for ensuring the tournament runs smoothly, maintaining order, and assisting players with rules queries, scoresheets, and time management. They should coordinate closely with the TO to address issues as they arise, including resolving disputes and handling logistical challenges.



Before and after the tournament, referees may check venue conditions, confirm the availability of equipment, and assist in preparing additional rules in consultation with the TO. In cases of disagreement between referees and the TO, the TO's decision takes precedence. Referees should also confirm the accurate completion of each round.

5.5 Playing Venue

A well-organized playing venue is essential for a positive tournament experience. The playing area must be large enough to accommodate all participants comfortably, with consideration for accessibility and mobility, such as step-free access or ramps where necessary. Spare fields and clocks should be available in case replacements are needed. Adequate restroom facilities, ideally restricted to players, must also be provided.

There should be a dedicated organizational space where the TO and staff can manage logistics without interference from players. If the venue includes retail or vendor areas, these should not encroach on the playing space or disrupt participants. Lighting, ventilation, and overall comfort should be suitable for prolonged play, ensuring a positive experience for all attendees.

5.6 Equipment

Proper equipment is critical for the smooth operation of any tournament. Players should be informed of equipment expectations (e.g. fields) well in advance, and TOs must ensure the venue is equipped with adequate resources to address any missing or damaged items.

5.6.1 Miniatures

Miniatures must clearly represent their team's race, with positional roles easily distinguishable. Although not mandatory, it is recommended that miniatures are painted in at least three colors to enhance the tournament's aesthetic. Miniatures should generally adhere to sizes between 28mm and 32mm to ensure compatibility with standard Blood Bowl fields.

5.6.2 Dice

Dice used in tournaments should be easily readable, even from a distance. If a logo is printed on the dice, it is customary to replace the "6." Using dice with logos on other sides is strongly advised against to avoid confusion. Participants are encouraged to use official Games Workshop or NAF dice, or custom dice provided by the TO. If desired, the TO may require participants to exclusively use the tournament's designated dice.

The use of dice towers, cups, or mats is recommended to ensure consistent and impartial rolling. Additionally, dice must be shared if requested by one of the coaches during a match.

5.6.3 Fields

Fields designed for 32mm miniatures are recommended, although older fields for 28mm models are acceptable. Dugouts must have clearly marked areas for reserves, KOs, injuries, and dead miniatures. Including spaces for sent-off players is optional but encouraged. Dugouts should also feature trackers for turns, re-rolls, and other game states. TOs are advised to provide spare fields to address any equipment issues participants may encounter.

5.6.4 Clocks

Chess clocks, either physical or app-based, should be available at the request of either coach and configured according to the tournament rules. These clocks may enforce turn time limits or allocate a



total countdown per player. TOs should ensure participants understand the clock rules and have access to replacement clocks if needed.

A guide to timekeeping for both TOs and coaches with suggestions on how to implement timers is available [on the NAF site](#).

5.6.5 Tables and Chairs

Tables must be large enough to comfortably accommodate fields, dugouts, dice, and other accessories. Chairs should provide adequate support and comfort for players over extended periods of gameplay. TOs should ensure there are spare chairs available in case of breakage or for additional guests.

TOs should remind players to bring any required equipment, but spare items such as fields, dice, and tokens should be available to address any unforeseen issues. By ensuring a well-equipped venue, TOs contribute to the overall success and professionalism of the tournament.

5.7 Post-tournament Requirements

TOs are responsible for submitting tournament results, including match reports, tournament statistics, the overall winner, and any other prize winners, within a maximum period of one month after the tournament concludes. Timely submission is essential to keep the NAF rankings and coaches' pages up to date. Failure to meet this deadline may result in the TO being placed on probation, during which they will be unable to organize NAF-sanctioned tournaments.

In case of any anticipated delays or issues, the TO must contact their RC as soon as possible. If errors are identified in the tournament report after submission, the TO should equally immediately notify the RC or TD to address and correct the problem.

If the tournament is part of a larger tournament series, as laid out in the [NAF Tournament Series guidelines](#), the TO must also submit the results to the series organizer according to the series rules and timelines.

While not mandatory, TOs are strongly encouraged to use the "Tournament Report" field (accessible via the "Edit" link in the tournament list) to share highlights and memorable moments from the event.

5.8 Considerations for Large Tournaments

Large tournaments, defined as events with 100 or more participants, must adhere to the general tournament regulations while addressing additional logistical and organizational needs specific to their scale. These considerations ensure the comfort, safety, and smooth operation of large events.

5.8.1 Venue Requirements

The playing venue for a large tournament should ideally be situated within or near a hotel or other accommodations to minimize travel for participants. If sufficient nearby accommodations are unavailable, organizers must provide information about or arrange transportation to the venue. The playing area must be spacious enough to accommodate all participants comfortably, with additional areas for players who have finished their games. An outdoor space should be available for players to use as a relaxation or smoking area if applicable.

Bar service, whether complimentary or paid, should be available on-site or in a nearby accessible location. At the very least, water must be provided for participants. Additionally, if requested, a dedicated space must be made available for the NAF, located in a visible and easily accessible part of the venue.



5.8.2 Security and Legal Obligations

Organizers of large tournaments need to ensure compliance with all security and legal requirements in the country where the event is held. This may include providing first aid equipment, arranging for medical services such as ambulances, and securing civil liability insurance. TOs must proactively address these considerations to safeguard participants and ensure the event runs as expected.

