



TOURNAMENT RULES PACK 1.0

Spiky Cup 2014

March 9th at Wizards Asylum
749 South Jenkins Avenue. Norman, OK 73069

Cost

EARLY BIRD SPECIAL Pre-register by January 31, 2013

- \$20 - Spiky Cup (Only)
- \$30 - Spiky Cup & Orclahoma Bowl (Both Events)

REGULAR Pre-register by March 2, 2013

- \$25 - Spiky Cup (Only)
- \$40 - Spiky Cup & Orclahoma Bowl (Both Events)

AT THE DOOR

- \$25 - At the door the day of the event

All Events can be signed up and paid for at the Orclahomabowl.com

Things we will provide

Pen
Nametag
Matchsheet
Dice
Awards

Pre-Registration Bonus

If you pre-register by March 2, 2013 you get 2 additional Spiky Cup D6's plus the discounted tournament entry fee.

Rosters.

All players that pre-register for Spiky Cup (and/or Orclahoma Bowl) are required to send in their Roster's by March 2nd, 2013. Players can emailed those Rosters to OrclahomaBowl@gmail.com

Tournament Schedule

9:00 – Registration Starts

10:00 – Round 1

12:00 – Lunch

1:00 – Round 2

3:30 – Round 3

5:45 – Results/Awards

6:15 – Results /Awards for BDCS (Players participating in both the Orclahoma Bowl and Spiky Cup)

What you should bring

- Your Painted Blood Bowl Team
- Three Copies of team roster
- Blood Bowl Field/Dugouts/Templates
- GW or NAF Block Dice & D8
- Printed Copy of Competition Rules (CRP)/LRB6 can be found here- http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf
- Plus the three new teams list http://www.orclahomabowl.com/documents/New_Teams.pdf

Team Building Rules

- You are given **1,200,000 gold pieces** to build your team using CRP team lists or the three additional Team Lists.
- You may purchase players, rerolls, fan factor, coaches, and cheerleaders as normal.
- Wizards, Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED.
- With that said, you may purchase any other inducements as part of your team built.

Then you may add either **6 Double Skills or 3 Single Skills** to your players as you see fit. Spiky Norman is a crazy Goblin so there is no one skill per player limit, so choose wisely.

You **MUST** also **pick one Spiky Bowl Special Shoe Contract Package** for one of your players. This package will stay with the same player for all 3 games. It cannot be moved.

Each team will be given **1 free bribe**.

Since **Spiky Norman** is a legendary goblin Star Player **all Goblin Teams get additional +10 Bonus points** towards team standings.

Wat? We'z haz ta wearz shooz?

Due to the overwhelming popularity of the Spiky Cup last year, this year the "Spike" (pronounced Spiky like Nike) shoe company has decided to sponsor the tournament. Not one to let a good money making opportunity pass them by, the Goblins running the Spiky Cup have found other sponsors to chip in and get their brands out there.

This year, in addition to your team building rules previously discussed, each team gets to pick 1 sponsor for their team. This sponsor will be sending a special pair of boots to the teams that pick them. These special shoes are meant for regular players only, no Star Players or Big Guys(Anyone with 5+ St).

While the shoes were meant to be normal, each company wants to best the other, so they've sent enchanted shoes that imbue the player wearing them with extra skills.

Choose from one of the following:

- Spike - **Sneaky Git, Dirty Player** – *"New for Spiky Cup, the new Spiky Spike Spiked boots!"*
- Orcidas - **Stand Firm, Juggernaut** – *"Put a little Orc in you with Orcidas!"*
- Nuffle-Balance - **Shadowing, Diving Tackle** – *"When you don't want them getting away, get Nuffle-Balance!"*
- 'Zonverse - **Kick, Kick Off Return** – *"Made for a lady, but hardy enough for a Norse!"*
- Jordells - **Leap, Side Step** – *"Freshbreeze's secret? It's gotta be the boots!"*
- DK- Swiss - **Disturbing Presence, Fend** – *"Undead tested, Nurgle approved! Put some DK in your Decay!"*

CRP Star Players

Note: If you are including a Star Player from the CRP Rule Book, you must still have 11 players on your team BEFORE being able to hire them. Having 10 plus a Star is not allowed.

