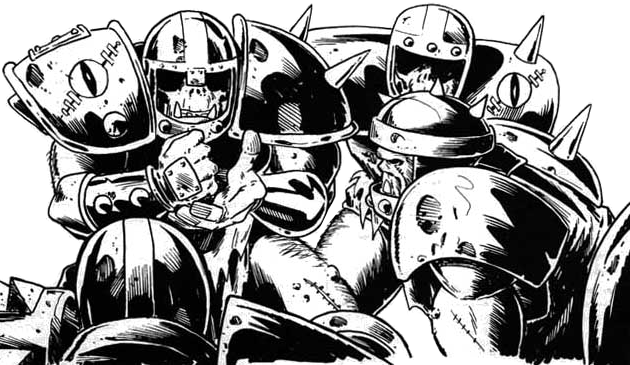
**Orcidas Open**



TOURNAMENT RULES PACK 1.0

**Orcidas Open**

December 11, 2021 at Wizards Asylum

3719 W. Main Street

Norman, OK 73072

**Cost**

*EARLY BIRD SPECIALPre-register* by Nov 17, 2021

* $20 - Orcidas Open

*REGULAR Pre-register* by Dec 1, 2021

* $25 - Orcidas Open

*AT THE DOOR*

* $30 - At the door the day of the event

**All Events can be signed up and paid for at** [**Orclahomabowl.com**](http://www.orclahomabowl.com)

**Orcidas Open is really the Bryan Mitchell Charity Tournament –**

All money for this tournament is going to the Bryan Mitchell Go Fund Me. Bryan Mitchell is a friend and fellow coach, that was one of the pioneers of the Blood Bowl podcast with Zlurpcast. Bryan also held a yearly event called Zlurpee Bowl for several year. An event that grew and grew every year. We will be holding raffles for prizes all weekend. These raffles will generate funds for Bryan Mitchell's family to help pay the Cancer Treatment bills.

All donations will be collected by the Both Down podcast and donate to his Go Fund Me page, <https://www.gofundme.com/f/help-bryan-with-his-cancer-treatment>

All attendees will receive 2 raffle tickets for just registering for the event.

You will also receive 1 extra ticket for signing up before Nov 17, 2021.

**Rosters**  
All coaches that pre-register for Orcidas Open are required to send in their Roster by Dec 1, 2021.   
Players can email their Roster to [BDRosters@gmail.com](mailto:BDRosters@gmail.com)

**Rounds**  
This is currently scheduled for 4 round event. If this event gets less than 16 players we will run a 3 round tournament instead of 4 rounds.

**Tournament Schedule**

8:00 – Registration Starts

8:15 – Registration Ends

8:30 – Round 1 (Random)

10:30 – Break

10:45 – Round 2 (Swiss)

12:45 – Lunch (one hour, ask when to be back if we are off schedule)

2:00 – Round 3 (Swiss)

4:00 – Break

4:15 – Round 4 (Swiss/**IF NEEDED**)

6:15 – Break

6:45 – Results/Awards (including any Saturday Only raffles if there are any)

**What you should bring**

* Your Painted Blood Bowl Team
* Five Copies of your Team Roster (one for each round) and one for you
* Blood Bowl Field/Dugouts/Templates
* GW or NAF Block Dice & D8

**Things we will provide**

* Pen
* Nametag
* Match Sheet
* Random Custom Dice
* Certificate Awards

**Orcidas Open Special Rules and Team Building**

Each round the weather will get worse and worse. See last page of this document to see the **Weather Table** for each round.

**IMPORTANT FLUFF NOTE:** *If the financial goals for the Orcidas Open committee are met then a Stadium with a dome will be erected just in time for the tournament and all games will have normal weather. Meaning if we get more than 30 coaches in attendance, there will be no crazy weather until the final round of the day when they decide to open the dome!*

**NOTE, PLEASE READ:**

***Orcidas Champion Series:*** *At the Orcidas Open the OCS Committee wants an "OCS" Championship match that will profit them the most. During the last round of the tournament the #1 team in the standings will face off against the next top "OCS Chosen" team. A "OCS Chosen" team is one of the following: Black Orc, Goblin, Ogre or Orc team. This is an invite that the Coach of that "OCS Chosen" team can accept or decline, their choice. If declined it will go to the next "OCS Chosen" team in order. This is the only match of the day that could have a repeat match. This match will decide the 1st and Runner Up awards for the Orcidas Open, no matter what the standings are at the end of the final round. While many fans see this rule as odd or unfair, Orcidas committee reminds all that this event is for a noble charity.*

