

EBBL League Rules Document V6.0 Draft

General Format

The Everett Blood Bowl League (also known as the “EBBL”) is a North Seattle Table Top Gaming League dedicated to the fantasy football game Blood Bowl™ by Games Workshop. After an inaugural season in 2012 (called “JV Season 1”) and follow-up seasons in 2013 (“JV Season 2”) and 2014 (“JV Season 3”), the EBBL started its Varsity seasons in 2015. This 2016 season will be known as “Season 6 – Varsity” and includes eligibility to any previously played roster, as well as brand new 1,000,000 gold rosters for coaches who want to start fresh.

Rules Documents

The EBBL uses the latest edition of the Living Rule Book, known as LRB6 or the Competition Rules Pack (“CRP”). In addition, there are three (3) supplemental teams (Chaos Pact, Underworld, Slann) that are endorsed by the Blood Bowl Rules Committee (“BBRC”) and Nuffle Amorical Football (“NAF”) that may be used and such teams are eligible for play in 2013. Both sets of rules are available for download off of the EBBL Website (www.everett-bbl.org). As of yet, no additional races (such as Brettonians or Khorn) are allowed.

In Summary, here is a list of all of the rules documents that work together:

- Competition Rules Pack (“CRP”) – Baseline of rules for Blood Bowl
- 3 Supplemental Teams (“CRP Supplement”) – Provides 3 more teams to CRP
- EBBL League Rules (“League Rules”) - Provides EBBL Modifications to CRP
- “EBBL Playoff Rules Supplement” – Provides Playoff Information and Seeding

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These League Rules are comprised of the following sections:

- **Etiquette** – Playing method and style used in the EBBL
- **Optional and Modified CRP Rules** – EBBL-specific differences from the CRP
- **League Structure** – EBBL mechanics and pre-game expectations
- **League Format** – Description of the “Junior Varsity” and “Varsity” formats
- **League Schedule** – Rules and requirements for scheduling matches and playoffs
- **Pre-Season** – Rules for the EBBL-exclusive Pre-Season phase of the season
- **Match Days** – Schedule for when the matches are scheduled

Etiquette

The following play conventions are expected when playing in the EBBL:

1. **Turn Activated Players** - Turn your players 180 degrees after they have taken their turn (“activated”). This helps both you and your opponent keep track of who has and hasn’t activated yet this turn. At the end of your turn, turn them all back to facing forward.

Note: Players that have attempted to take a turn, but have lost their tackle zones through failing skills such as “Really Stupid” or “Bone Head” will turn their player 90 degrees to signal the loss of tackle zones. The player will remain turned 90 degrees until that coach’s next opportunity to attempt to activate the player. Players failing skills such as “Wild Animal” or “Take Root” will not turn their player 90 degrees because such players still maintain their tackle zones.

2. **Dice** - Players may use their own dice for playing a game. Upon the request of either player, both players will use the same set of dice when playing a game. This request can be made before a game or at any point during a game. This eliminates any arguments or suspicions of “lucky” dice or other shenanigans, while still allowing coaches to use their beloved dice that they have acquired from a variety of sources. If the players can’t agree on whose dice to use, the Home Team’s coach gets the choice.
3. **Rule Mishaps** - Since many people are fairly new to Blood Bowl, there is near certainty that there will be some rules confusion. If an action by a player on the field is taken with an improper rule or incorrect interpretation, then it can only be undone or corrected if the next player on the field has not taken its move or dice have not been rolled. This helps the game move forward and encourages players to look up the proper rules or interpretations as the game is being played and without re-winding history.



4. **Painted Miniature Bonus** – Painted miniatures make a game of Blood Bowl better for the playing coach, the opposing coach, and the entire league. The playing coach gets to display the hard work and artistic merit that comes with customizing their team with their own flavor. The opposing coach receives a better thematic playing experience and will be able to clearly distinguish between opposing players and positions much easier. The entire league benefits as the act of painting and customizing a team gives every coach more “skin in the game” for both their team and the league. These League Rules therefore incentivize painting models by providing the Painted Miniature Bonus.

