



CAIRNS BLOOD BOWL LEAGUE – FUMBLE IN THE JUNGLE

Coaches Pack 2024

Fumble in the Jungle is an exhibition style tournament covering 5 games over two (2) days played at The Wicked Goblin based in Cairns and hosted by the Cairns Blood Bowl League.

Cairns Blood Bowl League (CBBL) is based in Cairns, Far North Queensland.

Fumble in the Jungle (or Fumble) will use TourPlay to manage the event and will follow NAF regulations. Official BB 2020 rules, FAQs & Errata etc will be used for this event.

[Blood Bowl Tournament - News CBBL - Fumble in the Jungle \(tourplay.net\)](https://www.tourplay.net/news/cbbl-fumble-in-the-jungle)

FUMBLE IN THE JUNGLE DATE:

Saturday 29 and Sunday 30 June.

Registration Open 1 March and are due by Monday 24 June.

Day one will cover 3 games and Day two will cover 2 games and presentations.

This is in the middle of the school holidays and will be a good opportunity to take advantage of a holiday during the best time of the year in the tropics. If you are considering attending, its best to book accommodation in advance.

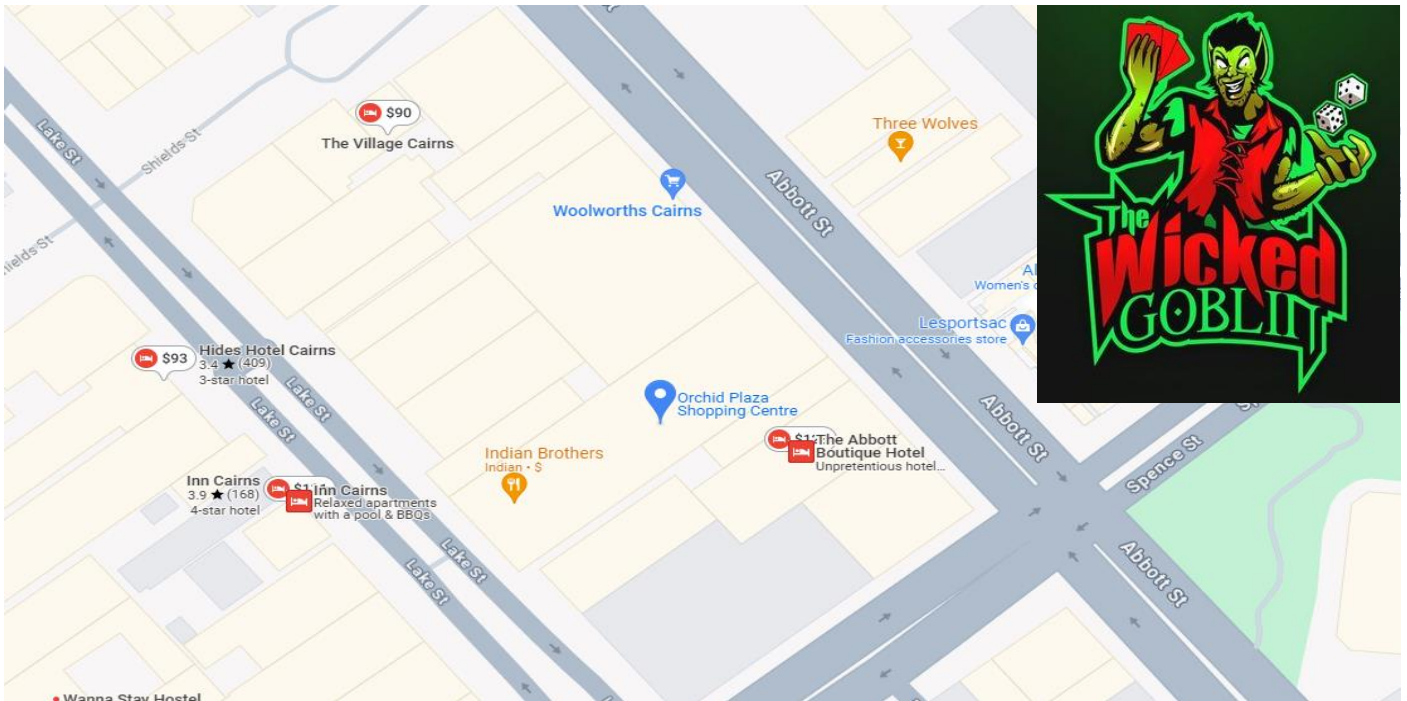
LOCATION:

All matches played during Fumble will be held at the Wicked Goblin, Cairns. The Wicked Goblin is **located upstairs on the first floor of the Orchard Plaza on Lake St**. There is an escalator and an elevator available to access the venue.

