

H-Town Bayouball

3 rounds of Gutter Bowl

Date and Time

Sunday, April 21, 2024

10:00 AM – 10:30 AM – Registration

10:30 AM – 10:45 AM – Announcements and Tournament Overview

10:45 AM – 12:00 PM – Round 1

12:00 PM – 1:00 PM – Lunch

1:00 PM – 2:15 AM – Round 2

2:30 PM – 3:45 PM – Round 3

4:00 PM – Awards

Optional Rules/Clarifications

The Illegal Procedure rule will not be in use, nor is the 4-minute “timer” rule, however at the request of either coach a chess clock may be used to get the match on pace to finish on time.

Normal resurrection rules are in effect, meaning that SPPs are not recorded and injuries do not carry over between games.

All rules and teams published by GW by March 1, 2024 will be allowed.

Team Building Rules

Each team has a total of 750,000 GP to spend on roster creation and must hire a minimum of 7 players with no more than 5 non line positionals. Any unspent budget at roster creation will be lost.

Budget given is also used to buy inducements. Inducements are limited to the following:

Rerolls - 100k GP each

Lesser Magic Potions - 50k GP each

Superior Magic Potions – 100 GP each

(0-1) Sawbones 50 GP

(0-1) Snack Stand 100 GP

Undead and Necromantic teams are allowed to apply the Masters of Undeath special rules. Players added to a team roster through a game as a result of this special rule are removed from the roster at the end of that game.

Teams will consist of a minimum of 11 players and a maximum of 16 players, including star players.

Star players can only be induced after 11 regular players have already been rostered.

Star players can't be given extra skills from the team's skill budget.

Only stunty teams can induce more than one star player.

If both opposing teams are fielding the same star player in a game, both star players are allowed to play.

Additional Skills

After team is built, you are given skill points based on the team tier

Tier 1 - 3 skill points

Tier 2 - 4 skill points

Tier 3 - 5 skill points

Primary skills cost 1 skill point, Secondary Skills are not allowed.

All skills are assigned before the tournament begins (i.e. no progression) and should be reflected on team rosters.

Each player may receive no more than 1 additional skill.

You cannot assign more than 2 instances of any specific skill.

NAF Tournament Info

This will be a NAF approved tournament. If you wish to receive limited edition yearly gift and have your tournament progress tracked, there will be a NAF official onsite accepting registration for the cost of \$5/year. More information can be found at TheNAF.net

Timing

The time limit WILL be strictly enforced. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace.

When time is called, you will play "even turns". If you just started turn 5 (for example), then you and your opponent each finish turn 5. If the inactive player has already played the current turn the game ends upon completion of the active player's current turn.

As stated previously, a chess clock may be requested by either coach.

Dice

Only GW, NAF, or Texas Block Dice will be allowed. You are required to share dice with your opponent if requested.

Pitch

Gutterball can be played in the streets or the sewers. Round 1 will be in the streets, Round 2 will be in the sewers, and the 3rd round starts in the streets and move to the sewers for the second half.

Scoring

During each round, you will fill out a score sheet to track your progress. At the end of each round, you will add up the scoring as follows:

A WIN scores 55 pts

A DRAW scores 25 pts

A LOSS scores 10 pts

Each TD scores 1 pt

Each Casualty scores 1 pt

Finishing on time scores 2 pts

There is a no championship game the standings will solely be determined by total points

Tiebreakers in order are:

Win Percentage

Total of all opponents tournament points

TD Delta

Casualty Delta
Total TDs
TO Discretion

Overtime

There will be no overtime played. If your game ends in a draw, it's draw.

Painting

All teams are expected to meet the minimum painted guidelines. They must have 3 colors on them and have had some attempt at making them appear finished.

Sportsmanship

We are here to enjoy the game of Blood Bowl. We expect good sportsmanship. Note that: Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is.

Awards

In order to qualify for any award, the coach must complete all 3 rounds.

The following awards will be given out after the last round:

Champion – Most Tournament Points.

Runner-Up – Second Most Tournament Points.

Best Offense – Most TDs

Most Brutal – Most Casualties

Stunty Cup – Highest rated Stunty Team (Halflings, Goblins, Ogre, Snotling) in the standings

Bugman's Best – Best team as defined by voters.

Most Sporting – Best Sportsman as decided by participants. TO will break ties.

Trickle-down Awardonomics

Coaches will only be eligible for one award. Tournament Organizer will trickle-down an award to the next eligible player. Exceptions are Bugmans Best and Most Sporting which are voted upon by your peers.

This Tournament will be NAF Approved