

S7S2 - GUTTER BOWL STREET RULES PACK

Format

This is a resurrection Gutter Bowl 7s event where any injuries in each game will be ignored for the start of the following match. Other than their starting skills (see below) players do not gain skills between rounds and cannot be lured away by the big leagues.

For the purposes of this event, we'll be using the street kick off & weather tables.

The competition will be over 3 matches, each one lasting an 1 hour and 15 minutes. After time, games will be called so both coaches will need to be quick with their turns!

Schedule

18:00 - Registration
18:20 - Random draw round 1
19:35 - Swiss draw round 2
20:50 - Swiss draw round 3
22:05 - Rewards

Team Creation

Coaches have 750k to spend on players, backroom staff, inducements and re-rolls. There are a number of rules to follow when creating a team which are:

- Teams must have a minimum of 7 players on the roster and a maximum of 11
 - Coaches may hire no more than 5 specialist positional on their teams. Everyone else must be the equivalent of linemen (the 0-12 or 0-16 position). No more than 2 of the same positional may be hired.
 - If you pick Ogres, Chaos Chosen or Black Orcs you can only have a max of 4 positionals based on the lack of positionals (Meaning you can have 4 Ogres/3 Ogres + 1 Runt Punter
 - 4 Chosen Blockers/ 3 Chosen Blocks + Ogre or Troll - 4 Black Orcs/3 Black Orcs + Troll).
 - No Star Players. They're too cool for Gutter Bowl!
- We will be using the GW tiers for BB7s (Slann count as tier 2 if you want to leap away).

Tier 1 teams get no additional skills.

Tier 2 teams get 1 primary skill of their choice.

Tier 3 teams get 2 primary skills of their choice. (Stunty Lizardmen, Black Orcs and Underworlds count as tier 3).

When your roster is complete, you can spend money on backroom staff and inducements. Only the following are available:

- 10k 0-6 Dedicated Fans
- 100k per Reroll (Same price for every race)
- 50k Lesser Magic Potion
- 50k Sawbones
- 100k Snack Stand
- 100k Superior Magic Potion
- 100k Novice Wizard

We will be using Tourplay during the event and the link for this will be shared closer to the time.

Games

On the night there will be 3 games, each lasting no more than 1 hour and 15 minutes. The turn around between games will be as quick as possible. The first round will be random and afterwards it will be done on Swiss format which matches coaches up based on performance.

Scoring

- 30 points per win
- 10 points per draw
- 0 points per loss
- 1 point per touchdown scored up to a maximum of 3
- 1 point per casualty inflicted up to a maximum of 3
- 1 point for keeping a clean sheet by conceding 0 touchdowns

If at the end of the night there is a tie then the tie breakers will be as follows:

- Strength of Schedule
- Touchdown & Casualty difference
- Lowest tier wins

Prizes

There will be trophies of achievement on offer. These include:

- The overall winner
- The runner Up
- Most TDs
- Most Casualties
- Stunty Cup
- Wooden Spoon

Prizes will be announced closer to the time & will be given out highlander style.

Finally

We realise that this format is quite new to a number of people so leading up to the event I'll create some reference guides so everyone has a chance to learn a bit about this format before we go wild on the day.