The Wicked Goblin has a liquor licence, as well as coffee and other amenities available.

This is right in the centre of the CBD. There is ample food located in the plaza and in the surrounding areas. It is also close to accommodation and tourist attractions including the foreshore and lagoon pool.

A number of affordable accommodation options are very close to Orchard Plaza depending on your price point. You should be able to get affordable accommodation within 5 minutes' walk.



COST:

\$60

This includes:

- All prizes for the prize table,
- Door prize Swag,
- Give Aways,
- Free Loot! and
- Complimentary Drink on entry (from the bar or normal drinks fridge).
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We are planning for there to be the ability to renew or sign up to the NAF on the day.

PAYMENT:

Preferred method is via PayPal, although direct deposit can be arranged if requested.

PayPal – luke.threfall@gmail.com

Please use the friends and family option only – No references or messages.

Once paid, please PM me on Facebook to notify me.

SCHEDULE:

CBBL – FITJ24 V 0.3



Day 1: 0900 – Arrive 0920 – Opening Address 0930 – 1200 - Game 1 1200 – 1240 – Lunch 1240 – 1510 – Game 2 1510 – 1530 – Afternoon tea 1530 – 1800 – Game 3 1830 – Optional Dinner. Venue TBC	Day 2: 1000 – Arrive 1020 – 1250 – Game 4 1250 – 1330– Lunch 1330 – 1600 – Game 5 1615 – Prizes 1630 - Finish
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All games are **2 hours and 30 minutes** and include 10 minutes of set up.

Each player officially has **70 minutes** to play their match. Players that go over their match time consistently will have a play clock enforced to ensure matches finish on time.

TO's reserve the right to call a match if it doesn't look like it will finish within the allotted time frame. If time permits, TO's will allow a game to finish as long as it doesn't impede on following matches.

Coaches may use the BB Assistant App on their phones to manage time keeping. The BB Assistant app has a turn timer which can be set to 65 minutes and works like a chess clock.

Matches will not go into overtime, but will instead be deemed a draw. Tie breaks will be determined by overall TD's and Casualties.

TEAM BUILDING:

TIER 1 teams: 1000TV 2 Primary Chosen Skills (no cost) + 100k gold for inducements No Star Players Teams: Amazons, Chaos Dwarfs, Dark Elves, Dwarfs, Lizardmen, Norse, Orcs, Shambling Dead, Skaven, Wood Elves.	TIER 2 Teams: 1050TV 3 Primary Chosen Skills (no cost) + 100k gold for inducements No Star Players Teams: Black Orcs, Chaos Chosen, Chaos Renegades, Elven Union, Imperial Nobility, Khorne, Necromatic Horrors, Nurgle, Slann, Tomb Kings, Vampires. Humans, Old World Alliance	TIER 3 Teams: 1110TV 4 Primary Chosen Skills or 2 Primary and 1 Secondary Skill (no cost) + 100k gold for inducements No Star Players Teams: Goblins, Ogres, Snotlings, Halflings.	STUNTY Teams: Tier Level TV 4 Primary Chosen Skills or 2 Primary and 1 Secondary Skill (no cost) + 100k gold for inducements No Star Players Teams: Skinks w/ Big Guy (No Saurus), Underworld w/ Big Guys (no Skaven), Black Orcs (No Black Orcs), Slann
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All current GW official and NAF recognised team lists are available for Fumble in the Jungle. This includes current SPIKE / Compendiums. Slann lists are included and available on TourPlay and the roster can be found here: [NAF-Rules-for-Tournaments-2023 export \(thenaf.net\)](#)

Team builds can include any combination of players, inducements and skills available in the official BB2020 rules. Players will not gain additional skills during the tournament; however, all players will resurrect between matches.

All players skills are available for selection per and team inducements are available for selection for your team on TourPlay. Anything outside of this will not be valid in your team roster.

Up to 100k can be spent on Inducements purchase which will be included for all games and must be included in your roster before the event. These include:

- Temp Cheer Leaders
- Weather Mage
- Bloodweiser Keg
- Extra Team Training
- Bribe
- Wandering Apothecary

All teams must have a minimum of 11 players and will start with 1 dedicated fan. Coaches teams who register after the cut off date must have a minimum of 3 dedicated fans.