**Rules**

[NAF Rules for Tournaments](http://www.thenaf.net/tournaments/nafdocs/)

[NAF 2021 Download](http://www.thenaf.net/wp-content/uploads/2020/12/NAF-Rules-for-Tournaments-2021.pdf)

[Grandma Wendy's FAQ](http://www.warhammer-community.com/2020/12/08/discover-the-latest-rules-in-blood-bowls-new-faq/)

* Blood Bowl Second Season (2020) Rule Set
* All Races in the Rulebook, Teams of Legend Document, & NAF additional
* Special Play Cards will not be used
* All injuries reset after each game
* Apothecaries work as described in the Rulebook
* Illegal Procedure can be shouted but will not be penalized

***Team Building Rules***

**You are given 1,100,000 gold pieces to build your team.**

* You may purchase players, rerolls, dedicated fans, coaches, and cheerleaders as normal with this money.
* Wizards, Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED
* You may purchase any other inducements for your team, including Star Players
* **Note:** If you are including a Star Player, you must have 11 players on your team BEFORE hiring him. Having 10 players plus a Star is not allowed.
* **Remember:**  You ***cannot*** *have the same Star Player as your opponent.*If both of you attempt to field the same player, then that star player has swindled you both!!  Neither of you can field them.  Also, you cannot use Igors or Apothecaries on Star Players.
* **Argue The Call:** For this to be allowed, you MUST have a coach model that is thematically accurate for your team. No regular players or oddball figures. Final discretion is given to the organizer as to what qualifies.

\*\*All new star players from the Second Season Edition and subsequent Spike Journals will be allowed.  Second Season Edition has given Star Players each their own **"Special Rule"**.  If you have a Star Player on your roster, you are expected to explain the **"Special Rule"** to your opponent.  Please use the something (coin, miniature, etc.) to represent when the Star Player has spent his special, once per game rule.\*\*

**After team is built, you are given +160,000 gold pieces to buy Normal and/or Doubles skills**

* Primary Skills cost 20,000 each
* Secondary Skills cost 40,000 each
* You may not purchase any stat upgrades
* You may give each player up to two additional skills
* Your team may only take up to four of each skill total

For instance, a Human Blitzer may be given Mighty Blow & Dodge in addition to already having Block.  Also, four Dwarf Blockers may be given Guard, but you cannot give Guard to anyone else.

***Cromnard Dung\* aka “The Crom” Special Star Player***

You will NOT have to have 11 players in order to purchase this star player. Example: Having a team with 10 players plus this Star Player is allowed.

**NAF Tournament Info**

This is a NAF approved tournament. You may register onsite for $5.   
More information can be found at [TheNAF.net](http://www.thenaf.net)

**Illegal Procedure**

In the spirit of good sportsmanship, Illegal Procedures will not be called

**Timing**

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

The 4 Minute turn rule will not be used unless the Tournament organizer feels your game is in danger of not completing in the two hour timelimit. He may insist on a timer being used and enforcing the 4 minute turn rule.  
When time is called, you will play until each coach has had equal number of turns.

**Dice**

Please bring your own GW or NAF Block Dice & D8. Sharing dice is not required for this event.

**Scoring**

After each round you will fill out both the game sheet and the etiquette sheet based on the game just completed.

* A WIN is worth 60pts
* A DRAW is worth 30pts
* A LOSS is worth 10pts
* Tiebreaker Bonus Points (See **Tiebreakers**)
  + If you lost by 1 Touchdown, you earn +2 bonus pts
  + If you caused 1 more CAS from Blocking than opp you earn +2 bonus pts
  + If you caused 2 or more CAS from Blocking than opp you earn +5 bonus pts
  + If you clear the pitch you earn +5 bonus pts (max once per game)
  + If you won by 2 Touchdowns you earn +2 bonus pts
  + If you won by 3 or more Touchdowns you earn +5 bonus pts
  + If you finished the game by using all turns +3 bonus pts

**There is a championship game, see *Orcidas Champion Series note above on page 2 of this document.***

**Overtime**

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

**Tiebreakers**

The Scoring system has been setup to hopefully get the most accurate representation of how everyone has performed. If, by chance there is a tie in Tournament points, the ties will be broken by the tiebreaker points. If there is still a tie after tiebreaker points the we will break the tie in this order:

* Winning Percentage
* Head to Head record
* Net Touchdowns
* Net Casualties
* Total TDs plus Total CAS
* More donation money to the charity
* Even more donation money to the charity

If it is still a tie at that point, the tournament organizer will use his best judgment in finding a way to break the tie.

