

OKLAHOMA BOWL



SPIKY CUP



Orlahoma Weekend is made up of 3 separate tournaments:
The Ferminelli Classic on Friday March 13, 2026
Orlahoma Bowl 14 on Saturday March 14, 2026
Spiky Cup 14 on Sunday March 15, 2026

Weekend Overview

Orlahoma Weekend is back for its 14th year! This time, we're going back to the well-loved formats from before. As always, there will be some differences, so make sure to look everything over.

With the release of Season 3 and the uncertainty of tiering, the Orlahoma Weekend Rules Committee (which is totally a thing and not just Scott and Steve in wigs talking in funny voices) has decided to match with the Amorical Cup and use their tiering system. Amorical Cup in June and now you get to practice!

That being said, anything in this rules packet is subject to change until Feb 15th. We don't expect anything to change, but if it does, we'll let you know. This mainly is there in case some crazy combo is found or some team is vastly over or under powered now.

We're back at the amazing venue from last year, so we've created a special early bird pricing to make sure we get the room covered. We also were able to get a great rate on rooms at the hotel, check OrlahomaBowl.com for more info and to find the link to use to get your rooms.

Each night the game room will be open after the tournament for all your gaming desires. Bring other games, go to Wizard's and pick something up or just find some other people playing and join them. The more the merrier!



Team Creation

After much deliberation and pressure from the Amorical Cup supporters, we have decided to use the same tiering selection as the forthcoming Amorical Cup in June which will be the largest American Blood Bowl Tournament Ever!

Tier 1 – 1,150,000gp – 5 Skill Points – No stacking
Amazon, Lizardmen, Old World Alliance, Vampire, Wood Elf

Tier 2 – 1,160,000gp – 6 Skill Points – No stacking
Dark Elf, Necromantic, Norse, Orc, Shambling Undead, Slann

Tier 3 – 1,170,000gp – 7 Skill Points – Max 1 Stacking
Chaos Dwarf, High Elf, Imperial Nobility, Tomb Kings, Underworld Denizens

Tier 4 – 1,180,000gp – 8 Skill Points – Max 1 Stacking
Elven Union, Dwarf, Human, Nurgle, Skaven

Tier 5 – 1,190,000gp – 9 Skill Points – Max 2 Stacking
Black Orc, Bretonians, Chaos Chosen, Chaos Renegades, Khorne

Tier 6 – 1,200,000gp – 10 Skill Points – Max 2 Stacking
Gnomes, Goblins, Halflings, Ogres, Snotlings

For Ferminelli Classic, no money or skills needed. See its section.

Teams receive Skill Points and can assign Primary (1 pt) and Secondary (2 pts) skills.

Stacking of Primary skills is allowed for some tiers, with a cost of +1 Skill Point (e.g., two primary skills on one player = 3 pts).
You may not stack with a Secondary Skill involved.

Only four (4) of a particular Elite Skill (i.e., Block, Dodge, Guard, Mighty Blow) may be added to a roster (this does not count such skills your team starts with).



SLANN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Linefrogs (Lineman, Lizardman)	60,000	6	3	3+	4+	9+	Pogo*	G	AS
0-2	Catchers (Catcher, Lizardman)	80,000	7	2	2+	3+	8+	Diving Catch, On the Ball Pogo*, Very Long Legs	AG	SP
0-2	Blitzers (Blitzer, Lizardman)	100,000	7	3	3+	4+	9+	Diving Tackle, Hit and Run Jump Up, Pogo*	AGS	P
0-1	Kroxigor (Big Guy, Kroxigor)	140,000	6	5	5+	6+	10+	Loner (4+), Bone Head, Thick Skull, Mighty Blow (+1), Prehensile Tail	S	GA
0-8 team re-rolls: 50,000 gold pieces each									Tier: 2	
Special Rules: Lustrian Superleague *These players have springy legs, not literal pogo sticks									Apothecary: YES	

Clarifications

We will be using the NAF rules clarifications document for this tournament.

It can be found on the NAF site at:

<https://www.thenaf.net/naf-recommendations-and-clarifications-for-bb2025/>

Let us know if you have any questions.



Inducements

Inducements for Orclahoma Bowl and Spiky Cup are the following.

- Weather Mage
- Blitzer's Best Kegs
- Bribes
- Wandering Apothecary
- Mortuary Assistant
- Plague Doctor
- Team Mascot
- Halfling Master Chef
- Biased Referee
- Riotous Rookies

Star Players

Star players may be purchased using a team's skill points.

Mega-Stars cost extra as seen below.

