

UFF DA BOWL IX

UFF DA BOWL VIII RULES

LOCATION

Gamezenter, 1975 County Road B2 W, Roseville, MN 55113

SCHEDULE:

10:00am Registration
 10:30am Round 1 begins
 12:45pm Round 1 ends
 12:45pm to 1:30p – Lunch
 1:30pm Round 2 begins
 3:45pm Round 2 ends
 4:00pm Round 3 begins
 6:15pm Round 3 ends
 6:30pm Awards

GENERAL RULES

The normal Kickoff Table will be used.
 Each match will roll their own weather.
 The shortened Prayers to Nuffle table on page 103 is used instead of the regular Prayers to Nuffle table.
 This will be a resurrection style tournament.
 • All injuries will be healed prior to the next match.
 • No star player points will be accumulated or carried into the next match.

Team Miniatures:

- Minimum of 3 colors and based.
- Each model must be easily identifiable and numbered.
- If unable to identify your opponents positions or skills, colored rubber bands will be available. All players are expected to comply with opponents requests for player/skill marking.

Dice:

NAF, Fumbbl, Impact, T3FL, and known tournament dice in good condition are allowed. If in question, ask. Both opponents can use their own dice, but any dice used are considered shared. This means if you introduce dice and roll them once your opponent can use them the rest of the game. If you don't want to share your dice, dice will be provided for the match.

Dice towers, rolling trays, cups, are allowed. If opponent does not like dice rolled on the field please respect that. Dice hitting carefully painted miniatures can be upsetting.

Please establish re-roll procedure before starting rolls, I.E. how cocked dice, dice out of tray, dice not through the dice tower are handled and stick to the established convention. As a suggested default:

Any cocked dice - re-roll all dice

1 or more dice goes out of tray aimed at – re-roll all dice

Dice missed going through aimed at tower – re-roll all dice

TEAM BUILD

Teams in the 2020 rule book, Spike Magazines 11-17, Teams of Legend (unless updated by a Spike Magazine), Simylin (refer to Fumbbl for stats), and Slann are allowed.

Each team will be given 1,155,000 gold pieces to purchase players, team goods, and inducements. Skills are not paid for, but bought with spp as detailed below. A minimum of 11 players must be purchased before any Stars and the Highlander rule in effect (if both teams hire the same star he plays for neither team for that game).

You may purchase specified inducements for the prices listed in the BB2020 rule book (note some star player prices are updated in errata). The allowed inducements are:

- Bribes
- Halfling Master Chef
- Wandering Apothecaries
- Bloodweiser Kegs
- Riotous Rookies
- Star Players

Skills Package:

- You are given 72 SPP to buy skills and star players.
- Star players cost 12 spp in addition to their hiring cost, the spp cost does not apply for Huff Dah.
- No random skills or stat increases are allowed.
- There are no restrictions to how many skills are put on a player

Note:

All rules required to stay current with NAF are in effect.

◆ ◆ ◆ *Uff Da Bowl Star Player – Available to any team*

Huff Dah - \$290k

MA 5 ST 5 AG 4+ PA 5+ AV 9+ - Loner(4+), Frenzy, Thick Skull, Mighty Blow, Horns, Leap, Juggernaut

Special Rule: Air Minotaur – Once per game Huff Dah may ignore tackle zones when making a Leap or Jump

UFF DA BOWL IX

FORMAT

- 3 rounds of Swiss over one day.
- No Overtime will be played.
- Each match has a two hour, fifteen minute time limit.
- Once time has been called both coaches can finish the current turn.

SCORING:

- Win: 60 points
- Draw: 30 points
- Loss: 10 points

Bonus Points

- Keeping it Close: 3 points (Lose by only 1 TD)
- CAS (you get 1, not both)
- Out injure opponents by 2: 2 points
- Out injure opponents by 3+: 5 points
- TD's (you get 1, not both)
- Out score opponent by 2: 2 points
- Out score opponent by 3+: 5 points

Tie Breakers:

- 1 - Points
- 2 - Head to Head record
- 3 - Strength of Schedule
- 4 - Wins
- 5 - TD Diff
- 6 - CAS Diff
- 7 - TD
- 8 - CAS

Awards:

Awards will be given in the following :

- Winner (most points)
- 2nd Place (2nd most points)
- Most Tds
- Most CAS

◆◆◆ *Did you know...*

Uff Da Bowl VIII was won by the Fight or Fight coached by Jarrod.

Uff Da Bowl Champions:

- I: Fuzzy Fluffballs – Chaos Dwarf – Wes
- II: Argon Paranoids – Dark Elf – Chance
- III: Naggaroth Nightingales – Dark Elf – Drew
- IV: Elfy BS – Dark Elf – Hammertime
- V: Fremont Frogs – Slann – Chance
- VI: Tor Anlec Blackwings – High Elf – Rich
- VII: Tor Anlec Blackwings – High Elf – Rich
- VIII: Pain or Pain – Norse – Jarrod

Thanks:

Thank you for attending Uff Da Bowl IX. I hope you have a great day. Your attendance and enthusiasm makes Uff Da Bowl possible.

-Duder