**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. If this is an issue, please advise us. Some discretion will be provided for new players or especially thematic teams.

**Sportsmanship**

We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required!   
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.

The tournament Organizer will strictly enforce the “Don’t be a Douche” policy. Basically, it consists of not performing any acts of Douchebaggery.

**Awards**

To be eligible for an award, you must have played all 4 rounds of the tournament and stay for the awards ceremony, unless there is a legitimate reason provided by the coach and they notify the organizers before leaving.

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

* + **OCS Champion** (1st Place)- Winner of the OCS Championship Game
  + **OCS Runner Up** (2nd Place)– Loser of the OCS Championship Game
  + **Orcidas Team of the Year** (3rd Place)- Most points scored after the last round not in OCS game.
  + **Harg Vainkill Award** - Team that scored the most TDs
  + **Krug Painspear Award** - Team that allowed the fewest TDs
  + **Varag Ghoul-Chewer Award** - Team that inflicted the most Casualties from Blocking
  + **Dirty Dan Award** - Highest rated Stunty Team (Halflings, Goblins, Ogre) in standings
  + **Orcidas Favorite** - Best fan favorite team as decided by the participants of the event. It could be based on anything, your vote for the best team at the event.
  + **Greaser Geargrinder Award** - Best Sportsman as decided by player vote. Tournament Organizer will have final say and break any ties.
  + **Low Down Rats Award of Excellence** - Coach with the lowest number of Tournament points

**Spread The Wealth**

A coach may only win one award. If they are in line to win more than one award, they will be asked which one they would prefer and the next coach in line will be given the other award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

**QUESTIONS?** Email us at [**OrclahomaBowl@gmail.com**](file:///\\newmoon\users\SDELSIGN\Orclahoma%20Logo\Tournament%20Rules\Orclahoma%20Bowl\OrclahomaBowl@gmail.com) for Answers!

**Orcidas Open Special Rules**

**Weather**

Special Weather- Top Table will roll for initial weather for all tables.

***Round 1- Special Weather table (roll 2D6)***

* Normal Weather found in the Blood Bowl 2020 Rulebook

***Round 2- Special Weather table (roll D10)***

* 1 Drought (Sweltering Heat)
* 2 Windy (Very Sunny)
* 3-8 Perfect Day
* 9 Downpour (Pouring Rain)
* 10 Muddy Mess (Blizzard)

***Round 3- Special Weather table (roll D8)***

* 1 Drought (Sweltering Heat)
* 2 Windy (Very Sunny)
* 3-6 Perfect Day
* 7 Downpour (Pouring Rain)
* 8 Muddy Mess (Blizzard)

***Round 4- Special Weather table (roll D8)***

* 1 Dustbowl (Combine effects of 2 and 3)
* 2 Drought (Sweltering Heat)
* 3 Windy (Very Sunny)
* 4-5 Perfect Day
* 6 Downpour (Pouring Rain)
* 7 Muddy Mess (Blizzard)
* 8 Tornado (Combine effects of 6, 7)

***Orcidas Open Star Player***

***Cromnard Dung\* aka “The Crom”***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Cost** | **MA** | **ST** | **AG** | **PA** | **AV** | **Skills** |
| 170,000 | 6 | 4 | 3+ | 5+ | 9+ | Loner (4+), Block, Break Tackle, Sure Hands, Bonehead, Fan Favorite |

**Plays for:** Any Team

**Special rules:**

*A Moment of Clarity- Once per half Crom can remove the Loner skill from himself before he takes an action.*

*League of Many Crom's- If both teams have induced Crom, the coach can choose to remove another player on the roster from the game instead of Crom.*

The Crom was once the top Orc blitzer in the NAF. He had the strength to bust through the line, and the footwork to make even an elf miss a tackle! He played for the Gouged Eye, Orcland Raiders, and several of the other top Orc teams in the Old World. He was just getting into his prime and well on his way to becoming the best all-around player since Oberwald laced up his boots. What happened next is one of the most tragic tales in Blood Bowl history. NAF Commissioner, RodderGoathell held a press conference in the middle of the 2502 season to announce that The Crom has tested positive of using illegal growth potion. Testing indicated he's had this substance in his body for at least the past few years. Sadly, all the records, the awards, the trophies..... now are all marred due to violating this strict NAF policy. His team was shocked, fans disappointed, and The Crom himself went into hiding. Now, some 10 years later, he's ready to make a comeback.....if someone will just give him a chance.

Rules Packet Updated 11-01-2021