Rule for Multiple of the Same Star Player

This is a once in a lifetime event for most of the guys. As such, some players may pretend to be a Star Player or some of the smart ones will be cloned by Wizards to get double the pay. What does that mean? **Star Players may play for both teams.** There will be no "Highlander Rule".

NAF Tournament Info

This is a NAF approved tournament. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked, there will be an NAF registration onsite for the cost of \$10/year. More information can be found at TheNAF.net

Illegal Procedure

In the spirit of good sportsmanship, Illegal Procedures will not be called

Timing

The two hour rounds WILL be strictly enforced. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace.

The 4 Minute turn rule will not be used unless the Tournament organizer feels your game is in danger of not completing in the two hour timelimit. He may insist on a timer being used and enforcing the 4 minute turn rule.

Dice

You are encouraged to share dice with your opponent. Only GW or NAF Block Dice may be used and only the Spiky Cup D6's received at registration may be used. You and your opponent should decide whose set of dice will be used.

Scoring

After each round you will fill out the game sheet based on the game just completed.

- ALL KNOCK OUTS from Blocking, Fouling, Crowd Surfing, Weapons etc will provide **2pts** (Not for failing GFI or Dodges)
- ALL CASUALTIES from Blocking, Fouling, Crowd Surfing, Weapons etc will provide **4pts** (Not for failing GFI or Dodges)
- A WIN is worth 60pts
- A DRAW is worth 30pts
- A LOSS is worth 10pts
- If you lost by 1 Touchdown, you earn +2 bonus pts
- If you caused 1 more CAS from Blocking than opp you earn +2 bonus pts
- If you caused 2 or more CAS from Blocking than opp you earn +5 bonus pts
- If you clear the pitch you earn +5 bonus pts
- If you won by 2 Touchdowns you earn +2 bonus pts
- If you won by 3 or more Touchdowns you earn +5 bonus pts
- If you finished the game by using all turns +3 bonus pts

Overtime

There will be no overtime played. If your game ends in a draw, it's draw.

Tiebreakers

Goblins love causing chaos, cheating and mayhem, if by chance there is a tie in Tournament points, the ties will be broken in this order:

- Goblin Team wins tiebreaker against over any other team
- Most Casualties
- Most Casualties + Knock Outs
- Whoever pays the organizer the most
- Knife fight (Goblin Style)

Painting

All teams are expected to meet the minimum painted guidelines. They must have 3 colors on them and have had some attempt at making them appear finished.

Sportsmanship

We are here for the fun of the game. Sportsmanship is not encouraged from the coaches, it is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is.

Sportsmanship Awards will be determined based on answers given in the Etiquette Sheet.

Tournament Organizer will strictly enforce the "Don't be a Douche" policy. Basically, it consists of not performing any acts of Douchebaggery.

Awards

The following awards will be given out after the last round:

- **Spiky Cup Champion** - First Place Team in standings with the **most overall points after 3 rounds.**
- **2nd Place** - Second Place team in standings with the **most overall points after 3 rounds**
- **Del Zine Cup** - Third Place team in standings with the **most overall points after 3 rounds**
- **Most Brutal** - Team with the most KO and CAS bonus points
- **Stunty Cup** – Best Stunty Team (Halflings, Goblins, Ogre) in standings with the **most overall points after 3 rounds.**
- **Best Offense** - Team that scored the most TDs
- **Best Defense** - Team that allowed the fewest TDs
- **Best Appearance** - Best looking team as decided by participants via Etiquette sheet. Tournament Organizer will break ties.
- **Best Sportsman** - Best Sportsman as decided by participants via Etiquette sheet. Tournament Organizer will break ties.
- **Back of the Pack** - Coach that finished with lowest number of Tournament pts

Spread The Wealth

A coach may only win one award. If they are in line to win more than one award, they will be asked which one they would prefer and the next coach in line will be given the other award. Tournament organizers reserve the right to adjust the awards, ie Back of the Pack has to have played in all 3 rounds.

Special Weather table (Top Table will roll for initial weather for all tables.)

- 1 Dustbowl (Combine effects of 2 and 3)
- 2 Drought (Sweltering Heat)
- 3 Windy (Very Sunny)
- 4-5 Perfect Day
- 6 Downpour (Pouring Rain)
- 7 Muddy Mess (Blizzard)
- 8 Tornado (Combine effects of 6, 7)

QUESTIONS? Email us at **OrclahomaBowl@gmail.com** for Answers!