



Rulespack

Continuing our series of online NAF events, we are happy to cast our gaze over to the Netherlands and announce the Online Dutch Open!

Schedule

- The Online Dutch Open will be a resurrection style tournament, initially consisting of 5 games of Blood Bowl contested via the Swiss format
- Swiss groups of approximately 30 teams formed according to timezone will run concurrently, and an overall winner crowned via playoff (see more details on tournament format below)
- Round 1 will begin at 21:00 BST on Monday, 15th June, 2015
- Each round will last 1 week, and rounds will begin at 21:00 BST on each Monday of the tournament
- The Online Dutch Open is based upon a Dutch tabletop tournament of the same name. More details on the Dutch Open can be found at the end of this rulespack

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the Online Dutch Open. Simyin will not be eligible
- Each coach has 1,100,000 gold crowns with which to create a team
- The only inducements permitted will be a Master Chef for Halflings (100 k) and Bribes for Goblins (50 k each)
- Before the tournament, you may select four additional skills for players on your team. One skill is granted before each of games 2-5:
 - All four chosen skills must be 'Normal' selections, no 'Doubles' or stat increases are allowed
 - A single player cannot be given more than one additional skill throughout the tournament

- The Online Dutch Open is a 'resurrection' tournament. This means that your players will not gain spps, and that teams will 'reset' following each match. Injuries and deaths do not carry to the next game, new players cannot be purchased and raised Zombies and Rotters are not added to the roster

Tournament Format

- Teams will enter the Online Dutch Open with the intention of playing in one of three timezones (European, American, Australasian). This should ensure coaches can schedule games at mutually convenient times
 - You do not have to live in one of these timezones to participate in it! Select the timezone that suits you best
- Applicants will be split into ~ 30 team Swiss groups according to timezone
- The winners of each Swiss group will be entered into a knockout playoff to crown an overall winner
 - Depending on the number of applicants, the best second placed teams may also be entered into the playoff. Final playoff details will be made available when the tournament kicks off
 - There will also be a Stunty Cup final between the two highest placed Stunty coaches (Goblin, Halfling, Ogre)

FUMBBL Team Creation and Application to the Tournament

- Teams should be made via [this link](#)
 - Select your race and team name (see the Useful links section below for advice on making a FUMBBL team)
 - On the team page, **there is no need to change** 'Progression' from 'Standard' to 'None'
 - Select all of your players, re-rolls, etc. and click 'submit for approval'
 - Ensure your team complies with the FUMBBL disclaimer pop-up
 - The following screen allows then you to select your 4 skills for the tournament
- NAF coaches should record their NAF nick (if different to their FUMBBL username) and NAF number in the team bio section following team creation. This will help us in the recording and ranking of online games
- Inducement(s) you wish to use should be left out of your team creation process and listed in the team bio
- When you play a match in the tournament, select your listed inducements when the client loads up as you would normally by spending your remaining treasury as petty cash

- It is important that you only use the inducements that you have declared in your team bio
- In the event that non 'rostered' inducements are selected in the client by a coach, the match result will be void and the game awarded to the opponent
- When teams have been created, they should be applied to the group according to your desired timezone
 - Click the 'group members' tab and then use the 'apply for membership' dropdown
 - Coaches wishing to play in European timezones should apply [here](#), North American timezones [here](#), and Australasian timezones [here](#)

Scoring

- Tournament points will be awarded as follows:
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
 - -5 points for a forfeit or concession
 - This will be reduced to -1 in the event the organisers are satisfied every effort has been made to schedule the game and a real life issue has occurred
 - Forfeit or concession TD / CAS scoring: 2-0 (2-0)
- Tie breakers will separate teams on the same number of points as follows:
 - For first and second position in a group – highest tier of team followed by combined opponent record. Tiers:
 - 1 – Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Skaven, Undead, Wood Elf
 - 2 – Chaos, Chaos Pact, Elf, High Elf, Human, Khemri, Necromantic, Nurgle, Slann, Vampire, Underworld
 - 3 – Goblin, Halfling, Ogre
 - For all other positions - net TD + net CAS
 - TD scored
 - CAS inflicted
 - Random

Other Rules

- Please endeavour to complete your games. PM your opponent as soon as you can and organise a time to play
 - If agreeing a time is proving difficult, PM your division admin as soon as possible

- Games will be forfeited promptly to begin new rounds
- In the event you forfeit a game, we reserve the right to temporarily exclude you from future NAF sanctioned online events for a short time

Winners and Glittering Prizes

- There are no physical prizes available for the Online Dutch Open
- It is intended that games will contribute to future online NAF rankings, and coaches that win the Swiss groups and the best performing Stunty coaches will be recorded on the online NAF tournament group page

Useful Links

Please see the [FUMBBL group](#) for useful links.

What is the Dutch Open?

The Dutch Open is one of Europe's oldest and most famous tabletop tournaments. The Dutch Open traditionally runs over the weekend of the Superbowl, and coaches from across Europe travel to play Blood Bowl, enjoy their surroundings and take in the big game after the round 5 matches come to an end. These rules are used with the kind blessing of the tournament organisers.

The Dutch Open tabletop tournament 2015 took place on the 31 Jan / 1 Feb. in Amsterdam. You can find more details [here](#). I recommend making a trip to the 2016 running of the tournament!