



SPIKY CUP

TOURNAMENT RULES PACK 1.0

March 10th 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

- \$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 Spiky Cup D6's, extra raffle ticket and 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 email those Rosters to OrclahomaBowl@gmail.com

Tournament Schedule

9:00 – Registration Starts

9:45 – Registration End

10:00 – Round 1

12:00 – Lunch

1:00 – Round 2

3:00 – Break

3:30 – Round 3

5:45 – Results/Awards

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

Things we will provide

Pen
Nametag
Match Sheet
Dice
Awards

What you should bring

- Your Painted Blood Bowl Team
- Four Copies of team roster, one for you, and one for each opponent each round.
- 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.
- 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. Choose wisely.
- You **MUST** also **pick one Spiky Bowl "Not So Secret" Weapon Package** for one of your players. NOTE: This can be applied to any player on your team; including players that have received skills. This package will stay with the same player for all 3 games. It cannot be moved and does NOT give the player Secret Weapon skill
- Each team will be given **1 free bribe**. This does not Change limit on how many bribes a team can have.

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

Spiky Bowl "Not So Secret" Weapon Packages

- **Grenades** - Bombardier and No Hands skills
- **Chainsaw** - Chainsaw and No Hands skills
- **Spiky Death Gyro** - Ball and Chain skills only. Player will also have their MA changed to 3 and their ST to 7
- **Pogostick of Doom** - Leap and Very Long Legs skills
- **Hooligan** - Sneaky Git, Dirty Player and Stab skills
- **Blunderbuss** - Hail Mary, Pass and Strong Arm skills
- **Touch of Chaos** - Hypnotic Gaze, Foul Appearance and the Disturbing Presence skills
- **Spiky Helmet** - Horns and Juggernaut

REMINDER: This SPIKY BOWL WEAPON PACKAGE can be applied to any one player on your team, including any player that has received skills, Star Players CANNOT get a Weapon Package

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. STAR PLAYERS CANNOT GET ADDITIONAL SKILLS.

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 that mean? **Star Players may play for both teams.** There is 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 time limit. 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

Overtime

There will be no overtime played. If your game ends in a draw, it's a 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 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 award will be voted for, but is up to tournament organizer discretion.

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.

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

Spiky Cup

KICK-OFF TABLE

2	Don' worry 'bout it - Da ref? Oh... he all tied up. He won't be botherin' anyone dis half, No Referee for the rest of the half.
3	Git the Wizards - It appears some gits have decided to harass the probability wizards. No team/leader rerolls can be used this drive.
4	Dis Orca-Cola is flat! - Fans are upset that the Orca-Cola vendor's supplies have gone flat. They throw their bottles on the field and all armor rolls get +1 because of the shattered glass until the end of this drive. (This includes fouls)
5	Double Trouble - The receiving team sneaks an extra ball on the field. Unfortunately they forget about the ball being kicked. The ball being kicked scatters as usual, and give one player not on the line an additional ball. Both balls are valid. First one across a goal line scores and ends the drive.
6	Crazy Gits - The blood and mayhem sends one player from each team over the edge. Each coach chooses one player on their team to get the "Piling On" skill. This skill stays with the player until the end of the game.
7	Oi', what's wid' dis' weatha? - Make da weatha change. Roll D8 until it changes.
8	Dem guys is cheatin! - Each coach rolls D6 and adds fame/coaches/cheerleaders. Lowest roll loses a bribe. If they didn't have a bribe, roll a D6. On a 1, they gain a bribe out of pity.
9	Spiky Brand Steel-Toed Shoes - Each team is presented with a pair of Spiked boots by Spiky Norman. Each coach chooses a player on their team to get them. That player gets +2 to armor rolls on all fouls for the rest of the game.
10	Refs can't count - Due to either stupidity or bribes, the referee ignores each team as they sneak another player on the pitch. Each team may immediately add one player(if able) to their side of the pitch in a wide zone.
11	Slick as Snot - An ingenious goblin has bribed the grounds crew to turn on the sprinklers. All go for its fail on a 1-3 but you may go for it as many times as you want for the rest of the drive.
12	The return of Hanse Kohl - The most formidable referee ever has returned. Bribes cannot be used during the drive. They may be used AFTER the drive.

Special Weather table (Top Table will roll for initial weather for all tables.)	
1	Dang! Dis is a haught an' sunny dey! (Combine effects of 2 and 3)
2	Too hot, me needs sum rest! (Sweltering Heat)
3	Ugck, Need me some shades (Very Sunny)
4 - 5	Purrfec nite!
6	Water? Baff time again? (Pouring Rain)
7	Sno balls fight! (Blizzard)
8	Why it so kold 'ere? (Combine effects of 6, 7)