Team Registrations are due 24 June. Registrations will not be accepted after 24 June 24.

Coach and team registrations must be completed on TourPlay before these dates for the list to accepted.

All registration payments must be paid before 27 June 24.

TOURNAMENT SCORING:

Fumble in the Jungle will use standard Blood Bowl 2020 Scoring system. TourPlay will be used to manage rounds and use the Swiss match play system.

Win – 3 points
Draw – 2 Point
Bye – 2 Points
Loss – 0 Points

Concede 0 TD's – 1 Point
Win by 2+ TD's – 1 Point
Score 3+ TD's – 1 Point
Cause 3+ Casualties – 1 Point

Tie-Breaks will be determined using Sonneborn-Berger method.

The overall leader board will be visible on TourPlay in real time.

Joint place winners may still occur.

RULES:



Fumble in the Jungle will be using the current BB2020 rule set and SPIKE Magazines / Compendiums as adjusted by the November 2023 FAQ and Errata.

Teams must be painted (minimum of 3 colours, or at least shaded to add coloured context) and must be clearly number to match your roster.

Any models with skill upgrades must be identifiable – Skill rings, coloured bases etc for ease of play and must match your roster.

Stand in and third party models are accepted as long as they are easily identifiable and / or labelled for ease of play. Model deemed confusing or inappropriate by TO's will not be allowed to be used. (best common sense to be used here.. if you're not sure ask!)

If a match has not started within 10 minutes of its allocated time due to missing coaches, it may be forfeited.

[NAF-Rules-for-Tournaments-2024.pdf \(thenaf.net\)](#)

WHAT TO BRING:

- Your Team (Painted and Numbered)
- BB Dice
- Templates
- Rule Books and Errata
- 2 x Printed copy of your list
- A Phone or Tablet with internet access to use TourPlay. (Wi-Fi is available at The Wicked Goblin)
- Good sense of humour!

CBBL will provide Pitches and Dugouts for use on the day.

PRIZES:

Winning Coaches will receive any / all physical trophies due to them as well as one pick from the prize table.

If a coach wins more than one category, only the trophy will be awarded, and the prize pack for that award will be kept for a later award. Only one prize ya greedy goblins! Any left over prizes will go to runner ups until we run out!

Trophies will be available for:

- Fumble in the Jungle Champion
- Fumble in the Jungle Runners Up (Second and third)
- Best Stunty Team
- Most Touch Downs
- Most Casualties (Delivered)
- Most Casualties (Received)
- Wooden Spoon
- Best Painted Team
- Door Prizes!



TOURPLAY:

TourPlay is an easy to use and free (for coaches) online event management system. Please ensure you add your NAF registration details to your profile and confirm them so your results will be submitted correctly.

Please make sure that when you sign up on TourPlay, your user name is your real name (or a name people can identify you by). 'Gamer Tags' or Nicknames will not be accepted and your registration may be rejected.

CBBL has some 'how to' guides available for:

- How to Sign Up
- How to Play a Game, and
- How to Manage your team.

If you have never used TourPlay, please feel free to check these out. They are located on the Cairns Blood Bowl Page or available on the Fumble in the Jungle File Section.

You will need to use a phone or tablet during the day to access your match and match reporting. Games are displayed in real time online, although you do not have to have your device turned on all the time to use the site so it's not battery consuming.

It may be a good idea to have access to a phone charger, although CBBL have used TourPlay for events before and not had any issues with device charge.

CODE OF CONDUCT:

CBBL events adhere to the Tournament Code of Conduct from the Blood Bowl Matched Play Guide (Games Workshop 2022 ©)

CARDINAL RULES

- Always be polite and respectful to your opponent at all times.
- Always tell the truth and never cheat.

IMPORTANT PRINCIPLES

- Make a respectful gesture to your opponent before the game begins, such as wishing them good luck, offering a handshake, etc.
- Avoid using language that your opponent or those around you may find offensive.
- Arrive on time for your game with all of the things you need to play.
- Offer your opponent the chance to examine your team roster before the game begins.
- If your opponent has any questions or queries about your roster, you should answer them truthfully and ensure your opponent understands the answer.
- Ensure that your opponent is aware of any Inducements, or other special rules your team has, and that they know what they do.
- When counting out the number of squares a player is moving, do so carefully and accurately. You should also allow your opponent the opportunity to check any moves before you move any models if they wish.
- When rolling dice, make sure they are clearly visible to all players and allow your opponent to examine the rolls before picking up the dice.
- Always ask your opponent's permission before touching their models.
- Remind your opponent about any rules they may have forgotten to use, or they have used incorrectly, especially when doing so is to your opponent's benefit rather than your own.
- Never deliberately manipulate the amount of time a game takes in order to gain an advantage, either by playing overly quickly or by wasting time.
- Try not to distract an opponent when they are trying to concentrate and always ensure you respect their personal space.
- Never complain about your own bad luck or your opponent's good luck.
- Always be humble in victory and graceful in defeat.
- Never fix the outcome of a game for any reason.

