

Each Team has a total of 1,150,000 gold pieces to spend on roster creation and must hire a minimum of 11 Players.

A team may purchase any of the following staff and team selections:

- 0-8 Re-Rolls, at a cost dependant on race.
- 0-6 Assistant coaches for 10,000 gold pieces each.
- 0-12 Cheerleaders for 10,000 gold pieces each.
- 0-1 Apothecary, whose cost is dependant on race.
- 0-6 Dedicated fans for 10,000 gold pieces each

Inducements can be bought as part of team roster or line-up. The permitted inducements are:

All other inducements, including Star Players, are not permitted unless indicated otherwise in the rules that follow.

- 0-1 Weather Mage for 30,000 gold pieces, available to all teams.
- 0-2 Bloodweiser Kegs for 50,000 gold pieces each, available to all teams.
- 0-3 Bribes for 100,000 gold pieces each, or for 50,000 gold pieces each for Bribery and Corruption teams. Bribes cannot be taken in a team with a player that either starts with or is given the Sneaky Git skill. Bribes gained from the "Get The Ref" kickoff result are still allowed.
- Mortuary Assistant for 100,000 gold pieces available to teams with the Sylvanian Spotlight special rule.
- Plague Doctor for 100,000 gold pieces available to teams with the Favored of Nurgle special rule.
- Wandering Apothecaries for 100,000 gold pieces available to teams that can include an apothecary.
- Master Chef for 300,000 gold pieces, or for 100,000 gold pieces to teams with the Halfling Thimble Cup special rule.
- This inducement can be taken only by Tier 6 teams.
- 0-1 Riotous Rookies for 100,000 gold pieces available to Ogre and Snotling teams

General Skill Selection Rules

Teams are separated into 6 tiers, found opposite, with each being granted additional Primary skills and/or extra gold pieces.

The additional Primary skills granted by a team's tier can be used to allocate a Primary skill to players in your team roster beyond those that that player begins with. However, each player can only be allocated 1 additional Primary skill. For example, being a Tier 1 team, a Lizardmen coach can allocate 1 additional Primary skill to a maximum of 6 players, resulting in the coach having 6 Saurus Blockers with Brawler skill.

Alternatively, a coach may choose to use one or more of the two alternative skill allocation methods, found below. A coach is allowed to use all skills granted to them by their race's tier or none at all, and everything in between.

All skills allocated must be chosen skills and cannot be random.

Skill Stacking

Instead of being allocated a single additional Primary skill, a player may instead be allocated 2 additional Primary skills called a Skill Stack. The number of players in their team a coach can allocate a Skill Stack to is determined by the race's tier.

A player that is allocated a Skill Stack may do so at the added cost of 1 additional Primary skill per Skill Stack. This results in the "stacked" player spending 3 of their team's Primary Skill allowance. For example, at Tier 2 a Wood Elf coach allocates Sprint and Sure Feet to one of their Catchers. This would cost them 3 additional Primary skills, leaving them with 4 additional Primary skills to allocate amongst the rest of their players.

Additional Secondary Skills

Instead of being allocated a single additional Primary skill, a player may instead be allocated a single additional Secondary skill. The number of players a coach can allocate a Skill Stack on in their team is determined by the race's tier.

A player that is allocated a Secondary skill may do so at the added cost of 2 additional Primary skills. For example, at Tier 4 a High Elf coach takes a Blitzer with Guard, which are Secondary skills for High Elf Blitzers. This would cost the coach 2 additional Primary skills for the Guard allocation, leaving them with 6 additional Primary skills to allocate amongst the rest of their players.

Star Players

Teams in Tier 6 can induce up to one Star Player who can only be included into their roster after 11 players have already been hired for the team.

In addition to the cost of the Star Player, a coach must spend 1 additional Primary skill per full 75,000 gold pieces of the Star Player's cost. For example, if a Snotling coach wishes to induce Ripper Bolgrot into their team, they must pay 250,000 gold pieces and 3 Primary skills ($75,000 \times 3 = 225,000$).

