NAF Team Challenge

Rulespack

Here we go! Following the success of the World Cup Warm Up Team Challenge format, our second tournament of 2016 brings the first Online NAF event fully focussed on teamwork. Join up with five like-minded individuals and get stuck in!

Schedule

- The NAF Team Challenge (NTC) 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. The group stage will be played individually, and points accrued will combine to give a team total at the end of the group stage. An overall winning team will then be crowned via a team v team playoff (see more details on tournament format below)
- Individual coaches without a team are encouraged to participate in the NTC, but there will be no individual playoff
- Round 1 will begin at 21:00 BST on Monday, 4th April, 2016
- Each round will last 1 week, and rounds will begin at 21:00 BST on each Monday of the tournament

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the NTC. Simyin will not be eligible
- Each coach has 1,200,000 gold crowns with which to create a team
- Teams are restricted in the Inducements they may purchase according to racial tier (see below)

- Teams must intend to play games with a minimum of 11 players. For those that are allowed, this may include Stars (e.g. you may build a team of 10 'rostered' players and induce a Star for 11)
  - Should teams play that have both induced the same Star, the Star will play for both teams
- Before the tournament, you may select seven additional skills for players on your team, all granted before game 1:
  - Five 'normal' skills
  - Two 'double' skills
    - No stat increases are allowed
  - A single player cannot be given more than one additional skill throughout the tournament
- The NTC 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

Team Tiers

- Teams are separated into three tiers as follows, and restricted to the Inducements listed:
  - Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf
    - Inducements: Only Bloodwiser Babes and Bribes allowed
  - Tier 2: Chaos, Chaos Pact, Elf, High Elf, Human, Khemri, Necromantic, Nurgle, Slann
    - Inducements: All Inducements except Special Play Cards and Wizards allowed
  - Tier 3: Halfling, Goblin, Ogre, Underworld, Vampire
    - Inducements: All Inducements allowed
- Tiers are only relevant with regards to Inducements and tie breakers (see below)

Tournament Format

- Coaches will enter the NTC with the intention of playing in one of three timezones (European, American, Oceanic). 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
  - Teams may be spread across timezones if they so choose
- Applicants will be split into ~ 30 team Swiss groups according to timezone

Team Challenge

- The NTC will be contested by teams of 4-6 coaches
- Each coach on the team must use a different race
- The team must nominate a captain willing to record team performance as described in this thread
- At the end of the Swiss tournament, the points of the highest scoring four coaches on each team will be totalled, and the highest overall scoring 6 teams will advance to the playoffs
- Teams seeded 1 and 2 following the group stage will advance to the randomly drawn playoff semi-finals. Teams seeded 3 v 6 and 4 v 5 will playoff a 'Wildcard round' to join them
    - A playoff round will be won by the team that accrues most points in the team v team fixture
    - Playoff games will not feature overtime. A tie after 16 turns is a tie
    - Captains must play in the playoff and this fixture will settle ties. All other fixtures will be randomly generated
    - In the event the fixture between the captains does not settle the tie, the team with the highest seeding following the group stages will advance
    - Fixtures will depend on the number of coaches per qualifying team, e.g. if a 4 coach team qualifies, the playoff will consist of 4 games
- Looking for a team to play with? Use this matchmaking thread!

Team Challenge – Example Scoring

- Team: Waterbowl
- Captain: Joemanji
- Scores after round 6:
    - Leipziger (Skaven):11
    - Sizzler (Norse): 11
    - Joemanji (Undead): 10
    - Podfrey (Dwarf): 10
    - *mubo (Dark Elf): 9*
    - *Purplegoo (Lizardman): 1*
- Overall score: **42**

FUMBBL Team Creation and Application to the Tournament

- Applications will begin at 21:00 BST on Monday, 28th March
- Teams should be made via this link

- o Select your race and team name (see the Useful links section below for advice on making a FUMBBL team)
- o On the team page, **there is no need to change** 'Progression' from 'Standard' to 'None'
- o Select all of your players, re-rolls, etc. and click 'submit for approval'
- o Ensure your team complies with the FUMBBL disclaimer pop-up
- o The following screen allows then you to select your 7 skills for the tournament
- NAF coaches should record their NAF nick 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
  - o It is important that you only use the inducements that you have declared in your team bio
  - o 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
  - o Click the 'group members' tab and then use the 'apply for membership' dropdown
  - o Coaches wishing to play in European timezones should apply here, North American timezones here, and Oceanic timezones here

Scoring

- Tournament points will be awarded as follows:
  - o 2 points for a win
  - o 1 point for a tie
  - o 0 points for a loss
  - o -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
  - o Forfeit or concession TD / CAS scoring: 2-0 (2-0)
- Tie breakers will separate teams on the same number of points as follows:
  - o For first and second position in a group – highest tier of team followed by combined opponent record
    - ▪ 'Highest tier' refers to the tier number. e.g. Halflings would win a tie breaker with Undead
  - o For all other positions - net TD + net CAS

- o TD scored
- o CAS inflicted
- o Random
- o These tie breakers will also be used in the overall team standings, if necessary

Other Rules

- Please endeavour to complete your games. PM your opponent as soon as you can and organise a time to play
  - o 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

- 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.