Cocked Dice:

All Cocked Dice (Dice on an Angle) are to be rerolled, no exceptions. This includes dice that end up off the gaming table or slightly tilted. All dice must be completely flat at rest.

Player Movement:

Once you have moved a player on your team, it is convention that the facing is changed to identify that the movement has been completed. You should be able to easily identify which players have or have not moved by looking at your team. If you are unsure how this works, please check with the event Commissioner and their assistants.

Respect for your Opponent:

It is important that you respect your opponent at all times to ensure everyone enjoys their games. This includes, but is not limited to:

- Respecting their rights and dignity regardless of their age, gender, race ethnicity or sexual orientation;
- Not celebrating your opposing coaches misfortunes.

Retracting Movement and Declaring of Actions:

Once a coach has moved a player and then starts to move another player, that action can not be retracted or adjusted in anyway (think Chess). Otherwise, a player can be returned to their original square and moved again.

This is also relevant for dice rolls. Once a dice has been rolled, the result is final.

Coaches must declare all players actions before moving and this cannot be changed to another action once a die roll has been made.

Alcohol:

Coaches are encouraged to show responsible consumption of alcohol during the event. Anyone who becomes drunk or causes a disturbance **will be asked to leave and dropped from the event.**

Alcohol will not be served to anyone under the age of 18.

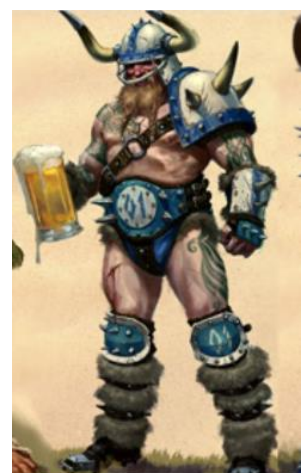
Forfeiture of the Match / Tournament:

Forfeitures are strongly discouraged, however if it must occur then the following rules will apply:

- You may choose to concede at the beginning of any of your own turns by being unable to field a minimum numbers of players, or by being unable to play that particular round.
- If you choose to concede, you opponent will receive 'the win' and will count as having won by 2 touchdowns. Conceding coaches will receive a loss and no additional points.

Rules Disputes / Outsider Advice / Cheating:

'That's Blood Bowl...' – Every Coach ever.



Blood Bowl is a game of Chance, deaths occur and things don't always go your way. Accepting good and bad outcomes is part of the game. Therefore, any tampering with dice results (re-rolls when not allowed, changing results etc) is not allowed. This also includes any 'take backs' or modifying of movements after dice have been rolled, even with consent of the opponent. This will be considered cheating may result in ejection from the tournament.

Coaches are to play their own game and not provide or receive advice from onlookers or other coaches during a match. Coaches who receive advice will be considered to be participating in 'Match Fixing with their bookie' and considered to be cheating. This may result in forfeiture of the match and ejection from the tournament.

Sportsmanship:

Coaches must show good sportsmanship through out the event. Anyone who is deemed in breach of this will be asked to leave. Coaches who do not display good conduct during the tournament will be removed and no longer allowed to participate. Abuse of any kind will not be tolerated including excessive swearing or touching of other coaches.

This will be managed by TO's and any complaints are to be presented to TO's for consideration. Coaches who can not show good sportsmanship will be asked to leave and dropped from the event.

Tournament Expulsion / Ejection:

If there is a clear breach of the Code of Conduct, the event Commissioner (Event Organisers) reserve the right to remove the coach involved from the tournament. Refunds and prizes will not be available to the person(s) being removed as a result of the breach.

All disputes during the tournament will be resolved by the Commissioner (Event Organisers). Their work is final.

Any rules clarifications not settle between coaches will be settled by the Commissioner who will be available to assist as required.

THE NAF:

For more information about NAF memberships, or tournament regulations please visit The NAF web site.

[The NAF – Home of Blood Bowl](#)



Sponsors:

