

OKLAHOMA BOWL





Orclahoma Bowl Weekend is made up of 2 separate tournaments: **Orclahoma Bowl** and **Spiky Cup**. In the following pages we will provide the overall rules and expectations as well as the individual rules and timeline for the 2 events.



Team Creation

The following is team building rules for both
Orclahoma Bowl and Spiky Cup.

Any special rules for each event will be found
later in the document.

- **For Orclahoma Bowl**, each team has 1,100,000 GP to spend on roster creation and must hire a minimum of 11 players. Any unspent cash at roster creation will
- be lost and all teams will be considered having the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle. Gold may also be used to buy rerolls and approved inducements as specified later.

These are resurrection tournaments, so no SPP are gained, and injuries, casualties or deaths do not carry on from one game to other.

- Undead, Necromantic, Nurgle and Vampire teams may apply their special rules. Players added to a team roster because of those special rules are removed from the roster at the end of that game.

For Spiky Cup, you can choose any 7 players from the game for your team except for stars (see build for more info). There is no purchasing any skills, rerolls or anything else to your roster.

Each team will be given one bribe, one reroll and one mutation they can put on any player of their choice.





TIERS AND SKILLS

Teams are separated into 2 tiers and offered different SPPs amounts to use.

Primary Skills are 1 SPP / Secondary Skills are 2 SPP. No Stat increases.

Orclahoma Bowl:

Maximum four (4) of any skill type for any team with an ASTERISK (*), all others max of 6.

You may put a **second** Primary skill on ONE player, but it counts as a Secondary Skill. (3SPP total)
(may not put a Secondary Skill and Primary on one player)

Spiky Cup:

There are no tiers or skills for Spiky.

TIER 1

Amazon*, Black Orc, Chaos Chosen, Chaos Dwarves*, Chaos Renegade, Dark Elves*, Dwarves*, Elven Union*, High Elves*, Humans*, Imperial Nobility, Khorne, Lizardmen, Necromantic Horror*, Norse*, Nurgle, Old World Alliance, Orcs*, Shambling Undead*, Skaven*, Slann*, Tomb Kings*, Underworld Denizens, Vampires*, Wood Elves*

Tier One teams get 7 SPPs to spend

TIER 2

Halflings, Gnomes*, Goblins, Ogres, Snotlings

Tier Two teams get 9 SPPs to spend





ALLOWED INDUCEMENTS

For Orclahoma only, you can buy certain inducements with the cash you get to create your team. Some inducements are restricted by teams, as per Blood Bowl rulebook. No Death Zone inducements are allowed, except stars (more on that below):

Star Players (See further about restrictions) – 0-2
Halfling Master Chef – 300k (100k for Halfling Team)
Assistant Coaches – 10k each – up to 6
Cheerleaders – 10k each – up to 12
Bribes – 100k each (50k for Bribery and Corruption) – 0-3
Riotous Rookies – 100k each – 0-2
Bloodweiser Kegs – 50k each – 0-2

Star Players

For Orclahoma Bowl only, in order to take a star player on your team, you will be required to spend part of your SPPs for their fees. You must also have 11 players on your team before hiring a star. Star players are subject to the Highlander rule.

Regular star players will cost you 3 SPPs.

Mega-Star players will cost you 6 SPPs

Anyone taking a Mega-Star is not eligible for Stunty Cup.

Current list of Mega-Stars

Bomber Dribblesnot

Cindy Pie whistle

Deeproot Strongbranch

Griff Oberwald

Hakflem Skuttlespike

H'thark The Unstoppable

Kreek "The Verminator" Rustgouger

Morg 'n' Throg





Register

Register and more info: OrclahomaBowl.com

You can send payment, NAF ID and email to
Paypal: BigDealSWAG@gmail.com

Send Rosters to BDRosters@gmail.com

Early Bird Price - Register by June 01, 2025
Orclahoma Bowl AND Spiky Cup - \$60

Regular Pricing - Register by June 15, 2025
Orclahoma Bowl AND Spiky Cup - \$70

At the door -
Orclahoma Only - \$50
Spiky Only - \$30
Both Events - \$80



Things you need to Bring

- Your painted Blood Bowl Team
- 5(OB)/4(SC) Copies of your roster
- Blood Bowl Pitch and 7s Pitch
- GW or NAF Block Dice





