



WPS Blood Bowl Tournament Rules

WPS Blood Bowl Club Challenge 2011

Date: 9th and 10th April 2011

VENUE: Nottingham University, Exchange building, Jubilee
Campus, Wollaton Road, Nottingham, England NG8 1BB
CLOSING DATE FOR ENTRIES: 18/03/2011

BLOOD BOWL CLUB CHALLENGE RULES

The WPS rules promote a different style of play to that which you may be familiar with through playing at Games Workshop events and tournaments. The overriding objective when putting together this rules pack was that all players attending a WPS event should enjoy every game they play over the course of the event. To this end there are several mechanisms in place to restrict some of the more extreme armies that players may be tempted to bring. In addition many of the score reporting procedures have developed over the years to the point where we are pleased to say a WPS event more or less runs itself.

Venue Details

Nottingham University,
Exchange building, Jubilee Campus,
Wollaton Road,
Nottingham, England
NG8 1BB

For directions to the venue, enter the postcode into www.multimap.com or a similar service.

Event Timetable

(Subject to alteration)

SATURDAY 9th April 2011

0830 - 0930 - Arrive and Registration
0930 - 0945 - Introduction and Announcements
0945 - 1215 - Game 1
1215 - 1315 - Lunch
1315 - 1545 - Game 2
1600 - 1830 - Game 3

SUNDAY 10th April 2011

0900 - 0915 - Arrive
0915 - 0930 - Announcements
0930 - 1200 - Game 4
1200 - 1300 - Lunch
1300 - 1530 - Game 5
1530 - 1630 - Compilation of Results
1630 - Awards Ceremony

Game Play

Players will compete in 5 games over two days, as shown in the Timetable of Events (above). The first two rounds will be pre-drawn. After this, the remaining rounds will be based on the Swiss System.

The mission, and deployment scenario, to be played for each game will be detailed on a sheet given to you when you register. There will be an even spread of missions/levels so bringing a balanced army is in your best interests.

Grudge Games

There are no grudge games allowed at the Club Challenge.

Trophies and Prizes

The following trophies and prizes will be awarded at the end of the event:

- 1st Place Overall
- 2nd Place Overall
- 3rd Place Overall
- Best Sportsman
- Best Painted



BEFORE THE EVENT

GENERAL RESTRICTIONS

1. Please read and familiarise yourself with the WPS Code of Conduct which should be used in conjunction with this rule set. It is available to download from the WPS web site www.the-wps.com
2. The tournament will be played using the rules from the Competition Rules Pack which can be downloaded for free from the Specialist Games section of the Games Workshop website.
3. Please read and refer to Appendix 1 of this Rule Set entitled WPS Blood Bowl Rule Changes.
4. There is a four week grace period before a WPS event. If GW formally releases a new Team list or rules modification within four weeks of a WPS event, then this list or rules modification will not be used. If released more than four weeks before the event, then this list or rules modification will be used. This includes all material published via GW whether via printed media or via the internet.

PREPARATION

1. Read your rulebooks, supplements and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules the same way as you do, so be prepared to compromise and accept the fact that you could be playing the rule incorrectly.
2. Remember, there is a sequence of play (and a chart is provided in the rulebook). Should you forget to do something - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.
3. Don't forget that you need to bring all the relevant materials to play i.e. dice, tape measures, templates, codices etc.
4. You should ensure you have at least two legible copies of any required documents as specified in the event specific rule set (e.g. team roster). One copy is for judging and the others are for your use during the event. If you do not bring these you will incur a penalty score.

TEAM SELECTION

1. Teams start with 1,100,000 gold.
2. All teams from the Competition Rules Pack are allowed to be used plus Chaos Pact, Slann and Underworld teams.
3. Players must provide a copy of the rules for their team if appropriate.
4. No Inducements are allowed except Halflings who may take a Halfling chef for 100k and Goblins who make take bribes for 50k.
5. Please refer to Skill Selection Section under Team Progression as your Team Starts the tournament with a skill package below.



