

EBBL League Rules Document V2.2

General Format

The Ever-Rott Blood Bowl League (also known as the “EBBL”) is a North Seattle Table Top Gaming League featuring Blood Bowl™ by Games Workshop. After an inaugural season in 2012 (called “JV Season 1”), the EBBL will run two distinct seasons in 2013. The first season will be “Junior Varsity 2013”, which will begin in May 2013 and will feature brand new 1,000,000 point rosters for all teams. The second season this year will be “Varsity 2013”, which will begin sometime after Junior Varsity 2013 completes. The format for Varsity 2013 has yet to be determined. More details will follow.

Rules Documents

The EBBL uses the latest edition of the Living Rule Book, known as LRB6 or the Competition Rules Pack (“CRP”). It can be found here:

http://www.games-workshop.com/MEDIA_CustomProductCatalog/m2350017a_m780049a_Blood_Bowl_Competition_Rules.pdf

This rules pack is also available through the following path:

- www.games-workshop.com
 - Specialist Games
 - Blood Bowl
 - Blood Bowl Resources

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.

The additional teams can be found here in the “CRP Supplement”:

http://www.thenaf.net/files/NewTeams_LRB6.pdf

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

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. This helps the game move forward and encourages players to look up the proper rules or interpretations as the game is being played or during an action, without re-winding history.
4. **Painted Miniature Bonus** – Painted miniatures make a game of Blood Bowl better, for both the playing and opposing coach. These League Rules therefore incentivize painting models by providing the Painted Miniature Bonus. The version of the Painted Miniature Bonus is now changed from the previous writing, which rewarded coaches with extra Fans, Gold, and a higher likelihood of winning more FAME during matches.

The new 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. 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.

Optional and Modified CRP Rules

Optional League Rules

1. **Awarding Most Valuable Player (“MVP”)** – Consistent with “Painted Miniature Bonus” described above on Page 2 of the League Rules, 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 promoted by the *Three Die Block Podcast* and used in the *Critical Hit Games* and *Iowa Hawkeye Blood Bowl Leagues*.

This text states that: *At the end of the match, three randomly selected players 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, are eligible to be awarded a Most Valuable Player award. One of these three players will be chosen by his coach to receive the Most Valuable Player award.*

- 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 ARE NOT eligible to earn MVP’s as they are induced.*
 2. A player can never be selected for more than 1 MVP per match.

2. **Special Play Card Inducements** – For 2013, 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. Additional Cash for Short-Term Leagues

The optional rule allowing Additional Cash for Short-Term Leagues is hereby withdrawn and the standard text for gold determination listed on CRP Page 29 is reinstated.

2. Illegal Procedure (Moving the Turn Marker)

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

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.

3. FAME

The modified rules for FAME from previous seasons are hereby withdrawn and the standard text for FAME on CRP Page 18 is reinstated.

4. Time Limits

By default, there will be no round timers, but teams should strive to complete each turn in 5 minutes or less. That said, please do your best to finish your turns in a timely manner. In rare cases the Commissioner may choose to enforce timed play if team coaches raise concerns.

5. 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.

6. 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. See the most current version of the “EBBL Playoff Rules Supplement” for more information.

7. Byes in the Regular Season Schedule

If a Bye is necessary, the Bye week will be considered an “extra training/fundraising week” for the team getting the Bye. The team rolls for winnings and obtains an MVP as if the team had won the match against an opponent, but coaches will not receive any Fan Factor increase. Per the “Update Team Roster” rules on Page 29 of the CRP, the coach will earn 1D6 x 10,000 gold pieces of winnings, with an optional re-roll and mandatory acceptance of the second rolled result. The “Awarding Most Valuable Player” rules

listed under League Rules Page 4 will apply, including determining how the coach will select his/her MVP's based on if the coach qualifies for the "Painted Miniature Bonus".

8. Byes in the Playoff Schedule

In the event that we have a playoff structure that awards 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. See the most current version of the "EBBL Playoff Rules Supplement" for more information.

9. 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.

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 2013 to administer the league, provide prizes, support Blood Bowl, and ensure commitment from league participants. The league fee for 2013 is \$20 per team per season. 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 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.

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 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.

Varsity is a step up in competition. The intention of Varsity, it to create an environment where coaches may use previously created teams, or develop new ones. In theory the Inducement system will enable coaches of new rosters to compete on equal footing against more experienced rosters; however, a Team Value limit may be applied to minimize gross differences in team development.

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. When possible, teams will be separated into different divisions of the same league to create rivalries.

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 Condede (Forfeit) rules listed on CRP Page 29. A coach that wins by forfeit will follow “Awarding Most Valuable Player” on Page 4 of League Rules.

Coaches are given a contact list to contact each other to schedule matches. There will be a default day/time every 2 weeks that the games take place on. Games are assumed to take place on this day/time, unless coaches make alternate arrangements. 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.

Challenge Matches

The EBBL anticipates that as the league grows and gains momentum, that Challenge Matches and an Open Division will be available.

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.

Pre-Season

Pre-Season rules are hereby updated. Junior Varsity seasons will not offer a Pre-Season period. Every team will start fresh and development will occur during the season.

Varsity Seasons will allow up to two pre-season games to be played as open matches. This will occur in the months before the Varsity Season starts. MVP's, development, gold, etc will occur as if the match occurred during the regular season; however, the benefit is that the teams have an opportunity for additional development without affecting the standings of the season. This also gives coaches who are using 1,000,000 rosters in Varsity to test-drive their team before going head-to-head with the big boys.

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: $((1D6 + \text{FAME}) \times 10,000) + 10,000$ with allowed re-roll
 - ii. Tied Teams: $((1D6 + \text{FAME}) \times 10,000) + 10,000$ with no allowed re-roll
 - iii. Losing Teams: $(1D6 + \text{FAME}) \times 10,000$ with no allowed re-roll
 - iv. Forfeiting/Conceding Teams: No award
 - v. Note: All results are subject to Spiraling Expenses (see CRP Page 29)