Tournament Schedule

Saturday

8:30am - Registration Starts
8:45 - Registration Ends
9:00 - Round 1 (Random Pairings)
11:15 - Break
11:30 - Round 2 (Swiss Pairings)
After Round 2 - Lunch
3:00 - Round 3 (Swiss Pairings)
5:00 - Break for day
Game Room open until late!

Sunday

8:45 - Check in
9:00 - Round 4
11:15 - Round 5
2:00 - Results/Awards

That's all folks!



Orclahoma

Bowl

Orclahoma Bowl is celebrating the glory and grandeur of the Orcs!

This year, **NUFFLEWEEEN RETURNS!**

With that, each round you will get a trick or a treat,
more info later in the pack.

This is also going to be a 2 day event for Saturday
and Sunday for the first time ever!

Orclahoma Bowl 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)

Orclahoma Bowl Scoring

A Win is 60 points
A Draw is 30 points
A Loss is 10
Loss by 1 TD is worth 2 points
Causing 1 more CAS (per above) than your opponent is worth 2 points
Causing 2 or more CAS (per above) than your opp is worth 5 points
Clearing the pitch (once only) is worth 5 points
Winning by 2 TDs exactly is worth 2 points
Winning by 3 TDs or more is worth 5 points
Finishing the game by using all your turns is worth 3 points



Spiky Cup

Additional Team Building Rules for Spiky Cup ONLY

With Nuffleween taking over Orclahoma Bowl, the Goblins decided it was time to try out a different game... 7s. However, being Goblins, they're doing things differently. Choose any 7 players from the game that are not stars. You MUST roster 1 ST 5+ player. You can NOT HAVE MORE than 1 AG 2+ player.

For positionals, you can only have 4 total (including the ST 5+ player) and NO MORE THAN 1 positional from each race (ie - No Skaven Blitzers from Skaven and Rat Ogre from Underworld, All Elves are Elven race, All humanoid are Human race, etc. ASK IF CONFUSED). Slann, Teams of Legend are not allowed.

After the roster is built, each team will be given one bribe, one reroll and one mutation they can put on any player of their choice.

They will also have a free goblin lineman on the sidelines if someone gets KO'ed/injured/Sent Off. They WILL NOT START unless the above happens. Bring an extra goblin lineman model!

This will be listed as a draft event for the NAF. WEATHER IS NORMAL UNLESS I DECIDE OTHERWISE.

Spiky Cup Scoring

A Win is 60 points
A Draw is 30 points
A Loss is 10
Loss by 1 TD is worth 2 points
Causing 1 more CAS (per above) than your opponent is worth 2 points
Causing 2 or more CAS (per above) than your opp is worth 5 points
Clearing the pitch (once only) is worth 5 points
Winning by 2 TDs exactly is worth 2 points
Winning by 3 TDs or more is worth 5 points
Finishing the game by using all your turns is worth 3 points



Tournament Schedule

Friday night

7pm - Registration Starts
7:15 - Registration Ends
7:30 - Round 1 (Random Pairings)
8:45 - Round 2 (Swiss Pairings)
9:00 - Round 3 (Swiss Pairings)
10:15 - Results/Awards





The Return of NUFFLEWEEN

The long lost tradition of Nuffleween has returned and with it coming back outside of the normal season, it's changed... but is it changed for Better or Worse?

Trick or Treat

Before the first round and if you win or tie your previous round, you get 1 piece of Skill Candy from the Nuffleween Bucket.

If you lost your last round, you get 2 pieces of Skill Candy and get to choose which one to keep.

The skill chosen goes on a random player with no chosen or Nuffleween skills. This may take your number of chosen skills of the same type above the set limit.





