

NAF Tournament Guidelines

As Blood Bowl's international tournament sanctioning body, the NAF seeks to provide its membership with a consistent experience regardless of where an event might take place. As such, the following guidelines and regulations are designed to ensure that there is some level of standardization between tournaments all over the world while still allowing organizers the possibility of customization.

APPLYING FOR SANCTION

Achieving NAF sanctioning is a simple process.

- 1) While this isn't a requirement, it's highly recommended that you contact the Regional Tournament Coordinator responsible for your region. This can be an important step, as your RTC will be familiar with the local tournament calendar and the expectations of coaches in your region. If you have no Regional Tournament Coordinator or aren't sure who he is, then you can contact the NAF Tournament Director with any questions. (Staff listings can be found on theNAF.net.)
- 2) Go to the NAF member's [page](#), log in and go to the [TOURNEYS](#) section using the menu at the top of the page. Select the "Add Tournament" option in the upper left corner, fill in as many fields as possible and press "Submit." Please include details about the rules of your tournament, including any house rules you may have added. An external web or forum thread link would also be helpful, if possible. Your tournament should now be listed with the respective date under "Your Tournaments" - please check to confirm that the submission has gone through. The status in the right column indicates that your tournament is NEW. Note that at this point your tournament is not visible to the general membership.
- 3) The Tournament Director will review the details of your submitted tournament. Provided the pre-tournament requirements (see below) are met, he will approve the tournament. The list on the NAF site will then indicate that your tournament is approved and it will become visible to the general membership.

Once your tournament is approved you can advertise that it is officially NAF-sanctioned. In addition to lots of fun and some Blood Bowl action, the games will also count toward participants' NAF rankings and be recorded in their database of games.

TOURNAMENT REQUIREMENTS

1) Most importantly, the tournament must be open to all NAF members. This means everyone applying/paying prior to the registration deadline and until all places are occupied must be able to participate. Thus invitational tournaments (in which the attending players are chosen by the tournament organizer) are ineligible for sanctioning, with the notable exception of nation vs. nation tournaments. The only other exception to this requirement involves venues that don't allow patrons below the age of majority (taverns and breweries, in other words); denying underage NAF members access to these venues is considered beyond an organizer's control.

2) All 24 teams from the following list must be allowed to play in the tournament:

Amazon	Chaos	Chaos Dwarf	Chaos Pact
Dark Elf	Dwarf	Elf Union	Goblin
Halfling	High Elf	Human	Khemri
Lizardman	Necromantic	Norse	Nurgle
Ogre	Orc	Skaven	Slann
Undead	Underworld	Vampire	Wood Elf

3) You may also allow Khorne and Bretonnian. These teams are optional, and details can be found [here](#).

4) In order to give everyone plenty of notice of your tournament, please submit your tournament at least 8 weeks prior to the date on which it will be held. (Please note that this is subject to exception by the Tournament Director in certain circumstances and at his discretion. You or your Regional Tournament Coordinator will need to apply for this dispensation.)

5) Two tournaments will not be approved if they are within close proximity to one another. (The definition of close proximity will vary depending on the region.) This is to discourage nearby tournaments from effectively "competing" against each other for local coaches. When such clashes occur one tournament will be required to change its date. The relevant Regional Tournament Coordinator(s) will be consulted on this matter and the Tournament Director will make the final ruling.

Certain tournaments with a national or international scope (the World Cup, Eurobowl, various national or continental team tournaments) will be granted a sphere of conflict that extends throughout their nation or continent. For example, during the UK Team Championship no other British tournaments should be scheduled.

6) Tournaments in which teams are selected to represent nations are eligible for approval, even when the selection aspect of the tournament restricts participation. This is only if two conditions are met. First – the national selection procedure must be discussed and a broad consensus reached amongst the community within each nation (via e.g. NAF or other forums). Second – the tournament must fundamentally be open to all e.g. via the inclusion of a fully open individual tournament alongside the selection-based event. Team tournaments in which states or provinces are selected representatively are also permitted, provided the same conditions are met.

7) With the release of BB2016 and its supplements, rules will occasionally be in flux. It is a tournament organizer's duty to visit theNAF.net to find which rules are in effect. Should a tournament be scheduled to take place during a transitional period in which two sets of rules are permitted, the selected version must be prominently noted in the tournament's listing and manual.

8) In the case of the Blood Bowl Variants recognized by the NAF (currently: Beach Bowl, Blood Bowl Sevens, DeathBowl, DungeonBowl, Dungeon Sevens, and Street Bowl), their respective rules documents will take the place of the base rules mentioned in Requirement 6. These can be found at theNAF.net.