While Star Player agents are greedy and wouldn't think twice about double-booking their clients for both sides of the same game, Star Players find such star players instances embarrassing and storm off to the locker rooms! If two coaches who are facing each other both have the same Star Player, then neither team can use the Star Player for the entire game!

The following Star Players are not available to be induced:

Griff Oberwald

Hakflem Skuttlespike

Morg 'n' Thorg

Bomber Dribblesnot

Cindy Piewhistle

Deeproot Strongbranch

Estelle La Veneaux

Skitter Stab-Stab

TIER 1	CHAOS DWARVES DWARVES DARK ELVES LIZARDMEN UNDERWORLD SKAVEN SHAMBLING UNDEAD	0 EXTRA GOLD PIECES 6 PRIMARY SKILLS 1 SECONDARY SKILLS ALLOWED 1 SKILL STACKS ALLOWED
2	AMAZONS NECROMANTIC HORROR ORCS WOOD ELVES	10,000 EXTRA GOLD PIECES 7 PRIMARY SKILLS 1 SECONDARY SKILLS ALLOWED 1 SKILL STACKS ALLOWED
3	ELVEN UNION HUMANS NORSE SLAAN TOMB KINGS VAMPIRES	20,000 EXTRA GOLD PIECES 8 PRIMARY SKILLS 2 SECONDARY SKILLS ALLOWED 2 SKILL STACKS ALLOWED
4	CHAOS RENEGADES HIGH ELVES KHORNE OLD WORLD ALLIANCE	45,000 EXTRA GOLD PIECES 10 PRIMARY SKILLS 2 SECONDARY SKILLS ALLOWED 2 SKILL STACKS ALLOWED
5	BLACK ORCS CHAOS CHOSEN IMPERIAL NOBILITY NURGLE	60,000 EXTRA GOLD PIECES 11 PRIMARY SKILLS 2 SECONDARY SKILLS ALLOWED 2 SKILL STACKS ALLOWED
6	GOBLINS HALFLINGS OGRES SNOTLINGS	80,000 EXTRA GOLD PIECES 13 PRIMARY SKILLS 3 SECONDARY SKILLS ALLOWED 3 SKILL STACKS ALLOWED

Scoring

3 points for a win

1 point for a draw

0 points for a loss

Coaches will be awarded the below points for their games: If a coach concedes their game, they will be penalised 3 points.

Special rule for good Friday tournament.

Each player must include in their roster and field the Easter Bunny

Easter Bunny -

Mv 5, Str 1, Ag 2+, Pa -, Arm 6+, Cost 0 gold

Dodge, Stunty, Titchy, sidestep, swarming, no hands,

1st of the swarm. Will always enter the pitch as the 1st player of the d3 additional players added with swarming. and can enter even if there are no other players with swarming on the pitch.

No time to Run or Fight: Cannot Block, Rush, Blitz, or Foul, will always choose to use dodge and sidestep when able.

Special action: egg hunt - The player must move 3 squares only, no more, no less. roll a d6. On a 6+ the bunny has found an easter egg, your team rolls on the nuffle prayer table. After this action the player loses all tackle zones.

Special Rule: Easter madness

At the end of the 1st half if a team's Easter Bunny has not found any easter eggs, or has had their armour broken by a wild animal player on the same team, the bunny will get angry and transform into the Mad Hare. He will then join the opposing team and must be fielded.

If during the 1st half the armour of the Easter Bunny was broken because of a failed dodge roll, or block result he will get angry and transform into the Mad Hare. He will then join his team and must be fielded.

A team may only get a maximum of 1 Mad Hare joining them

Easter Bunnies will leave the pitch after the 1st half if one or more become Mad Hares.

Mad Hare -

Mv 6, Str 4, Ag 3+, Pa -, Arm 8+, Cost 0 gold

Frenzy, Leap, Claws, No hands, Loner (5+)

Angry Rabbit: If the Mad Hare does not block or blitz for 3 turns at the end of the 3rd turn he will gain the Animal Savagery trait.