The Painted Miniature Bonus is as follows:

- a. Coaches who start the game with at least 11 models on their roster that meet or exceed the “Painted Miniature Standard” (listed below) will qualify the Painted Miniature Bonus. The Painted Miniature Bonus enables coaches to have more control over which player receives the Most Valuable Player (“MVP”) at the end of the match, and therefore is a very important standard to strive for. See “Awarding Most Valuable Player” on League Rules Page 4 for more information.
 - b. Coaches who do not start the game with at least 11 models on their roster that meet or exceed the “Painted Miniature Standard” (listed below) will select their Most Valuable Player (“MVP”) purely at random. See “Awarding Most Valuable Player” on League Rules Page 4 for more information.
5. **Painted Miniature Standard** – To receive the bonus above, the miniatures must be painted *with a good faith attempt to paint the model*. This does not mean that the miniatures must be painted well, or that miniatures must be washed and based, but it does mean that an honest attempt to paint the model (beyond just priming) must be made, even if there could be additional efforts taken to paint the model. This is a purposely-subjective standard that has been put in place to reward honest efforts, and discourage minimum efforts to obtain the Painted Miniature Bonus without making an honest attempt. The Commissioner will have the final ruling in determining if a miniature rises to this standard. In the event a game is taking place without the Commissioner present, the opposing coach is solely delegated this determination.
 6. ***A Note About Sportsmanship*** – It is not poor sportsmanship to foul every turn, call Illegal Procedure, or run up the score. Gloating or ridiculing your opponent while doing so is. Fouling and Illegal Procedure are a part of the game, just like Passing and “Going For-It” are.

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Optional and Modified CRP Rules

Optional League Rules in Effect for EBBL

1. **Awarding Most Valuable Player (“MVP”)** – Consistent with “Painted Miniature Bonus” on Page 3 above, match MVP’s are awarded as follows:

- a. For coaches who receive the “Painted Miniature Bonus”, the MVP Award rules listed on Page 26 of the CRP are hereby disregarded and substituted with replacement text that is inspired by the *Three Die Block Podcast*, as well as the *Critical Hit Games* and *Iowa Hawkeye Blood Bowl Leagues*.

This text states that: *At the end of the match, three players, randomly selected through dice rolls, are eligible to be awarded a Most Valuable Player award. Eligible players are those who were eligible to play during the match, who were not induced and were not removed from the team by death by the end of the match, Once randomly selected, the coach will choose which of the three is MVP.*

- b. For coaches who do not receive the “Painted Miniature Bonus”, the MVP Award rules listed on Page 26 of the CRP are hereby disregarded and substituted with replacement text option #2 listed on Page 32 of the CRP.

This text states that: *At the end of the match, one randomly selected player eligible to play during the match that was not induced and has not been removed from the team by death by the end of the match is awarded a Most Valuable Player award.*

- c. Special Notes:

1. *Journeyman ARE eligible to earn MVPs as they are not induced, Star Players and Mercenaries ARE NOT ineligible as they are induced.*
2. A player can never be selected for more than 1 MVP per match.

2. **Special Play Card Inducements** – Special Play Card Inducements featured in CRP Pages 55-62 are now allowed per option #1 of the “Special Play Cards” Optional Rules Section listed on CRP Page 32.

This rule states that: *The Special Play Card decks are added to the list of Inducements that each coach may purchase on page 28 (of the CRP Rules). Special Play Cards should be limited to no more than 5 total draws from all the decks. Note: If a league uses both the Special Play Cards and the Inducement System on page 28 (of the CRP Rules), coaches should be allowed to purchase Special Play Cards and see which card(s) they draw before purchasing any other inducements.*

Coaches electing to use these Inducements may randomly draw the cards either through (i) the standard deck of playing cards or (ii) through any of the custom Special Play Card Inducement sets available through companies like Impact Miniatures.

