



# SPIKY CUP

## TOURNAMENT RULES PACK 1.2

Spiky Cup 2015

March 15th at Wizards Asylum  
749 South Jenkins Avenue. Norman, OK 73069

### Cost

*EARLY BIRD SPECIAL* Pre-register by January 31, 2015

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

*REGULAR* Pre-register by March 2, 2015

- \$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](http://Orclahomabowl.com)**

### Things we will provide

Pen  
Nametag  
Matchsheet  
Dice  
Awards

### Pre-Registration Bonus

If you pre-register by March 2, 2015 you will get 2 additional Spiky Cup D6's plus the discounted tournament entry fee.

## Rosters.

All players that pre-register for Spiky Cup are required to send in their Roster by March 2<sup>nd</sup>, 2015. Players can email their Roster to [OrclahomaBowl@gmail.com](mailto:OrclahomaBowl@gmail.com)

## Tournament Schedule

8:00 – Registration Starts  
8:15 – Registration Ends  
8:30 – Round 1 (Random)  
10:30 – Break  
10:45 – Round 2 (Swiss)  
12:45 – 1:45 – Lunch  
2:00 – Round 3 (Swiss)  
4:00 – Break  
4:15 – Results/Awards

## What you should bring

- Your Painted Blood Bowl Team
- Four Copies of your 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](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](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 get an additional 150,000 to purchase skills and assign to your players as you see fit. Regular skills are 20k and doubles are 30k(Except for stunty teams who may buy double skills for 20k). Spiky Norman is a crazy Goblin so there is no one skill per player limit. Choose wisely.

You may not give skills to Star Players.

Each team will be given **1 free bribe** (this is in addition to the 3 you can normally buy).

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

## 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 that mean? **Star Players may play for both teams.** There will is no "Highlander Rule".

## The Impact 500

After the success of last year's sponsorship experiment, the Spiky Cup had sponsors lining up to have their named attached to this year's event. However, as the others lined up, a giant Deathroller came rolling over and crushing them. The startup Deathroller Racing League(DRL) made their case and this year's Spiky Cup will be a showcase for some of the wildest Racers from the Impact 500!

Each coach will be give a **FREE Impact Deathroller!**

Before the 1st round, each coach will draw to determine which color/version of Racer they receive. You will be allowed to field this Racer as a 12th player on the field. They are required to play at all times(as able).

After the 1st and 2nd round, if you lose your match, you may choose to trade Racers with your opponent. After the 3rd round, they're yours to keep and do with as you please.

If you tie either round, you may trade if both parties agree. If either coach decides they don't want to, then there will be no trade.

Ladies and Gentlemen, YOUR RACERS!

**NOTE:** (If for any reason your Racer is casualtied during the first half, they will be healed/fixed at half time and ready to start the second half of play.)

- **Blue - Deathroller Lite** - 3 7 1 9 - Loner, No Hands, Juggernaut, Stand firm
- **Light Blue - The Killdozer** - 4 7 1 9 - Loner, No Hands, Ball and Chain, Grab
- **Red - Old Orc Buzz Wagon** - 5 4 2 10 - Loner, No Hands, Chainsaw, Sneaky Giy, Stand Firm
- **Tan - St Llewyn's Ham-mobile** - 5 3 3 9 - Loner, No Hands, Fan Favorite, Leader, Hypnotic Gaze, Tentacles
- **Green - Skaven Doomwheel** - 6 4 2 8 - Loner, No Hands, Jump Up, Piling On, Wrestle
- **Yellow - Snotling Slime Pumper** - 2D6 4 2 9 - Loner, No Hands, Disturbing Presence, Foul Appearance, Pass Block (Roll for Movement when action declared. May be rerolled. If down and roll movement less than 3, you have to roll and will stand on a 4+)

### **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 NAF registration onsite for the cost of \$10/year. More information can be found at [TheNAF.net](http://TheNAF.net)

### **Illegal Procedure**

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

### **Timing**

The time limits 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 (max once per game)
- 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 trophies 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**
- **Best Offense** - Team that scored the most TDs
- **Best Defense** - Team that allowed the fewest TDs
- **Most Brutal** - Team with the most KO and CAS bonus points
- **Stunty Champion** - Best Stunty Team (Halflings, Goblins, Ogre) in standings with the most overall points
- **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 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 (None, that is Orclahoma Bowl!)

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