5.9 Squad Competitions

Squad competitions involve groups of players, referred to as squads, where the results of individual matches contribute equally to the squad's overall performance. TOs are encouraged to clearly define the structure and rules of squad competitions in advance, including expectations for captains and procedures for handling incomplete squads or player absences.

The squad captain acts as the primary liaison between the squad and the TO for effective communication and administration throughout the tournament. Their responsibilities typically include submitting and confirming the squad roster, relaying tournament information to squad members, verifying scoresheets, and representing the squad in any disputes or appeals. While captains may advise players on strategy, such as playing for a win or draw, they must not interfere directly in matches or discuss specific plays unless permitted by tournament rules.

Due to the unique challenges of squad competitions, TOs should dedicate additional planning to ensure uninterrupted operations. This includes thoroughly testing software or pairing systems to accommodate squads, planning for odd numbers of squads, and preparing for contingencies such as replacement coaches or resolving issues with incomplete squads.

6 CONDUCT AND EVENT POLICIES

6.1 Code of Conduct

Attendance at any NAF-sanctioned tournament implies agreement by TOs, referees, and players to comply with the [NAF Code of Conduct](#). The Code outlines expectations for respectful and sportsmanlike behaviour, fair play, and adherence to tournament rules. Violations of the Code may result in disciplinary action, as outlined in the Appeals Procedure.

Participants are encouraged to review the [Good Habits Guide](#) that covers pre-match preparations to post-game etiquette. Topics include clear communication, handling dice, fostering inclusivity, and respecting opponents, referees, and organizers. TOs may wish to reference this guide or share it with participants in advance.

TOs should emphasize the importance of the Code of Conduct during the pre-tournament briefing, ensuring all participants understand its significance and the potential consequences of non-compliance.

6.2 Disputes and Appeals

Disputes during the tournament should be addressed promptly by the TO and referees, with every effort made to resolve issues fairly and amicably. TOs have discretionary authority to make decisions on matters not explicitly covered by the tournament rules or the NAF Code of Conduct. If an RC or NC is present, their assistance is recommended for mediating complex disputes. All incidents must be



documented, and a report should be submitted to the RC or NC after the event if the issue remains unresolved.

If a participant believes their rights under the [NAF Code of Conduct](#) have been violated, they may appeal the decision of the TO or referee to the RC or NC, providing a detailed account of the incident along with any relevant evidence. The RC or NC will mediate where possible and escalate unresolved matters to the NAF Committee for review. Complaints submitted to the NAF Committee should include the contact details of the complainant, a brief description of the alleged violation, and supporting documentation.

The NAF Committee will review submitted complaints, investigate as required, and issue a decision. Where a violation is confirmed, penalties may include warnings, disqualification from NAF events for a specified period, restrictions on NAF online access, or expulsion from the NAF. Decisions may be appealed to the NAF Board of Ethics.

6.3 Media and Privacy

TOs should be mindful of media and privacy considerations to ensure participants' rights are respected while promoting the event. Photography and video recording may be used to document the tournament, but participants must be informed in advance. It is recommended to include a media consent clause in the registration process and remind participants at the start of the event.

Participants who do not wish to be photographed or recorded should notify the TO, and their preferences must be respected. Similarly, personal information collected during registration, such as names, contact details, or NAF numbers, should be handled securely and used only for administrative purposes. TOs must ensure this information is not shared with third parties without explicit consent and should retain only what is necessary for dispute resolution or reporting after the tournament concludes.

TOs are encouraged to use social media to promote the tournament, celebrate achievements, and share updates. However, when posting photos or videos online, participants who have opted out of media consent must not be identifiable, and tagging individuals should only be done with their permission. For tournaments involving live streaming or broadcasting of games, participants must be informed beforehand, and their consent obtained. Care should be taken to ensure that private details, such as personal information on scoresheets, are not visible during broadcasts.

7 NAF GIFTS AND TROPHIES

7.1 NAF Gifts

The NAF aims to provide annual gifts for event registrations and renewals whenever possible. TOs and players in need of NAF tokens or dice should contact their RC promptly to arrange for availability. Any monies received or dice distributed are considered the property of the NAF. Pre-arranged recipients of dice and membership dues are responsible for returning any surplus dice and ensuring timely payment of any funds collected.

7.2 Individual Trophies

NAF individual trophies may be awarded to the winner of any sanctioned regular Blood Bowl variant tournament (Classic or BB2020), provided the event meets the minimum attendance requirements. For tournaments with four or more rounds, a minimum of 12 NAF-registered coaches is required. For tournaments with three rounds, the minimum increases to 24 NAF-registered coaches. The trophy is a



small shield, made of resin or metal alloy (depending on the region), featuring the NAF logo. RCs will distribute these trophies to TOs upon request.

7.3 NAF Squad Trophies

NAF squad trophies may be awarded to the winning team of any sanctioned regular Blood Bowl variant tournament (Classic or BB2020) that uses a team-based format, provided the event meets the minimum attendance requirements. The squad trophy consists of three small shields, crafted from resin and bearing the NAF logo. These trophies are distributed by the RC to TOs upon request.

The required number of participants depends on the number of players per squad and the number of rounds played, as detailed in the following table. TOs are encouraged to review these attendance requirements carefully when planning squad-based tournaments to ensure eligibility for NAF squad trophies. To help offset the larger expenses associated with squad trophies, the NAF asks for a fee of 5 USD, EUR, or GBP per trophy.

Squad size	Required number of NAF members	
	3 rounds	4 or more rounds
2	48	24
3	72	36
4	96	48
5	120	60
6	144	72
7	168	84
8	192	96