Modified League Rules

1. **Illegal Procedure (Moving the Turn Marker)**

On page 7 of the CRP, replace the 2nd paragraph under “Moving the Turn Marker” with:

A coach who is called for illegal procedure suffers no penalty. However the opposing coach immediately gains one re-roll. If a coach forgets to move the Turn marker, but rectifies his mistake before the opposing coach notices the error, then he cannot be called for illegal procedure. If a coach incorrectly calls illegal procedure, then his opponent immediately gains a re-roll.

2. **Time Limits**

Round timers of four minutes per turn is the standard. Both coaches may jointly decide before the match to change the use or direction of timers. Round timers are mandatory for tournaments, playoffs, and when coaches play more than one game per day.

3. **Coin Toss**

A coin toss or dice roll is used to determine the player who will choose whether to kick or receive in the first half. The coin toss can be simulated by rolling dice instead.

4. **Overtime**

During the regular season, a tie score at the end of the 2nd half is a Tie. Matches in a Tournament or Playoffs will however go to Overtime if the score is tied at the end of the 2nd half. CRP Page 15 “Winning the Match” contains rules for Overtime.

5. **Byes in the Regular Season Schedule**

Byes that are scheduled are merely the absence of a match and have no impact on the non-playing team, with exception of any players who are Missing Next Game (MNG). For example, no winnings will be rolled, no MVP’s will be awarded, but players that are MNG will no longer be listed as MNG. Byes that result from an opposing coach not playing are considered wins by concession and are addressed in the Forfeits/Concession section of these League Rules.

6. **Byes in the Playoff Schedule**

If the playoff structure includes Byes (12 players in the playoffs, for example), no additional money or MVPs will be awarded to the team with the Bye. The purpose of the Bye is that your team gets a free round in the playoffs without the chance to get eliminated.

7. **Playoffs and Post-season Break**

Prior to the first round of Playoffs, players who were injured to the point of Missing Next Game after their last game are returned to healthy status and do not miss the first round of Playoffs as if a game had been played between their last game and Playoffs. All further injuries suffered throughout the Playoffs are treated as normal.

8. Interceptions on 40mm Fields

CRP Page 22 contains rules for using Range Rulers to determine if an interception has occurred. EBBL Coaches are strongly encouraged to maintain use of a Range Ruler during their matches. As many of the EBBL matches are played with non-standard 40mm customized pitches, Range Rulers of corresponding size may or may not be available for the match. As such, the EBBL hereby enacts alternate CRP Page 22 Interception rules to be used ONLY when a Range Ruler is not available.

Interceptions

One player on the opposing team may attempt to intercept a thrown ball. To be able to make an interception, the player must:

1. be standing in an *Eligible Square* (see below), and ...
2. have a tackle zone, and ...
3. be closer to the thrower than the thrower is to the target player/square of the pass, and ...
4. be closer to the target player/square of the pass than the thrower is to the target player/square of the pass.

Eligible Square(s)

Upon the intended target square of the pass being declared, both coaches will determine if there are any *Eligible Squares* from which a defensive player may attempt an interception. The coaches will draw a straight line from the centre of the square of the player throwing the ball to the centre of the target square. An *Eligible Square* is any square that is touched in any manner by the straight line, as well as any square directly to the left or right of such squares.

Note that only one player can attempt an interception, no matter how many are eligible.

The coach must declare that one of his players will try to intercept before the thrower rolls to see if he is on target. Look up the player's Agility on the Agility table to find the score required to successfully intercept the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score is less than the required total, then the player fails to intercept the ball and the pass can carry on as normal. If the D6 roll equals or beats the required roll, then the player succeeds in intercepting and catching the ball. Place the ball on the player's base to show that they have caught it. A successful interception causes a turnover, and the moving team's turn ends immediately.

