

## and the Long Island Blood Bowl League



Presents


Saturday, April 6, 2024 at
Long Island Tabletop Gaming Expo
Cradle of Aviation Museum
Charles Lindbergh Blvd
Garden City, NY 11530

The Blood Bowl is LITT: A Sevens Tournament is a resurrection-style Sevens tournament utilizing a Swiss pairing system. This means that any injuries sustained in one game will not carry over to the next. The tournament will be one day and feature three guaranteed games for participating teams.

## What do I need to bring?

- Your Team
- A Blood Bowl Sevens pitch (if you have one), with dugouts, and templates if appropriate.
- Four printed copies of your team roster, using the BB Roster Builder, found at https://bbroster.com/
- Good sportsmanship


## What is the rule set for the tournament?

- Rules as per the BB2020 Death Zone book pages 90-97 plus all errata.
- Teams may be selected from any race allowed by the NAF.
- Star players and Mercenaries are not allowed in Sevens.
- No cards allowed. All other inducements are unchanged.


## How do I create a team?

You have 600,000 copper crowns to build a team consisting of a minimum of 7 players and a maximum of 11 players. Players to be hired may be:

- Teams may be selected from any race allowed by the NAF
- Any number of linemen (0-12 or 0-16 players)
- A maximum of four (4) non-linemen players staying within the maximums allowed by the team roster in the Blood Bowl rule book

You may purchase inducements as per the BB2020 Death Zone book page 93.
Once your team is created, you are given an additional skill package to spend on player skills, depending on the tier of the team. Each player may receive no more than 1 added skill.

Tier I: 2 chosen primary skills
Tier II: 3 chosen skills, 1 of which may be secondary skills
Tier III: 4 chosen skills, 2 of which may be secondary skills

- Special Rule: Long Island Pothole Wizard
o Once per game, at the end of your turn or at the beginning of the opposing coach's turn, you may have your wizard cast the Long Island Pothole Spell. For the duration of that turn, when the coach of the opposing team activates any Open player to perform a Move, Pass, Hand-off, or Foul action should the active player wish to move, they must Dodge as if they are being Marked in order to vacate the square they occupy when activated.
- The Spring Weather Table from BB2020 Death Zone page 76 will be used.
- Prayers to Nuffle will use the BB7s Prayers to Nuffle Table on BB2020 Death Zone page 93
- The Kick-off Table for BB7s from BB2020 Death Zone page 94 will be used.
- Kick-Off Clarifications:
o When the ball is kicked off 2D6 are rolled to determine how the ball deviates and the lower result is used.
o Touchbacks: Kicks may be aimed/land in the area between the LoS (aka No Man's Land), however, for the purposes of resolving the kick-off event (including skills e.g. On The Ball), No Man's Land is considered the opponent's half.


## What is the format for the tournament?

The first round is determined by random pairings. Subsequent rounds will be Swiss pairings meaning that the two teams that will be playing each other will be of similar rankings. In the case that a coach would be paired with a coach they had already played against, the pairing will be broken up to face either up or down one or more ranks in order to ensure this doesn't happen.

## How do you determine the winner of the tournament?

Standings, and thus the winner of the tournament, will be determined by most points at the completion of the tournament. Ties will be broken by strength of schedule.

Scoring will go as follows:
Scoring: Win $=65$, Tie $=25$, Loss $=0$
Tie Breakers (if needed): Head-to-Head, TD difference, CAS difference, Team Value
Note that we play Fools Rules here - stabs, secret weapons, fouls and crowd surfs can amass casualty points!

What awards can I win in the tournament?
There will be a number of awards that will be given out. Note that coaches may only win one of these awards.

- 1st Place
- 2nd Place
- 3rd Place
- Most TDs
- Most Casualties
- Wooden Spoon


## What is the schedule of play?

We'll be opening the doors at 11:30pm for registration. You need to be there as close as possible to that time so that we can start on time. The matches will be limited to 1 hour in length, no timed turns. At the end of one hour, games will end and we'll total up the scores, preparing for the next round.

| Event | Time |
| :--- | :--- |
| Registration | $11: 30-12: 00$ |
| Round 1 | $12: 00-1: 00$ |
| Break | $1: 00-1: 30$ |
| Round 2 | $1: 30-2: 30$ |
| Round 3 | $2: 30-3: 30$ |
| Awards | $3: 30-4: 00$ |