Awards

Champion - Most points after all rounds

2nd Place - Second most points after all rounds

Del Zine Cup - Third most points after all rounds

Best Offense - Most TDs scored

Best Defense - Least TDs allowed

Most Brutal - Most CAS caused (Tournament Specific)

Stunty Champion - Highest placed Stunty team

WITHOUT MEGA STARS (Stunty teams are Gnomes, Goblins, Halflings, Ogre and Snotlings)

Fan Favorite - Fan voted favorite team based on no specific criteria. Any reason is fair game.

Best Sport - Voted by coaches. TO has final ruling.

Back of the Pack - Lowest points by coach who has finished all rounds as required.

Tiebreakers

Orclahoma Bowl -

Winning Percentage > Strength of Schedule > Head to Head > Net TDs plus Net CAS > Ttl TDs plus Total CAS

Spiky Cup -

Goblin teams > Most CAS > Most CAS + KO >

Whoever pays the Organizer the most (Cash preferred)
> Goblin Knife Fight (3 wounds per coach)

Goblin Knife Fight - Each coach rolls 3 dice
Coach with highest # of Pows delivers wound
Triple Skulls would be a self wound.





MISC

Rules and Guidelines

NAF Tournament Info

This is a NAF approved tournament. You may register onsite for \$5.
More information can be found at 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 time limit. He may insist on a timer being used and enforcing the 4 minute turn rule.
When time is called, you will play until each coach has had equal number of turns.

Dice

You are required to use the dice provided by the event.
Sharing dice is required if requested by your opponent.

Overtime

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

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. If this is an issue, please advise us. Some discretion will be provided for new players or especially thematic teams.

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.

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

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 based on previously explained reasons or extenuating circumstances.





LOCATION

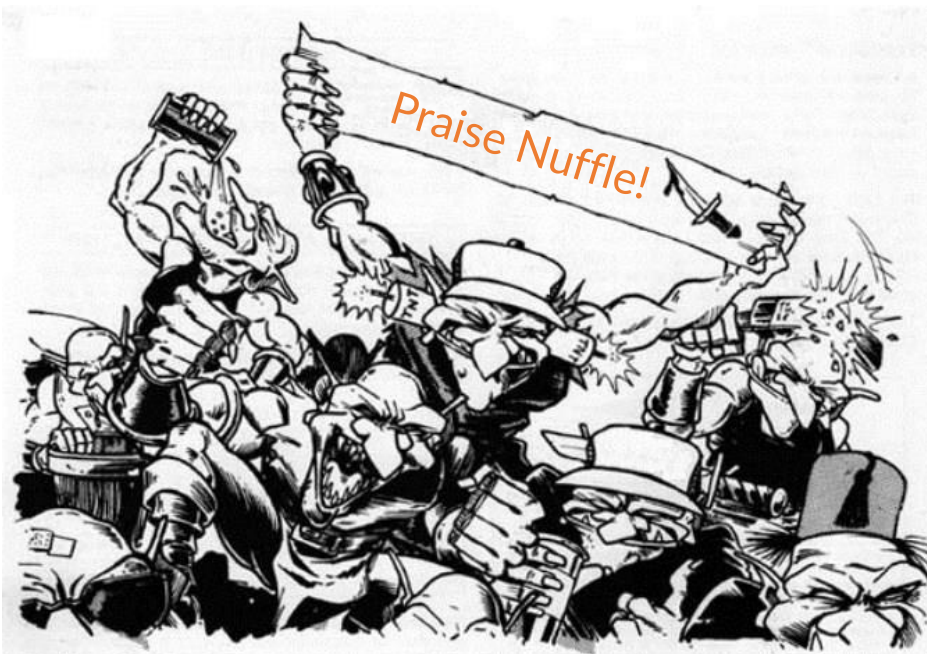


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700 Copperfield Dr
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405-579-0100
Check website for
discount code!

Contact Us

Email - Orclahomabowl@gmail.com

Website - Orclahomabowl.com



Organizers

Scott Delsigne



Steve Campbell

