

ORCLAHOMA BOWL III



TOURNAMENT RULES PACK 1.1



ORCLAHOMA BOWL III

March 8th at Wizards Asylum
749 South Jenkins Avenue. Norman, OK 73069

Cost

EARLY BIRD SPECIAL Pre-register by January 31, 2013

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

REGULAR Pre-register by March 2, 2013

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

AT THE DOOR

- \$30 - At the door the day of the event

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

Pre-Registration Bonus

If you pre-register by March 2, 2013 you get 2 additional Limited Edition Orclahoma Bowl D6's, extra raffle ticket and discounted tournament entry fee.

Pre-Registered Players should turn in Rosters by email for Approval by March 2, 2013 or before.

Tournament Schedule

9:00 – Registration Starts
9:45 – Registration Ends
10:00 – Round 1 (Random)
12:00 – 1:00 – Lunch
1:00 – Round 2 (Swiss)
3:00 – Break
3:30 – Round 3 (Swiss)
5:30 – Break
6:00 – Round 4 (Swiss/Finals)
8:00 – Break
8:30 – Results/Awards

What you should bring

- Your Painted Blood Bowl Team
- Five Copies (one for each round) 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

Things we will provide

- Pen
- Nametag
- Match Sheet
- Custom Dice
- Awards

Orclahoma Bowl Special Rules and Team Building

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)

Team Building Rules

You are given 1,150,000 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. You may also purchase skills and stat increases (see **Player Advancement** next page) by using up to 150,000 of your team build.

Example: If you choose to use all 150,000 to buy skills (or Stat advancements) then you will only have 1,000,000 left to build your team. If you use only 120,000 to buy skills, then you have 1,030,000 to build your team.

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.

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.

Orclahoma Bowl Greenskin Special Star Players Rules

Note: You can purchase any Orc/Troll/Hobgoblin superstar listed in CRP Rules pack plus Cromnard Dung (via Zlurpcast). The following Greenskin players can be used on ANY team.

- Ripper- Troll
- Rashnak Backstabber- Hobgoblin
- Ugroth Bolgrot- Orc
- Varag Ghoul-Chewer- Orc
- Cromard Dung- Orc* (See Stats and Fluff at the end of this Section)

Each of these Greenskin Star Players will have the FAN FAVORITE skill for free. The FAN FAVORITE skill will not stack for this tournament.

You will NOT have to have 11 players in order to purchase a Greenskin star player. If you purchase one CRP Star Player and one Greenskin Star Player, you must have 11 regular team players first. Example: Having a Chaos Team with 10 players plus two of these Greenskin Star Players is allowed. Any questions about this please email us at orclahomabowl@gmail.com

Cromnard Dung* aka "The Crom"

Cost	MA	ST	AG	AV	Skills
200,000	6	4	3	9	Block, Break Tackle, Dodge, Sure Hands, Leap, Bonehead, Loner

The Crom was once the top Orc blitzer in the NAF. He had the strength to bust through the line, and the footwork to make even an elf miss a tackle! He played for the Gouged Eye, Orcland Raiders, and several of the other top Orc teams in the Old World. He was just getting into his prime and well on his way to becoming the best all-around player since Oberwald laced up his boots. What happened next is one of the most tragic tales in Blood Bowl history. NAF Commissioner, Rodder Goathell held a press conference in the middle of the 2502 season to announce that The Crom has tested positive of using illegal growth potion. Testing indicated he's had this substance in his body for at least the past few years. Sadly, all the records, the awards, the trophies..... now are all marred due to violating this strict NAF policy. His team was shocked, fans disappointed, and The Crom himself went into hiding. Now, some 10 years later, he's ready to make a comeback.....if someone will just give him a chance.

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 is no "Highlander Rule".

Star Players follow the same rules that are in the CRP Rule Book. 0-2 Star Players may be purchased per team.

Player Advancements

You may also choose to spend up to 150,000 gold pieces (of the starting 1,150,000) to purchase advancements for players of your choice. This is for regular positions only, not star players.

A normal skill upgrade costs 20,000

A Doubles skill upgrade costs 30,000

+1 Movement costs 30,000

+1 Armor Value costs 30,000

You MAY NOT purchase Strength or Agility upgrades

Two players maximum may have two skills added to them if desired

No player may have a stat increase and a skill

No player may have two stat increases

No skill or stat increase may be taken more than three times

All Injuries will reset as this is a Resurrection Tournament

NAF Tournament Info

This is a NAF approved US Major tournament. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked, there will be an NAF Official onsite accepting registration 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 game round time limit 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 time limit. He may insist on a timer being used and enforcing the 4 minute turn rule.

Dice

You are required to share dice with your opponent. Only GW or NAF Block Dice may be used and only the Orclahoma Bowl 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 both the game sheet and the etiquette sheet based on the game just completed.

- 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

There is a no championship game the standings will solely be determined by total points

Overtime

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

Tiebreakers

The Scoring system has been setup to hopefully get the most accurate representation of how everyone has performed. If, by chance there is a tie in Tournament points, the ties will be broken in this order:

- Winning Percentage
- Head to Head record
- Net TDs plus Net CAS
- Total TDs plus Total CAS

If it is still a tie at that point, the tournament organizer will use his best judgment in finding a way to break the tie.

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:

- Orclahoma Bowl Champion - Most points scored
- 2nd Place – 2nd most points scored
- Del Zine Cup (3rd Place)- 3rd most points scored
- Best Offense Certificate - Team that scored the most TDs
- Best Defense Certificate - Team that allowed the fewest TDs
- Most Brutal Certificate - Team that inflicted the most Casualties from Blocking
- Stunty Cup – Highest rated Stunty Team (Halflings, Goblins, Ogre) in standings
- Fan Favorite - Best fan favorite team as decided by the participants of the event. It could be based on anything, your vote for the best team at the event.
- Best Sportsman - Best Sportsman as decided by player vote. Tournament Organizer will have final say and break any 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, i.e. Back of the Pack has to have played in all 4 rounds.

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