



Waterbowl Double Elimination 2020



Rulespack

The Waterbowl Double Elimination 2020 is coupled with the Waterbowl Weekender tournament in Stockport on February 15th/16th

Schedule

- The Waterbowl Double Elimination 2020 will be a double KO tournament. Therefore, the number of rounds can only be estimated once the tourney has started. I would assume 6-8 rounds to play for the winner.
- This is a single tournament in double elimination format with Overtime activated.
- Lose once, you will be moved to the loser bracket. Lose again you will be eliminated. Winner of the loser bracket plays the winner of the winner's bracket in the final.
- Round 1 will begin at 22:00 CEST on Monday, 25th of November 2019
- Any submissions as soon as possible are most welcome deadline for submission is 9 pm on 25th of November
- Each round will last 1 week, and rounds will begin at 22:00 CET on each Monday of the tournament. There will be a 2 weeks period from 23rd of December over the holiday period (till 6th of January)
- The Waterbowl Double Elimination is using the rules of the [Waterbowl Weekender 2020](#) (apart from not being swiss but double elimination)
- Since this is a KO tournament with brackets and not swiss, there is potential possibility to allow an extra day or so to play your game if asked properly in advance.

Rosters and Skills

- Exact rules can be found on the official post of the [Waterbowl Weekender 2020](#). Here a quick summary
- The 26 NAF approved races are available. There are no tiers but 4 skill packages.
- Package 1: 5 normal 1 double
- Package 2: 4 normal, 1 double, 1+Mv or 1+AV
- Package 3: 3 normal, 1 double, 1 + AG
- Package 4: 3 normal, 1 +ST

- Your team has 1100 TV (without additional skills)
- All stat ups need to be marked in the bio so I can set them for the team once created.
- Only the new NAF approved Star Players from GW are allowed
- Instead of a double skill you can take a normal skill
- Every player can only receive 1 skill
- Star players may not receive additional skills or stat upgrades

Skill slots available will be: (whereas you can always take normal in the doubles slots)

Day 0: 4 normal 2 double

This does not mean that you are eligible to take all the skills. Only what you're allowed with above mentioned packages

- Waterbowl Double Elimination 2020 is a double elimination resurrection tournament. The format is new on fumbbl and in case of any errors of matchups the tournament organiser will decide on what is the best way to continue.
- You are in the tournament until you lose twice. when you lose the first game you move to the loser bracket and only if you lose again you are eliminated.
- If you win the loser bracket you have to win twice against the winner of the winner's bracket to win the tournament.
- Overtime in fumbbl works the following way:
 - New drive after turn 16 (new KO rolls, new ban secret weapons, new kick off table and so on, however rerolls are not reset, chef does not get to cook again.
 - Coinflip on who gets to receive, and first td decides the game
 - If there is no TD in turn 24 there is a coinflip D6 + remaining rerolls.

FUMBBL Team Creation and Application to the Tournament

- Teams should be made via [this link](#)
 - Select your race and team name (see the Useful links section below for advice on making a FUMBBL team)
 - On the team page, **there is no need to change** 'Progression' from 'Standard' to 'None'
 - Select all of your players, re-rolls, etc. and click 'submit for approval'
 - Ensure your team complies with the FUMBBL disclaimer pop-up
 - The following screen allows then you to select your 11 skills for the tournament
 - When 'save' is pressed to confirm your skill choices, there is no pop-up or conformation screen. You can check your skills have saved correctly by navigating away from the screen and then checking 'Team Options' on your team page

- NAF coaches should record their NAF nick (if different to their FUMBBL username) and NAF number in the team bio section following team creation. This will help us in the future recording and ranking of online games
- Mentioning the Squad name in your team is also recommended.
- Inducement(s) you wish to use must be left out of your team creation process and listed in the team bio
- When you play a match in the tournament, select your listed inducements when the client loads up as you would normally by spending your remaining treasury as petty cash
 - It is important that you only use the inducements that you have declared in your team bio
 - In the event that non 'rostered' inducements are selected in the client by a coach, the match result will be void and the game awarded to the opponent
 - At discretion of the opponent coach unapproved inducements can be just ignored (if possible, not possible for babes for example) and otherwise a reset of the game can be asked from any official fumbbl admin (either through discord or through a support ticket on the site)
- When teams have been created, they must be applied [here](#)
- More information on how to apply your team can be found in this [Youtube video](#)

Scoring

- As this is a KO tournament there is no scoring needed. Lose twice and you're out!

Other Rules

- Please endeavour to complete your games. PM your opponent as soon as you can and organise a time to play
 - If agreeing a time is proving difficult, PM your division admin as soon as possible
- Games will be forfeited promptly to begin new rounds
- In the event you forfeit a game without a valid reason, we reserve the right to temporarily exclude you from future NAF sanctioned online events for a short time
- Games will be recorded as Online NAF games on the-naf.net. Forfeits and games against non NAF members are not recorded

Winners and Glittering Prizes

- The winner will get a ticket to the Waterbowl Weekender on 15th /16th of February in Stockport, UK

Useful Links and FAQ

Please see the [FUMBBL group](#) for useful links and FAQ.