9) Individual rules variations in tournaments are permitted, even encouraged. This is in order to give each tournament its individual character. However this should be done with restraint and with the following restrictions:

- a) Modifications to the 26 team rosters, to include player allowances, prescribed costs, starting statistics, and starting skills of the 26 rosters are not permitted.
- b) Core game mechanics should not be altered.
- c) Core skill rules should not be altered and skills cannot be banned.
- d) Inducements may be selectively allowed or left out at the discretion of each organizer, but it's recommended that those which allow "stunty" teams to remain competitive (Bribes and Master Chef) always be used.
- e) Modifications should not radically affect the existing balance between races, but incentives may be given to the traditionally less-competitive teams, provided this is in moderation.
- f) Modification to kickoff or weather charts is allowed, as is the addition of Star Players, but organizers should not take these changes lightly. If any of them are thought to be too transformative or unbalancing, the Tournament Director may ask you to alter them or refuse sanction.
- g) The Tournament Director can allow leeway on some of these items if there is a clear thematic reason for it and game balance is preserved. Any such allowances will be at the TD's discretion and should be discussed and approved prior to any announcement.

If you wish to introduce rules variations at your tournament, please include this in the additional information at the point of submission. It may also help to discuss this with your Regional Tournament Coordinator prior to this point. Approval is always at the discretion of the Tournament Director.

10) It is strongly suggested that organizers use game results (win/loss/draw) to determine the tournament's winner(s), and reserve other statistics (touchdowns, casualties, clean sheets) for tiebreakers. While you are *allowed* to use bonus points to incentivize certain types of performance in themed tournaments, feedback suggests that this can lead to some level of dissatisfaction among the participants. An organizer can, of course, give out secondary awards for anything they like.

11) Attempts to subvert any of these requirements through unforeseen means may result in the refusal of sanction. Similarly, if a tournament is found to have used rules markedly different from those that were submitted for approval, the NAF reserves the right to remove that tournament's results.

POST TOURNAMENT REQUIREMENTS

- 1) We expect the tournament results to be entered in good time in order to keep the rankings updated. This means a maximum period of one month from the close of the tourney, although sooner rather than later is obviously preferable. Failure to do so may result in a probationary period for the offending tournament organizer, during which he will not be allowed to run sanctioned tournaments. If there is going to be a problem with this then contact your Regional Tournament Coordinator as soon as possible.
- 2) If mistakes were made in the tournament reporting, let your Regional Tournament Coordinator or the Tournament Director know immediately.
- 3) While not mandatory, it would be helpful if organizers were to make use of the "Tournament Report" field (this can be found by selecting the "Edit" link next to your tournament's listing) to fill in award winners and highlights of the event.

Other information of note:

- Although you may want to include unofficial races in your tournament rules, coaches who pick one of these races will not gain any NAF points as the NAF rankings only include the 26 races listed above. That means that if a NAF member plays against a NAF member who picked an unofficial race, neither of them are eligible for NAF Coach Rating points. It is recommended that organizers carefully consider this potential inconvenience to participants before deciding to allow such teams in their tournament.
- Dice: We aim to make NAF dice available wherever possible for sign-ups and/or renewals at events. Contact the Regional Tournament Coordinator or Tournament Director as soon as possible if you require dice. Note that any monies taken or dice held remain property of the NAF and any (prior arranged) recipient of dice and membership fees is to be held responsible for the return of surplus dice and timely payment of monies taken.
- NAF Trophies: NAF Trophies may be awarded to the winner of any sanctioned tournament so long as it meets minimum attendance requirement. If a tournament has 4 game rounds or more, 12 coaches are required; if it has 3 rounds or fewer, 24 coaches are required. The coveted trophy is a small metal alloy shield featuring the NAF's logo. Your Regional Tournament Coordinator will distribute NAF Trophies to tournament organizers as requested.
- Playing "the 24 / 26": Coaches who have played all mandatory 24 team types in a NAF tournament are eligible for a commemorative patch. Coaches who have also played the two optional team types are eligible for Khorne and Bretonnian patches. To be eligible for a patch, coaches must have played three tabletop games (of Blood Bowl or any variant) with each team type. Prior to 1st January 2018, coaches were eligible after playing one game. In the event a coach had 'Played the 24' before this date, he / she is eligible for Khorne and Bretonnian patches when they have played three games with each. Please contact your Regional Tournament Coordinator or the Tournament Director if you qualify.