

BLOOD BOWL



***The Bloody Cup
Spring Fling
Season***

General Rules:

- 1) Please have fun and show sportsmanship at all times.
- 2) The league will begin on Saturday 5/12/18 at 2PM beginning with the draft and rosters will be due at the conclusion of the draft.
- 3) We will be conducting a draft for Hall of Fame players, see below. If you cannot attend you will not be able to hire a Hall of Fame player. Once your roster is turned in, you are free to play your week 1 opponent.
- 4) Facebook will be the primary means of communication for this league along with in-store updates, please refer to our section on the wall.
- 5) There will be a weekly story line which MAY affect the weekly matchups in some fun way.

Building yer Team Roster:

- 1) The Starting allowance will be \$1,250,000.
- 2) Each team will start with 5 fan factor, if your entire team is painted, that's nice too. Fan factor does not count towards your team value and you may not purchase Fan Factor at any time.
- 3) We will be conducting a draft for skills to build your own personalized HOF Player!
 - a. The draft will be a silent auction to bid on a pre-determined set of skills which will be randomized prior to the draft the number of options available will be based on the number of players in the league. You must choose the type of player your HOF Player is, i.e. Blitzer, Catcher, Thrower. Your bid is the total cost of the purchase and all skills are added to their base skills. You are still limited to team limits on player types so you must have an open slot on your roster prior to the draft.
 - b. You will be given 5 minutes per round to look over the options available to you and make a silent bid based on the stats you would like for one of your players.
 - c. You are only allowed to bid on one of the available options per round so make it count.
 - d. If you do not win the bid, you keep your bid and continue on to the next round.
 - e. If you win your bid, you spend your bid and proceed to build your HOF player.
- 4) Here are a few examples of what the draft options may look like:

Skill 1	Skill 2	Skill 3	Skill 4	Minimum Bid	Start SPP
General	+1 ST	Doubles	+1MA	130k	51
+1 AG	General	+1 MA		90k	31
General	Doubles			50k	16

- 5) Build your HOF player by naming them and choosing all their skill improvements.
- 6) Your Personalized HOF Player cannot die or be injured permanently. Magic Sponge and Apothecaries cannot be used on your HOF player. All injury results will be treated as badly hurt for this character only. The player that rolled the casualty will still receive credit based on the casualty roll. Weekly upkeep will be \$10k, if you cannot pay for your HOF Player they must sit out the next game (excluding friendlies).
- 7) Your HOF Player will start at the indicated SPP and has the ability to gain SPP per normal Season 2 rules.

Season and Game Rules:

- 1) Instead of the normal rules for acquiring special play cards, prior to the start of each half; each coach will draw one red and one green special play card. Coaches may buy additional cards as inducements, but each coach is limited to playing only one special play card per half. In the event you draw a card that cannot be played (for instance because the timing is for the start of the game and it is half-time) reveal the card to the opposing coach and agree that it is not playable, then draw another card from the same deck (repeat as necessary).
- 2) You can play a one friendly game per week with a 10k scheduling cost. If you can't pay the scheduling cost, you can't arrange a friendly game this week. This game cannot be someone you played last week or is on your regular schedule for this week or the next week. Please refrain from playing a friendly game against the same opposing team more than once during the league. Play everyone you can!
- 3) You will gain all SPP from your friendly game but no MVP will be awarded. You have the option of using your HOF Player or not. If you do, the \$10k upkeep applies.
- 4) During a friendly game you will retain all winnings you gain from end of game rules.
- 5) Spiralling expenses will be in effect. Refer to season 2 rulebook.
- 6) Stadium Rules: You may start the league with a home stadium with all the benefits and costs associated. To do so, roll for a random stadium as normal before the commissioner. If you like that stadium, you may assign it as your home stadium. If you don't, you may pay 50k to reroll. You may only reroll for stadium once and after rerolling, you may only take the rerolled stadium as you home stadium or not start with a home stadium.
- 7) Referee rules will be in effect. Refer to season 2 rulebook.

- 8) You may still purchase a regular star player for each game in the event you have the funds to do so using the season 2 rulebook.
- 9) Wizards are not allowed for any reason.
- 10) Please refer to Season 2 rules for anything not mentioned here.
- 11) Match Point Values:
 - a. A win is worth 3 points
 - b. A tie is worth 2 points
 - c. A loss is worth 1 point
 - d. A concession is worth 0 points, unless the conceding coach could not field 3 players at the start of a drive then it counts as a loss.

Season Playoffs:

- 1) There will be a divisional playoff, conference playoff, and championship playoff game.
- 2) The top two teams from each division (ranked by win-loss record) will face each-other. The division winners from the same conference will then play. The two conference champions will then play for the Bloody Cup!

Monzano Conference

Division Juan Tabo	Division Central
Team A1	Team B1
Team A2	Team B2
Team A3	Team B3

Mesa Conference

Division Coors	Division Unser
Team C1	Team D1
Team C2	Team D2
Team C3	Team D3