You must have 11 players on your roster before taking a Star Player.

Mega-Stars: Bomber Dribblesnot, Cindy Piewhistle, Grak & Crumbleberry, Dribl & Drull, Estelle La Veneaux, Griff Oberwald, Hakflem Skuttlespike, H'thark the Unstoppable, Ivan Deathshroud, Jeremiah Kool, Jordell Freshbreeze, Morg 'n' Thorg, Skorg Snowpelt.



Star Player Cost	Skill Point Tax	Mega-Star Tax (add 4 pts)
Under 100,000	1	5
100,000 - 195,000	2	6
200,000 - 295,000	3	7
300,000+	4	8

Register

Registration and more info is found at:
OrclahomaBowl.com

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

Send Rosters to BDRosters@gmail.com

Early Bird Price - First 20 people! Register early!
All three Tournaments! - \$40

Regular Pricing -
All three Tournaments! - \$50
Ferminelli Classic - \$15
Orclahoma Bowl - \$25
Spiky Cup - \$25

At the door -
Ferminelli Classic - \$20
Orclahoma Bowl - \$40
Spiky Cup - \$40

Things you need to Bring

Your painted Blood Bowl Team
Copies of your roster
5(OB)/4(SC)/3(FC)
Blood Bowl Pitch and 7s Pitch
GW or NAF Block Dice





Orclahoma Bowl

Tournament Schedule

Saturday

8:15am - Registration Starts
8:30 - Registration Ends

8:45 - Round 1 (Random Pairings)
11:00 - Break
11:15 - Round 2 (Swiss Pairings)

After Round 2 - Lunch

2:30 - Round 3 (Swiss Pairings)
4:45 - Break
5:00 - Round 4 (Swiss Pairings)

7:30 - Awards

Game Room open until late!

Orclahoma Bowl 14 is building a dome!!!!

After the last dome was destroyed by a freak Slann storm (don't ask), the Orclahoma Bowl Rules Committee has agreed to build a new dome, as long as they get 40 coaches to sign up!

Just 40 people and the weather will not affect the game! No more Dustbowls, no more Tornados!

Just perfect weather*

(*until you roll changing weather anyway)

If there are less than 40 people, the Orclahoma Bowl weather table will be used:

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
Causing 2 or more CAS than your opponent is worth 3 points
Winning by 2 or more TDs is worth 3 points
Finishing the game by using all your turns is worth 3 points



Spiky Cup

The **Bash** is back!

Spiky rules are back, with a change.
Stunty is now its own category for KOs and Cas.
Stunty means anyone with the Stunty ability.

Bonus Points for Spiky Cup as follows:

Stunty KO - 1pts

Non-Stunty KO - 2pts

Stunty Cas - 3pts

Non-Stunty Cas - 4pts

KOs and Casualties are from any source. If your player was actively involved in the harm, you get the points. Yes, even dodging, Crowd, etc. Only exception is against your own team members. No biting, eating or throwing(etc) to get extra Bonus points... Nice try though.

Each team is given 1 free bribe.
Goblins are allowed to take up to 6 additional bribes. No other team gets this as they are not super cool like Goblins think they are.

Spiky Cup Scoring

A Win is 60 points

A Draw is 30 points

A Loss is 10

Winning my 2 or more TDs is worth 3 points

Finishing the game by using all your turns is worth 3 points



Tournament Schedule

Sunday

8:15am - Registration Starts

8:30 - Registration Ends

8:45 - Round 1 (Random Pairings)

11:00 - Break

11:15 - Round 2 (Swiss Pairings)

After Round 2 - Lunch

2:30 - Round 3 (Swiss Pairings)

5:00 - Awards





Snots Madness

In order to make up for the lack of casualties from last year, the Spiky Cup Rules Committee (which is not just Steve alone in a room slowly going mad) has decided that more players on the pitch is always better!

If ANY player is removed from the pitch for any reason, a random Snotling will pop in based on the below.

They will appear in the last square the removed player was in or closest available if pushed out. Blocker choice.

This happens after concluding the ball scatter and block.

All Snotlings that appear this way on the opponent's side of the pitch will gain the No Ball skill.

