

2011 Van Dieman Cup Blood Bowl Tournament

At the Tasmanian Warhammer State Championships
16th-17th July 2011

Rules of Play

The competition rulebook current as of 1 June 2011 will be used:

http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf

Team rosters must be submitted at Area 52 by 17 June 2011 for checking. Coaches should provide an email contact to allow feedback in the event that changes are required. Entry cost will be the same as the other State Championship competitions. Per normal Blood Bowl usage, *player* in these rules refers to a fictional character who is a member of a Blood Bowl Team and *coach* refers to the real-life person who is competing in the tournament. *Team* refers to the roster made up of players, coaching staff and so on. Coaches will be provided with printed rosters of their team before play begins for each match, which will have room for recording all match details. These are handed back to the referees at the end of each match to be recorded.

Coaches will recruit legal teams from a budget of 1,200,000 gp plus 300,000 gp each match (which represents Cup sponsorship) that may be spent on inducements from the normal inducement list. Inducements may be selected for each match following the normal rules for doing so. The same team will be used in all rounds, but death and injuries will be reset at the beginning of each round. Star Player Points (SPP) will be recorded for actions during the game, but these will *only* be used to determine individual player awards – they will not add skills. Gold not spent on the roster may **not** be used for Petty Cash. Unspent money will have no effect, so spend up! All teams are deemed to have an equal team rating in all matches.

Up to four skills may be purchased for regular players on the team at a cost of 50,000 gp each. These must be selected from the skills normally available (i.e. Not requiring a double). In addition, one player may select from *any* skill only available to them on a doubles roll for the cost of their normal purchase price. This may **not** be used to purchase a skill normally available to them. The price of these skills must be paid from the regular budget – they are not considered inducements. Mercenaries and Star Players recruited by inducements may **not** add skills in this manner as they are not rostered players, though the normal rules for skilled mercenaries are in play. Characteristics may not be increased.

All Basic and Extra rules are in play. All normal League rules are in play, apart from Treasury, Petty Cash and the entire Post Match sequence. The normal post-game award of 5 MVP points to a random player is not used. Improvement rolls are not used – players will have the same skills throughout the tournament. The Casualty Table is only used to track fatalities, and this is **only** done to determine certain awards and for the Necromancer rule – all player injuries are healed for the following match. Note that while the Necromancer rule will allow a suitable opposing player to be added to the Necromancer's dugout as a zombie for the rest of that match, it will not allow the addition of a zombie to the roster for subsequent matches. Fan factor will **not** change during the tournament – what is purchased in the initial roster is what you will have for the whole tournament.

Games should adhere strictly to the four minute turn limit. Players are expected to provide their own timers – smart phones and the like can usually set to do so. In the event that a game runs out of time for that round, play will immediately cease and the current score will be the final one for that game.

Tournament Schedule

There will be five rounds, three on the Saturday and two on the Sunday. Two and a half hours are allowed for each game.

Saturday games will score two points for a win and one point for a draw. For teams that have the same number of game points, net touchdowns for and against will be used to rank teams, followed by net casualties for and against, then total touchdowns scored, total casualties caused and then total fatalities caused, if required. In the event that two teams are still ranked the same after all of this *and* if it will make any difference as to who is matched with whom, ties will be broken by coin toss between the coaches. If a team has no opponent, they win an automatic 2-0 victory, but gain no star player points.

The Sunday rounds will be arranged to play the best performing teams from the Saturday games against each other to establish final placings. The two top rated games in round four will be designated Cup Semi-Finals, with the two winners meeting in the Cup Final for round five. Other games in round four and five will determine overall final placings, according to a roster drawn up before the start of the competition (the number of teams playing will need to be known for this to be done). The intent is for the losers of the Semi-Finals to play off for third and fourth place and for each group of four ranked below to mirror this. Tiebreaker rules (i.e. Overtime, penalty shoot outs) will *not* be used for the Saturday games, but are in place for the Sunday rounds if required. In the event of any forfeit or withdrawal, all teams will be bumped up the rankings before round four and five start. Semi-final games will have 400,000 gp for inducements for each team instead of 300,000 gp. The final will have 500,000 gp for inducements instead of 300,000 gp.

At the end of the tournament, coaches will nominate Best Sport from their opponents, ranking three coaches from first to third best. Getting a first nomination will be worth three points, getting second will be worth two points, and getting a third will be worth one point. Sportsmanship awards will be based on aggregate total.

Teams will be expected to be put on display on Sunday morning, and voted for in the same manner for Best Sport, although votes are not limited to teams you have played against in this case! Only fully painted teams are eligible for votes, by which we mean that all miniatures are properly based and painted to base coat standard, including any coaching staff. Painted bases, flesh and team colour on clothing would be fine.

Most Valuable Player for the tournament and separately for the Cup Final will be awarded to the player* who has accumulated the most in-play Star Player Points (i.e. This does not include the usual 5 point MVP award given randomly at the end of a match, which will not be awarded during these games) during the tournament as a whole and in the Cup Final alone. SPP earned in the Cup Final do count for a player's overall score, and it is quite possible for the same player to win both, although only one player per coach is eligible for each award – if a coach has more than one top player they must select **one** of them as their MVP for that category. In the event of ties between MVPs from different teams, lots will be drawn to determine the final winner. There will also be awards for the players with the most touchdowns scored, most casualties inflicted and most fatalities caused during the tournament, determined in the same manner as MVPs.

Only non-Star players represented by fully painted and based miniatures are eligible for the awards above. The Cabal network commentators aren't going to award prizes to players who play out of uniform!

(*It is expected that the coach will receive any award on behalf of their player(s)...)