Note: Android App "BB Interception" is also approved for EBBL use.

League Structure

Pre-Game Team Procedure

The following must be taken care of prior to playing a game:

1. **Model Numbers** - All models on your team should have clearly visible numbers on the front and back of each base. The models must have some numbering system present that will enable the opposing team's coach to identify the number of the model by simply looking at the model.
2. **Player Names** - All players on a team's roster must be named prior to being fielded. Names cannot be offensive (profane or degrading language) or descriptive (i.e. "Lineman 1" etc.).
3. **Proxies** – Proxies are discouraged, but allowed as follows. All models must reasonably represent the position or race they are supposed to be. The Commissioner alone will make the final determination. Proxies may be less encouraged or outright banned in future seasons.
4. **Bring Two Roster Sheets** - Two current roster sheets of your team must be brought to each game – one for yourself and one for your opponent.
5. **Bring Game Report Sheet** – One Game Report Sheet will be submitted to the Commissioner at the conclusion of the match.
6. **Sheet Printing Fee** – The Commissioner hereby encourages coaches to come to matches prepared by recommending to the staff of Mugu Games to charge \$1.00 per page of printing for any Game Report Sheets or Roster Sheets.

In-Game Team Procedure

Game Report Sheets - For each game that is played, a Game Report Sheet must be filled out and turned in (or emailed) to the Commissioner. These can be downloaded in PDF or Excel format from the "Forms" page on www.everett-bbl.org. If you are e-mailing the report in, please e-mail to commissioner@everett-bbl.org. The coaches will also determine who will upload the game statistics into the Online Blood Bowl League Manager ("OBBLM Database") after the match.

League Fees

League Fees will be used in 2015 to administer the league, provide prizes, support Blood Bowl, and ensure commitment from league participants. The league fee for Season 5 is \$10 per team per Pre-Season or regular Season. Therefore, coaches playing both will pay \$20. Every coach (including the Commissioner) will pay the fee and therefore be eligible for prizes. A portion of the fee will be directed to league administrative expenses (website, flyers, printing, etc). Another small portion of the fee (10%) will be provided to the Online Blood Bowl League Manager ("OBBLM") to support current and future versions of this system. The remaining money will be distributed back to the league participants in the form of prizes or used for the best interests of the league, upon which notification will be provided to the coaches.

Membership

Although Blood Bowl is a game played by Ages 12 and up, this league is an adult League. Members must be of an age where they can setup their own games without buffers being involved.

League Format: Junior Varsity (Not in Effect for 2015)

Junior Varsity is where the new teams looking to show their stuff come to play. Teams playing in Junior Varsity will begin with fresh 1,000,000 point team rosters that have no previous experience. This is a great opportunity to bring up a new team on an equal playing field.

League Format: Varsity (In Effect for 2015)

Varsity is where the training wheels come off and developed teams raise the level of competition. Teams playing in Varsity will be either (i) rosters played during a previous EBBL season or (ii) fresh 1,000,000 point team rosters that have no previous experience. This enables coaches to either continue progress from a previous season or start anew for variety. This also enables new coaches to participate to continue league growth and momentum. The inducement handicapping system will help erode the inherent advantage that more experienced teams have.

League Schedule

The full season schedule will be determined after team registration and before play begins on Opening Day. This is for the Commissioner to determine a full and fair league season based on the number of committed coaches. League matches will be played at Mugu Games in Everett, or any other mutually agreed location. Schedules for the regular season will be based on the notion that a coach can play an average of one game per two-week period (approximately two matches per month) during the season by arranging the play times with the opposing coaches.