TEAM PROGRESSION

1. Star Player Points (SPP's) will not be used in the tournament. The team will remain the same for all five matches
2. Before the start of the tournament you should select one of the following skill sets:
 - a. 4x Normal skills, 2x double skills
 - b. 4x Normal skills, 1x double skills, 1x MV+1 or 1x AV+1
3. No players can receive more than 1 Upgrade
4. You may not pick the same skill upgrade more than twice
5. Instead of a doubles skill you may select a normal skill, you may not select "extraordinary" skills
6. Teams will revert to their original composition for the next game. All deaths/injuries are cured for the next game. No extra players may be bought/acquired for your team.

TEAM LIST SUBMISSION

1. Players can make mistakes putting team rosters together and as such we require that all team lists are submitted prior to the event in order for them to be checked over thoroughly. Team lists must be submitted prior to the event via email to the address given in the event specific rule set. In all instances, you will receive emailed confirmation of the legality (or any faults) of your list.
2. Lists must be submitted in either .doc, .txt, .xls or html/htm formats only. If you send an army builder text file, please take the time to format it legibly, or else you will receive a penalty for an illegible list. Army Builder files will not be accepted and you will be asked to re-submit.
3. The organiser may advise you to change the composition of your army to allow for a more fulfilling gaming experience for all gamers involved at the tournament.
4. Lists should be submitted to bb@the-wps.com no later than Midday Saturday 26th March

MODEL FIGURES IN YOUR ARMY

1. Where at all possible all models in the army should be WYSIWYG - what you see is what you get. At the umpires discretion non-WYSIWYG models may be removed from a players team – the player will be required to continue with his team "as is" for the remainder of the tournament.
2. Teams must be fully painted and based.
3. Ensure you are using the correct miniatures to represent your players as far as you can.
4. Using non-Citadel miniatures is acceptable providing they fit into the Warhammer Universe and you can tell what they are supposed to be.
5. If the miniature does not look appropriate, then it may not be used. Basically if it doesn't look like what it is meant to be, then don't bring it!



ON THE DAY

REGISTERING

1. When you arrive at the event you must register at the designated registration point. Please register as soon as possible as the event cannot begin until all players are registered.
2. You will be asked to confirm your name, team/race, and club.
3. You must provide the organizers with one legible copy of any required documents as specified in the event specific rule set (e.g. army roster). Ensure your name is clearly marked on these documents. If it is not, or the umpires cannot decipher your writing, then this will result in a penalty score.
4. You must use the same team roster for all your games.
5. You will be allocated a table number where your first game will take place.

ODD NUMBERS OF PLAYERS

When running an event, it is difficult to guarantee an even number of players on the day. We will always endeavour to even up the numbers. Sometimes however, this is not possible and if there are an uneven number of players then the following will apply:

- We will ask for some one to drop out and help with the judging or what ever. That person (s) will receive a refund and get fed for free!
- OR
- the bottom ranked player in each round (game play scores only), or a random player for the first round, will be asked to sit out and will receive an averaged score for game play and sportsmanship for that round. You will only ever miss one game (dependant on numbers).

TEAM SELECTION

1. Players must provide a copy of the rules for their team i.e. Team List.
2. You must use the same list for all your games.



THE GAME

Warm Up Period

Before the match commences there will be a five-minute 'warm-up' period. Tabletop miniature wargaming is not an exact science. One person's line of sight is another's blocked fire arc. Due to this you should spend five minutes going through any thing you can think of that needs discussing.

Here are some of the things you may want to discuss:

- Templates.
- What figures represent what?
- Anything else you can think of!

Note we are assuming that players will use some common sense here!

The Game

1. All games will last the normal number of turns or two and a half hours. Note this time includes set up, discussing each other's team lists and any special rules.
2. Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.

Remember there is a sequence of play (see the rulebook). Should you forget to do something - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.

END OF GAME TASKS

1. At the end of **each** game, swap team rosters with your opponent and check the following:
 - The team roster and the team you just played against are in fact the same and that there are no differences.
 - The team is legal to the best of your knowledge. If required you may look at the appropriate team list to check this.
 - If there is **any** problem with a team roster, notify an umpire **immediately**. Any issues must be resolved straight away between the players and the umpire. Illegal team rosters will have points deducted at the umpire's discretion.
2. At the end of each game, players must report their scores. Fill in your game result/score on the result form. This form will contain the Game Result as well as both players Sportsmanship scores.
3. It is you and your opponent's responsibility to complete the results forms correctly.
4. Make sure you hand your results forms in for both game play and sportsmanship.



