

# 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 freedom 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 Coordinator responsible for your region. This can be an important step, as your RC (previously known as Regional Tournament Organizer or RTO) will be familiar with the local tournament calendar and the expectations of coaches in your region. If you have no Regional 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. More detailed instructions for how to submit a tournament to the NAF can be found on the [Tournament Documents](#) page.

3) The Tournament Director / approval team 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. Invitational tournaments (in which the attending players are chosen by the tournament organizer) are ineligible for sanctioning unless they meet the below criteria and an exemption is made at the discretion of the Tournament Director. 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 23 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	Undead
Underworld	Vampire	Wood Elf	

3) Tournament organizers are encouraged to also allow Slann, Daemons of Khorne and Bretonnians as these are 'NAF recommended' teams. Details of all 26 NAF approved teams can be found on the [Tournament Documents](#) page.

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 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 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.

National Championship tournaments, or tournaments that represent a 'finals weekend' for NAF Tournament Series are also eligible for approval, even when the qualification aspect of the tournament restricts participation.

This is only if the two conditions listed above for national team tournaments are met (a broad consensus regarding fair qualification is reached amongst affected coaches and that the tournament is fundamentally open to all) and is entirely at the discretion of the Tournament Director.

7) With the release of BB2016 and its supplements, rules will occasionally change and be reassessed annually. 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, Deathbowl Sevens, Draft, DungeonBowl, Dungeon Sevens, Specialist and Street Bowl), their respective rules documents will take the place of the base rules, as described [here](#).

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 are not permitted.
- b) Core game mechanics should not be altered. This includes, but is not limited to, the mechanic of Apothecary usage and the addition of mechanics where a re-roll may be re-rolled, a roll can automatically pass, or a coach can insist his opponent's successful roll is re-rolled.
- 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 kick-off or weather charts is allowed, as is the addition of house rule 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. Pre-

approved house rule star players are listed in the 2020 NAF rules found on the [Tournament Documents](#) page.

- g) Tournament structures where teams play only within a discrete group (e.g. Stunties only play other Stunties, Elfs play only other Elfs) will not be permitted. It should be possible for every team to play the other 23/26 at a NAF tournament.
- h) 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 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.

Full details of the races allowed at a NAF tournament (and the inducements including Star Players) available to them can be found on the [Tournament Documents](#) page.

## **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 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.

A more detailed guide to uploading a tournament can be found [here](#).

## **OTHER INFORMATION OF NOTE**

- Although you may want to include non-NAF approved 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 a non-approved 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 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 Blood Bowl 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. NAF trophies may not be awarded at variant tournaments.

- Playing "the 24 / 26": Coaches who have played all mandatory 23 team types and Slann in a NAF tournament are eligible for a commemorative patch. Coaches who have also played the additional two recommended team types are eligible for Daemons of Khorne and Bretonnians patches. To be eligible for a patch, coaches must have played three tabletop games (of Blood Bowl) with each team type. Because of the difference in time required to play games of the Sevens and Deathbowl variants when compared to Blood Bowl; two games of Sevens variants are treated as equivalent to one game of Blood Bowl and one game of Deathbowl equivalent to two games of Blood Bowl when accumulating games to earn a patch. Other variants are seen as equivalent to Blood Bowl.

Prior to 1<sup>st</sup> January 2018, coaches were eligible after playing one game of Blood Bowl or any variant. Prior to 1<sup>st</sup> January 2019, games of any variant were treated as equivalent to one game of Blood Bowl. In the event a coach had 'Played the 24' or accumulated games with Daemons of Khorne or Bretonnians before this date, his / her games count as per the rules at that time. Please contact the Membership Director if you qualify.

## **APPENDIX**

This appendix includes a number of tournament conventions, guidelines and helpful tools/clarifications that organizers should be aware of. There are three sections; mandatory requirements, recommended guidelines and Blood Bowl tools/clarifications:

### **MANDATORY REQUIREMENTS**

- 1) Prior to the game, coaches should agree what constitutes a ‘cocked’ die and discuss any other issues relating to dice rolling mechanisms, e.g dice towers.
- 2) Should one coach request, dice must be shared between coaches.
- 3) Player aids, such as probability apps, calculators and the like must not be used while in-game.
- 4) External coaching of players in-game is not permitted. Strategic discussions at team events are permitted, but not in-game instructions. For example, ‘we need a draw here’ is acceptable ‘don’t block that player’ is not.

### **RECOMMENDED GUIDELINES**

- 1) Chess clocks (either physical or smartphone app) should be available at the request of either coach. This is especially recommended where game rounds must end on time and either coach is concerned the game may not be completed.
- 2) Coaches should be encouraged to mark or highlight their players with skill rings or similar such that additional skills are clearly marked.
- 3) In the event a coach sets up with and commences play with 12+ players, the tournament organizer has the final say as to how the error is resolved. A common tournament convention is that players are removed at random until 11 remain, but the organizer should determine the fairest outcome depending on the state of the game being played. It is recommended this situation is covered in tournament rulespacks so that there are no disagreements during play.

### **BLOOD BOWL TOOLS/CLARIFICATIONS**

- 1) Tools that assist with measuring passing ranges or whether an interception is possible are useful, but it is recommended that a BB2016 range-ruler and pitch are used in cases of dispute. It has been noted that passing range templates and interception apps are not all accurate, and caution is advised when using these

tools. Special care should be taken with tools made before the advent of BB2016, as the passing ranges differ slightly between rules editions.

- 2) Numerous other rule clarifications can be found [here](#) on theNAF.net.