



Online Welsh Open

Rulespack

Our fourth online NAF tournament of 2016 is a partnership with one of the UK's largest events, the Welsh Open! This rulespack should contain everything you need to know to enter the Online Welsh Open (OWO), and to be in with a chance of winning lovely physical prizes.

Mynd Cymru!

Schedule

- The OWO will be a resurrection style tournament, initially consisting of **5** games of Blood Bowl contested via the Swiss format
- Swiss groups of approximately 20-30 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 GMT on Monday, 12th September, 2016
- Each round will last 1 week, and rounds will begin at 21:00 GMT on each Monday of the tournament
- The OWO is linked to the Welsh Open, one of the UK's largest tournaments. Details on the Welsh Open 2017 can be found at the end of this rulespack

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the OWO. Simyin will not be eligible
- Each coach has 1,100,000 gold crowns with which to create a team. You may spend money from your treasury on inducements, and these then become a permanent part of your team
 - All inducements are permitted except Special Play Cards and Team Wizards. Teams must hire 11 rostered players before adding a Star Player
- Before the tournament, you may select eight additional skills for players on your team. All skills will be available from the first game
- All of the skills selected must be selected from a player's normally permitted skill categories – this means a skill from a category in the 'Normal' column but not 'Double':
 - You must select all eight skills before the tournament
 - **A maximum of four duplicate skills is permitted. For example, a maximum of four players may be awarded the Block skill, not five**
 - Once a player gains a skill, he will keep it for the rest of the tournament
 - A single player cannot be given more than one additional skill throughout the tournament
 - Star Players may not be given additional skills
- The OWO is a 'resurrection' tournament. This means that your players will not gain spp, 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. Tiers are only relevant with regards to tie breakers (see below):
 - Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf
 - Tier 2: Chaos, Chaos Pact, Elf, High Elf, Human, Khemri, Necromantic, Nurgle, Slann, Underworld, Vampire
 - Tier 3: Halfling, Goblin, Ogre

Tournament Format

- Teams will enter the OWO 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
- Applicants will be split into ~ 20-30 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](#). **All teams should be made via the link, regardless of the timezone in which they wish to compete**
 - 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 8 skills for the tournament
 - **A maximum of four duplicate skills is permitted. For example, a maximum of four players may be awarded the Block skill, not five**
 - When 'save' is pressed to confirm your skill choices, there is no pop-up or conformation screen. You can check your skills have saved correctly by navigating away from the screen and then checking 'Team Options' on your team page
- 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 future 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 Oceanic 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:
 - Highest tier (e.g. Halflings are a higher tier, 3, than Humans, 2, or Wood Elves, 1)
 - For first and second position in a group –combined opponent record
 - 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

- The winner of the OWO will receive a free ticket to the Welsh Open 2017, worth £25.
 - The prize is non-transferable, only the winner of the OWO may claim the free ticket
- The runner-up will receive Welsh Open dice
- Other winners, most TDs, CAS and Stunty Cup, will be awarded certificates

Useful Links and FAQ

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

What is the Welsh Open?

The Welsh Open is one of the UK's largest tournaments, and it is held in Newport, Wales. Next year year, the eighth Welsh Open will be held over the weekend of January 28th / 29th, using a ruleset slightly different to that detailed above (we have matched it as closely as possible with coding limitations).

Full Welsh Open VIII information can be found in [this](#) thread.