GAMING SCORES

Tournament Points (TP)

1. Scoring is a 20 point system. You can never score more than 20 pts in a game.
2. Fill in your game result/score on the result form provided as per the table below.

- 12 TPs for the winner
- 6 TPs for a draw
- 0 TPs for losing

BONUSES

- +1 TP per Touchdown (up to a max of + 4).
- +1 TP per Casualty (up to a max of + 4). Casualties only include the casualties that would result in spp's for a player. i.e. from blocks. Fouls, crowd pushes, thrown rocks, weapon related injuries, failed dodges, gfi's etc do not apply.

Example 1: Paul beats Ian 3-1, with casualties 1-5. Paul scores 12 + 3 (for scoring 3 TDs) + 1 (causing 1 casualty) = 16. Ian scores 0, +1 (for scoring 1 TD) + 4 (causing 4+ casualties) = 5

Example 2: Paul and Ian draw 0-0, with casualties 1-5. Paul scores 6 + 1 (causing a casualty). = 7. Ian scores 6 + 4 (for causing 4+ casualties). = 10.



SOFT SCORES

Painting – Overview

1. To be eligible for the painting prize you must have painted the team yourself. Teams whose painter is present are eligible, even if someone else is playing them.
2. Please see Appendix 2 for the current WPS Blood Bowl Painting Scoring System. This is the actual form you will leave out on display with your army for the judges to use. It should be fairly self-explanatory and will result in a score from 0-30 points being generated for painting.
3. Should you bring a team which is either unpainted or in a very poor condition you may receive 0 tournament points for painting. You may also be unable to win some of the main prizes.
4. During the lunchtimes on both days, players will be requested to leave their team set-up and any associated display items e.g. terrain (without their team roster, but with their names clearly shown on a piece of paper etc) so that everyone can select their favourite painted team and to allow painting judges to view and mark the player's teams.

Please ensure the painting scoring form in Appendix 2 is clearly visible when displaying your army complete with your name on it as well, otherwise you will not get any points and may be unable to win some of the main prizes.

Painting judges always strive to mark each army fairly, but in some instances it is difficult to tell where players have put extra effort into their army (for instance, small or subtle conversions can be missed). If your army contains details that you specifically want the judges to notice, please leave a note containing details next to your army.

Painting – Players Choice Voting

1. During the lunchtimes on both days, players will be requested to leave their team set-up with any associated display items (e.g. terrain) so that everyone can select their favourite painted team.
2. Please ensure your name is clearly visible when displaying your team, otherwise you will not get any votes.
3. Players will be provided with a slip to vote for their favourite painted team. View all the teams on display and make your choice before handing the slip in to the Umpires.
4. Players Choice voting slips must be handed in by the end of lunchtime on the second day.
5. Voting irregularities (e.g. voting for yourself, clearly poor armies getting a high number of votes, clubs voting for each other to the exclusion of all others, etc) will be investigated and may result in a penalty score.
6. Please note that if you do not wish to put your team up for display (if you feel no-one will vote for it, for example) then you are not obliged to do so.



SPORTSMANSHIP SCORES

1. Sportsmanship has always been promoted strongly at all WPS events. Please note that under this Sportsmanship system it is **expected** that everybody should receive a maximum score.
2. We are settling on a Q&A approach to this aspect of the tournament event. Suffice to say that whoever lifts the Best Sportsperson Trophy can feel very proud of themselves. This category is very important so please take it seriously when awarding your marks. Please see Appendix 3 for the current WPS Blood Bowl Sportsmanship Scoring System.
3. A total of 30 points is available for Sportsmanship.
4. After each game you and your opponent will score each other for the Sportsmanship. This is done on a simple checklist which can be seen in Appendix 3. Please refer to the questions and answer them as honestly and as sportsmanlike as you are able by completing the Sportsmanship results form. Circle the result for each question on the form.
5. Each question is worth 2 points to your opponent's score. Each round you can therefore score a maximum of 10 points or a minimum of 0.
6. Discuss the scores with your opponent in a mature manner as required.
7. Note that players should not mark their opponents down just because they had umpire calls against them or they lost their game!
8. At the end of the event your highest and lowest scores will be discarded with the remaining scores totaled, then divided by the total number of points available and multiplied by 30. This will give every player a score from 0-30 over the course of the tournament.
9. Additionally, at the end of the last game you will be asked to nominate one of your opponents as being the Most Sporting. The player with the highest sportsmanship score will win the Best Sportsman award. The Most Sporting votes will be used to determine any tie breaks (as all players should get 30 pts any way so expect a tie break). Note that these votes are worth **no points** to anyone's score – they simply determine who gets the Sportsmanship trophy in the case of a tie on Sportsmanship points.



