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# CLUB CHALLENGE

16<sup>th</sup>-17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, England, L3 5UL

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## 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 three 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.**