Snots of Randomness

Roll a D12 and get the assigned Snot below:

1. Dave the Snotling: gets Nothing
2. Rocky Snotty: gets Thick Skull
3. Sneak E. Splodda: gets Kablooy! (aka Saboteaur)
4. Snacky Snotsbad: gets Monstrous Mouth
5. 2 Snots in a Trench Coat: Ignores first KO/CAS
6. Snot Snot the Snotty: gets Disturbing Presence and Foul Appearance.
7. Confused Gnoblar: is just a Gnoblar.
8. Sprinty Snot: gets Sprint
9. Giggles von Snotpants: gets Eye Gauge
10. Snot Punchino: gets Taunt
11. Snot Rocknee: gets Dauntless (only works on a 6)
12. Not-so-Great Snotdini: He immediately blows up like a bomb. No bonus points from this action.
Add a +1 on knock down rolls if rolled again immediately after last time.
+1 keeps adding if it keeps happening.



The Ferminelli Classic

The Ferminelli Classic is born!
Classic Blood Bowl freebooter, Ricard Ferminelli, has embraced 7s and has decided to take over the event to allow him to play for more teams!

Choose any 7 non-star players from the game.
You MUST roster 1 Big Guy key word player.
You CAN NOT HAVE MORE than 1 AG 2+ player.

For positionals, you can only have 4 total
(so 3 and the Big Guy) and
NO MORE THAN 1 positional from each race
(ie - No Skaven Blitzer from Skaven and Rat Ogre
from Underworld, All Elves are Elven race,
All humanoid races are Human race, etc.
ASK IF CONFUSED, I ADMIT THIS IS ARBITRARY).

Lineman can be any race even if duplicated.
They can not have AG 2+ though.

After the roster is built, each team will be given a
free skeleton lineman on the sidelines to only
be used if someone is Removed.
They WILL NOT START unless the above happens.
Bring a skeleton lineman model!

This will be listed as a draft event for the NAF.

The Ferminelli Classic Scoring

A Win is 60 points

A Draw is 30 points

A Loss is 10

Finishing the game by using all your turns is worth 3 points



Tournament Schedule

Friday night

6:30 pm - Registration Starts

6:45 - Registration Ends

7:00 - Round 1 (Random Pairings)

8:00 - Round 2 (Swiss Pairings)

9:00 - Round 3 (Swiss Pairings)

10:15 - Results/Awards

MISC

Rules and Guidelines

NAF

This is an NAF approved tournament. You may register onsite for \$5. More info found at TheNAF.NET

Illegal Procedure

In the spirit of good sportsmanship, illegal procedure will not be enforced.

Dice

You are required to use the dice provided by the event.

Behavior

Any behavior that is not acceptable will be dealt with by the organizers promptly. If you have any issues with another player, let the organizers know ASAP. Any decision by the organizers is final, even if proven wrong later.

Timing

The time limits WILL be strictly enforced. You will receive 'Time Remaining' updates from the TO. 4 Minute turns will not be used unless the TO feels your game is in danger of not being completed in the time limit. If you are required to be on a clock, please have an app ready. When time is called, play until each coach has had equal number of turns. There will be no overtime played.

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 all here for the love of the game. Sportsmanship is required! If there are any issues, notify the organizer as soon as possible. Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent 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 up for more than one award, they will be asked which they would prefer and the next coach in line will be given the other award. 1st, 2nd, Del-Zine Cup and Stunty Champion awards will take precedence. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

Model Expectations

If you don't want to lay down your models or they're too big to do so, they are to be removed from the pitch and a token placed in their spot. If you do not want to lay models down, bring other models.



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

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 - Chosen by the TO, so make recommendations if anyone does something worthy.

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

Tiebreakers

Orclahoma Bowl and The Ferminelli Classic - Opponent Score, Sum TD and Cas, TD Diff, Cas Diff

Spiky Cup -

Goblin teams > Opp Score > CAS > CAS Diff >

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

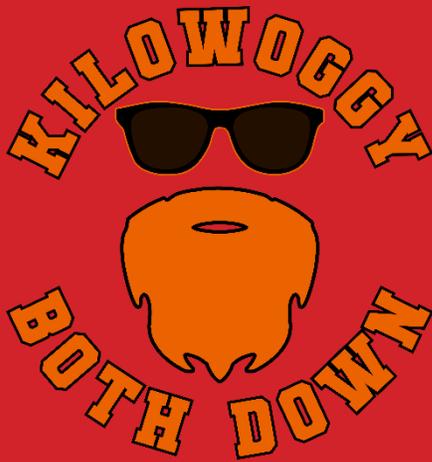
Goblin Knife Fight - Each coach rolls 3 dice

Coach with highest # of Pows delivers a wound.

Triple Skulls would be a self wound. 3 wounds loses.



Organizers



Location



Hilton Garden Inn
700 Copperfield Dr
Norman OK
405-579-0100
Check website for discount code!

Contact Us
OrclahomaBowl.com
Email – OrclahomaBowl@Gmail.com

