



## ALAMO CITY NOVICE BOWL '24

Tournament Format: Blood Bowl 11's

### 1. Eligibility:

- Participants in this tournament automatically become members of the ACL, ([Alamo City League packet](#)) a running league with no deadline or destination dedicated to building up coaches and players progress. All coaches begin as a Novice Coach Level 0. As described in the [Coach Levels](#) packet)
- Current "2nd Season" rules for BloodBowl including Deathzone.
- Spike Magazines 11 to 16.
- The Current GW Official Errata & Designer's Commentary from Nov. 2023. (If a new errata is released before the tournament, we will use the updated rules)
- Only GW, NAF, or Texas Block Dice will be allowed. You are required to share dice with your opponent if requested.
- PayPal payment sent to [guzdiaz94@gmail.com](mailto:guzdiaz94@gmail.com) of \$25 towards prizes and swag packs

### 2. Registration:

- Teams in the tournament are allotted 1,150,000 gold pieces (gp) to assemble their rosters. They must recruit a minimum of 11 players. Any leftover gold at the roster formation stage will not carry over, ensuring fairness among teams. This means that all teams will start with the same Current Team Value (CTV), which determines inducements and favors from the Blood Bowl deity, Nuffle. The real **star players** are the ones you make, no one will stand in the shadows of star players as they will not be allowed in the Novice Bowl.

### 3. Tournament Schedule:

- 10:00 to 10:20 – Registration
- 10:30 to 12:45 – Round 1
- 12:45 to 1:45 – Break
- 1:45 to 4:00 – Round 2
- 4:00 to 4:15 – Break
- 4:15 to 6:30 – Round 3
- 6:30 to 6:45 – Break
- 6:45 – Awards

#### 4. Novice Bonus:

- Each team participating in the Novice Tournament will receive a [Novice Bonus Skill Pack Set](#) tailored to their team's tier. This pack includes a selection of basic skills aimed at enhancing the team's performance on the pitch. (Including The Gnomes Team)

#### 5. Structure:

- Swiss Round Tournament with 3 rounds, following resurrection rules (SPP not gained). Keep track of your progress with a score sheet. Points awarded at the end of each match:
  - Win: 60 points
  - Draw: 30 points
  - Loss: 10 points
  - Losing by 1 Touchdown: +2 pts
  - Causing 1 more CAS from Blocking than opponent: +2 pts
  - Causing 2 or more CAS from Blocking than opponent: +5 pts
  - Clearing the pitch (Once per game): +5 pts
  - Winning by 2 Touchdowns: +2 pts
  - Winning by 3 or more Touchdowns: +5 pts
  - Finishing the game using all turns: +3 pts

#### 6. Allowed inducements:

- You can buy certain inducements with the cash you get to create your team. Some inducements are restricted to specific teams, as per Blood Bowl rulebook. No Death Zone inducements are allowed.
  - • 0-1 Halfling Master Chef (300k, 100k for halfling teams)
  - • 0-2 Bloodweiser Kegs (50k)
  - • 0-3 Bribes 100k (Bribery & Corruption teams, 50k)
  - • 0-2 Wandering Apothecaries (100k)
  - • 0-1 Morgue Assistant (100k)
  - • 0-1 Plague Doctor (100k)
  - • 0-1 Riotous Rookies (100k)
  - Nothing else is allowed, be it a Blood Bowl Rulebook or Death Zone inducement

#### 7. Timing:

Strict time enforcement with regular 'Time Remaining' updates. Everyone will be given 2 hours and 15 minutes to complete their match. At which point you and your opponent



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will record as a 'Draw'. In the event of stalling, a 4 minute timer may be implemented upon request to avoid the clock running down.

**8. Tiebreakers:**

The scoring system aims for accuracy in performance assessment. In the event of a tie in tournament points, ties will be resolved in this sequence:

- Winning Percentage
- Head to Head
- Total Touchdown and Casualty Differences (TD Diff + Cas Diff)
- Total Touchdown Difference (TD Diff)

**9. Prizes:**

**Novice (1st Overall):** 1st overall

**Paragon of Prowess (2nd Overall):** 2nd overall

**Mastery in Motion (3rd Overall):** 3rd overall

**Touchdown Titan Trophy:** Most touchdowns scored.

**Iron Curtain Award:** Fewest touchdowns scored against.

**Carnage Connoisseur Award:** Most casualties inflicted.

**Stunty Standout Award:** Highest-rated Stunty Team.

**Bugman's Best Award:** Best team voted by participants.

**Sportsmanship Shield:** Best sportsman voted by peers.

**Artisan of Aesthetics Award:** Best painted team.

**Foul Play Award:** Most fouls strategically employed.

**How the Turn Tables:** Coach with the most turnovers throughout the tournament.

## **10. Painting:**

All teams must meet minimum painting guidelines, including having at least three colors and appearing finished.

## **11. Fair Play:**

Coaches uphold fair play and sportsmanship. (Fouling 16 turns is not considered unsportsmanlike. Fun banter is acceptable, misguiding and rule bending is considered unsportsmanlike.)

## **12. Additional Notes:**

- Awards are trickled down based on points accumulated. No tie breakers or championship game.
- Tournament details communicated to coaches. Encourage showcasing team skills and strategies during the Novice Bowl.
- The Novice Bowl is ACL's first of several tournaments being held in San Antonio.

Prepare your teams, strategize wisely, and may your coaching journey in the Novice Tournament be legendary. Best of luck on the field!



***Alamo City League Committee***