Default Factors for Determining League Schedule (Subject to Change)

- a) **If 5 Teams** – Pre-Season will be eliminated, with a 4 game round-robin taking place for the Regular Season. Playoffs will consist of 1v(4v5), 2v3 elimination format.
- b) **If 6 Teams** – Season will consist of 7 games as follows. 2 divisions of 3 teams each will be created. Teams will play everyone in their division, followed by everyone in the other division, followed by everyone in their division again. Playoffs will consist of 1v(2v3) within each division followed by a championship being played between divisions.
- c) **If 7 Teams** – Season will consist of a 6 game round robin season followed by a 6-team elimination playoff.
- d) **If 8 Teams** – Season will consist of a 7 game round robin season followed by an 8-team elimination playoff.
- e) **If 9 Teams** – Season will consist of 6 games round robin (scheduled against teams not played during the Pre-Season if possible). An 8-team elimination playoff will follow.
- f) **If 10 Teams** – Season will consist of 7 games. Two divisions of 5 teams each will be formed. Coaches will play every team within their own division (4 games) and also against teams from the other division that they did not play in the Pre-Season (if possible). Each division will play a 1v(4v5), 2v3 elimination format playoff to determine representatives from each division that will play for the championship.
- g) **If 11 or more teams** – then the commissioner will announce an appropriate scheduling system.

Forfeits/Conceding

Coaches MUST play the regular season matches in the order they are scheduled, and cannot refuse to play a match unless they forfeit. If a coach is forced to forfeit a match (due to not playing or arranging to play said match) or in-game forfeits (after a match has begun), then his team will follow the Concede (Forfeit) rules listed on CRP Page 29.

In addition to the Concede (Forfeit) rules listed on CRP Page 29, the following administration will take place to record the match of a match decided by forfeit:

1. A coach of an unplayed game that wins by forfeit will be credited with a 2-0 administrative win;
2. For forfeits or concessions that occur during a match, the score of the game will be recorded either as (i) the actual score of the game if the forfeiting coach was losing, or (ii) a 2-0 administrative loss for the forfeiting team if the forfeiting coach was otherwise winning or tied;
3. In every circumstance, players who scored during the match will not lose credit for any touchdowns or any others Star Player Points earned during the match.

Pre-Season Forfeits/Concessions result in the winning coach receiving only 1 additional MVP for the match, instead of both of the opponent's MVP's. The MVP awarded in this manner will still be random. Winning coaches will also not receive any of the opponent's Gold. Coaches losing in this manner will still not receive an MVP or Gold for the match.

Match Scheduling & Coach Courtesy

Coaches are given a contact list to contact each other to schedule matches. There will be a default day/time approximately every 2 weeks that the games take place on. Games are assumed to take place on this day/time, unless coaches make alternate arrangements. The coach who cannot attend league game day has the responsibility to make arrangements with the opposing coach to play the game BEFORE league game day. Please be courteous and be proactive in confirming or rescheduling your matches.

Yellow Card/Red Card

A Yellow Card/Red Card rule is in effect. If a coach forfeits a match due to not playing or arranging to play, he is issued a Yellow Card Warning. Their team forfeits their MVP and their earnings for the match and the game is recorded as a 2-0 loss. If a coach forfeits a second match under the same circumstances in the same season, he is issued a Red Card. This means that the coach will not be allowed to finish the season or participate in the Playoffs or final Tournament. All remaining games for that season are forfeited. Don't overcommit – if you can't make the time to play approximately twice per month, then maybe a future season is better for you.

Note: Yellow Card/Red Card's only apply to coaches who do not play or arrange to play. Coaches who forfeit during the match only follow the Forfeit/Concession Rules on CRP Page 29.

Post-Season Playoffs

Seeding in the tournament depends on the team's regular season final League Point standings.

During the regular season, teams are awarded 3 League Points for a win, 1 League Point for a tie, and 0 League Points for a loss. Any ties in the standings are resolved in the following order:

1. Total wins
2. Head to Head record (if applicable)
3. Touchdown +/-

Tournament Structure

Each season will end with a tournament that a team can qualify to play in based off their regular season performance.

Excessive Celebration for Winning the Championship

Winning the Everett Blood Bowl League championship is an intense experience, and one that deserves celebrating. Each championship team has began a perpetual celebration that basks in their respective glory. This means that until further notice, that any roster that wins the championship is temporarily unavailable until the celebrations cease. In other words, there is a gentlemen's agreement where no championship teams has yet returned to the pitch. This may be revisited in future seasons.



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Pre-Season – “Resurrection of Martyrs” Tournament

Pre-Season Concepts & Goals

1. To enable current coaches, previous league-coaches, prospective league coaches, and friends of the league to gather together for one-day without an extended commitment.
2. To teach new coaches (and remind experienced coaches) of tabletop mechanics.
3. To use any new or previously-used EBBL team.
4. To jump-start development of the team for the season.
5. To provide a unique and interesting variant of the game that only the EBBL uses.

Pre-Season Format

1. **Schedule** – This will be a 1-day / 2 or 3-round tournament. Scheduling will start with the two highest Team Value teams being paired against each other and descending down to the lowest two Team Value teams being paired against each other. Any ties in Team Value will be sorted at random. Round 2 and 3 will be per Swiss Pairing, with ties resolved by (i) head-to-head, (ii) TD’s, (iii) Casualties, and (iv) SPP from tournament.
2. **Weather** – The beginning Weather for every match will be Perfect Weather.
3. **Casualties** – For all matches played in the Pre-Season, all casualties are as follows:
 - a. **Brand New Rosters** – All casualties inflicted on or suffered by any specific player are treated as “Badly Hurt” results on that player. This means that the player injured will not be subjected to Miss Next Game, stat decreases, niggling injuries, or death. *See also Apothecary below.* Any player causing a casualty in this manner shall only report a “Badly Hurt” result.
 - b. **Previously Played Rosters** – All casualties shall be per the CRP Rules.
4. **Apothecary** – As every player who suffers a casualty is considered to be “Badly Hurt”, any Apothecary used during the Pre-Season will return that player to the Reserves box.
5. **Painted Miniature Bonus** – Painted Miniature Bonus is not active during Pre-Season.
6. **Most Valuable Players (“MVP’s”)** – For the Pre-Season only, new rosters for the season will be awarded (2) separate MVP’s at random for each match played. Returning experienced rosters will receive only (1) random MVP for each match played.
7. **Match Sequence** – All other aspects of games will be consistent with matches played in the regular season. This means that Fan Factor, FAME, Kickoff Results, and Gold will be awarded as if the match had been played during the regular season.
8. **Forfeits/Conceding** – A Pre-Season match decided through Forfeit or Concession shall follow the rules on CRP Page 29 and League Rules Pages 8-9, with exception that the winning team will receive only 1 additional MVP and no additional Gold.
9. **Pre-Season Champion** – The team will be crowned “Pre-Season Champion” based on most wins, with tie breakers being (in order) total points/total casualties/total SPP.

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Pre-Season Notes and Recommendations

1. Coaches may play (i) only in the pre-season, (ii) only in the regular season, or (iii) both.
2. Coaches may use different teams in the pre-season and regular season.
3. Familiarize yourself with all inducements, including star players and special play cards, that are in the CRP Rules.
 - a. This format could result in Team Value differences of several hundred thousand gold coins, which means that a coach in a single match could take multiple inducements that were not as prevalent in earlier seasons.
 - b. PROXIES are encouraged and a limited selection of them will be available for use (such as an extra Morg n Thorg ogre star player).
4. The Regular Season will be somewhat short (4 or 5 matches), so starting new rosters such as Dark Elves, Chaos, Chaos Pact, Nurgle, Khemri, and other rosters that require more time to develop could be challenging.
5. The pre-season enables a brand new roster to play three games without fear of death or injury. This means that a “Apothecary” could be delayed until the regular season, also meaning that more up-front gold can be used for re-rolls, players, assistant coaches, etc.
6. There is no “painted miniature bonus” in the Pre-Season, so you can use a team that isn’t painted or not painted YET.



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Schedule

Pre-Season - “Resurrection of Martyrs Tournament”

- Saturday 2/20 - Coaches Meeting
- Saturday 2/27 - Pre-Season Registration Deadline
- Saturday 3/5 - Pre-Season Tournament
 - (3) Games / (1) Day at Mugu Games, Everett

Regular Season – Season 6, Varsity Format

- Saturday 3/12 – Regular Season Registration Deadline
- Sunday 3/20 – Match Day 1, 12pm Mugu Games
- Sunday, 4/3 – Match Day 2, 12pm Mugu Games
- Sunday 4/17, Match Day 3, 12pm Mugu Games
- Sunday 5/1 – Match Day 4, 12pm Mugu Games
- Sunday 5/15 – Match Day 5, 12pm Mugu Games
- Sunday 6/5 – Match Day 6 (If applicable) – See Page 8 “League Schedule”
- Sunday 6/26 – Match Day 7 (If applicable) – See Page 8 “League Schedule”

Playoffs – The road to the “6th EBBL Blood Bowl Championship”

- **Format:** See Page 8 “League Schedule”
- **Dates:** To be determined by commissioner after the number of the teams for the season lock.

Pre and Post Game Reference

Pre-Match

1. Roll Weather Table (2D6 (One from each coach) → Weather Table on CRP Page 20
2. Transfer Gold from Treasury to Petty Cash for Inducements → CRP Page 28
3. Take Inducements → CRP Page 28

Match

1. Determine Fans and FAME → See “The Fans” on CRP Page 18
 - a. Each coach determines Fans by the following:
 - i. $(2D6 + \text{Fan Factor}) \times 1,000 = \text{Fans}$
 - b. FAME = 1: Coach who has more fans than opponent will have FAME 1 for match
 - c. FAME = 2: Coach who have twice or more fans will have FAME 2 for the match
 - d. FAME = 0: Coach who has (i) the same number of fans as his opponent or (ii) less fans than his opponent will have FAME 0 for the match.
2. Set Up Players → CRP Page 6
 - a. Kicking Team sets up players
 - b. Receiving Team sets up players
3. Kickoff → CRP Page 6, CRP Page 18
 - a. Kicking Team placed the ball in the desired square
 - b. Kicking Team rolls 1D6 and 1D8 to determine where the ball initially scatters, place ball in that square (If lands on square with player → CRP Page 13)
 - c. Resolve Kickoff Result with 2D6 as listed on CRP Page 18
 - d. Role 1D8 for the direction that the ball will scatter 1 additional square

Post Match

1. Improvement Rolls → CRP Page 29 + EBBL League Rules Pages 2 & 4
 - a. 1 MVP is awarded to each team. Coaches who receive the “Painted Miniature Bonus” may select the player from three eligible players selected at random; coaches who do not receive the bonus will select the player at random.
 - b. Common methods for determining the random player are:
 - i. Rolling a D20 and determining player number
 - ii. Rolling a D14 or D16 and determining a player number
 - iii. Rolling 1D6 and 1D8
 1. If 1D6 = 1-3, then 1D8 is player number 1-8
 2. If 1D6 = 4-6, then 1D8 is player number 9-16
 - c. Calculate Star Player Points by tallying MVP’s with other points earned during the game for Completions, Casualties, TD’s, etc.
 - d. Update Fan Factor: → CRP Page 29(2)(4)
 - e. Generate Winnings → CRP Page 29
 - i. Winning Team: $((1D6 + FAME) \times 10,000) + 10,000$ with allowed re-roll
 - ii. Tied Teams: $((1D6 + FAME) \times 10,000) + 10,000$ with no allowed re-roll
 - iii. Losing Teams: $(1D6 + FAME) \times 10,000$ with no allowed re-roll
 - iv. Forfeiting/Conceding Teams: No award
 - v. Note: All results are subject to Spiraling Expenses (see CRP Page 29)