WINNING THE EVENT

1. Scores of 100 for Gaming and of 30 each for Painting and Sportsmanship add up to a grand total of 160 points available.
2. The overall winner will be the player with the highest grand total. In the event of a tie, the player with the highest Gaming score will be the winner. If this is a tie, the number of Touch Downs Scored, NET Touchdowns, Sportsmanship and Painting scores will also be considered, in that order.
3. All marks for aspects, other than game results, will be added in after the last game has commenced. This will ensure the best coaches are always competing against one another.

SEEN ANY GLARING MISTAKES?

If you feel you have discovered a loophole in these rules which gives you an unfair advantage, don't do it i.e. don't use it to your advantage, tell us instead so we can amend the rules accordingly for future events. Hopefully we have not missed anything too obvious, but should you see any glaring errors, please advise the Tournament Organiser.

bb@the-wps.com



APPENDIX 1: Rules Changes

BLOOD BOWL RULE CHANGES

1. The “4 minute turn” rule is not to be implemented, unless both players agree, although please be aware that each game must be finished in an allotted time period.
2. Illegal procedure is not to be implemented, unless both players agree.
3. The only pre-game rolls to make are weather, fame and kick-off. This means no money or inducements!
4. In the event of your team being reduced to less than 3 players then the game continues as normal, but all your available players must be set up on the line of scrimmage.
5. The normal rules for team progression are not used. Do not count SPPs – see the Team Progression section of these rules.
6. Injuries do not carry over.
7. If you raise the Dead or infect an opponent’s player, then it only adds an extra player for the current game.
8. No post game rolls are Used
9. If a game is a draw at the end of normal time, then a draw is declared. Overtime is not to be played.



APPENDIX 2: Painting Scoresheet

PART A: This section is to be filled out by you, the player.

Your Name (very important):		
Q1: Is every single model in the army painted?	Yes	No
Q2: Did you paint all of the army yourself?	Yes	No

If you answer 'No' to Q1, then you will score 0pts for painting. If you answer 'No' to Q2, then you can score a maximum of 20pts for painting.

After filling out Part A (only!), please leave this Painting Checklist out with your army when requested to do so and Judges will mark your army.

PART B: This section is to be filled out by the judges - not you!

Point	Judge 1	Judge 2	Points given for
+20			Painted and Based. All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.
+2			Cohesiveness. Is there a unified scheme across the whole team i.e. does it look like a team. Note for some teams it is perfectly acceptable to have a hodgepodge appearance and yet still look like a team.
+2			Markings. Appropriate team markings have been applied (numbers and/or markings). Where this is not appropriate, effort has been made to distinguish between player types.
+2			Details. A consistent attempt has been made to detail the models in the team e.g. claws, teeth, eyes painted.
+2			High Quality. The team is excellently painted and is an excellent example of its type. Attention to detail is evident in the painting and modelling. Advanced painting techniques like blending, layering or freehand (for example) are evident.
+2			WOW! The team has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of teams at the tournament should get this mark.
			Judge's Signature:
			Judge's Signature:
			AVERAGE SCORE:



APPENDIX 3

WPS SPORTSMANSHIP SCORING QUESTIONNAIRE

This is a straightforward questionnaire with yes or no answers only.

1. *Would you play your opponent again?*
2. *Were ALL rules disputes agreed in an amicable way? (If there were no rules disputes, then please answer YES to this question)*
3. *Was the pace of the game satisfactory to you? (Don't forget that game pace can be too fast and too slow)*
4. *In your opinion as a player, did your opponent play a fair game adhering to the rules and therefore your opponent abused no rules? (This encompasses anything from fast dice rolling, elastic tape measures to bespoke scenery being made and used by your opponent).*
5. *Did you enjoy playing your opponent's army?*