



This is the official rules of BKBBL. You'll be required to read and understand the following information. The rules pack will be the holy script of our league, the next set of pages will show you what you need to know and should answer any questions.

History of the league: Just kidding no one really cares about the history of the league but what you do need to know is that it's been going for a long time. The focus of the league is to provide coaches the chance to play a fun game and to possibly win a championship. Trash talk is acceptable as long as lines are not crossed.

1. Rules:

1A: The major rule sets to be used are Death Zone 1, Death Zone 2, Almanac. We will be using all of the current Spike Magazines as well as any white dwarf magazines, that are out before the season starts.

1B: The release of new materials ie Spike Magazine, White Dwarf Magazine or Rules Books release. Will not be used if they are released during the season. This rule is in effect as soon as the first game is kicked off.

B1: The exception to this rule is the use of team balls, as the spike Magazines or White Dwarf Magazines are released those balls will become valid to the race. There will be a notice of what the balls do that will be sent out to each coach so they are aware of the effects of these balls.

1C: Rules amendments are a possibility, should there be any rules that need to be amended during the season, there will be a post on the Facebook Group. Or email for Shane Killip. Should there be a need to amend this document it will be done between seasons and will be sent out and posted where every coach will have the chance to read it.

1D: There are some optional rules that we are using that you should be aware of, We are using the optional rule for Piling on found in the rule books, we are also using the Alternate Card rules that we're introduced in the Almanac. There will be a document to follow that will provide each coach with points levels and purchasing of inducements.

1E: Stadiums: In addition to the regular stadiums, if you roll doubles while rolling for stadiums, the home coach has the option of using a Games Workshop purchased stadium, the rules must be

provided to the opposing coach. If you take residency in this stadium at the end of the game, then you'll be able to play on the stadium in future games should you roll doubles.

1F: In between season, all ongoing Sponsorships deals will be terminated, however the team will keep their residency if they play in the next season, should the team take time off they stadium will count as rolling an 8 and the residency will be ended. Major Sponsorships will remain with the team as long as they continue to play that team, if you switch teams for a season, then Major Sponsors will terminate their contracts.

1G: The Vermeer Clause: Is a clause that stats if you win a championship it's mandatory to return to play the next season with the championship team. This rule is in effect up to three consecutive championships, then the coach has earned the right to play a new team.

G1: The exception to this rule is as follows. you may play a new team, if you have met the following criteria, you may switch teams as you wish. Defended a second season n a row, and paid your dues of 200,000gp. These funds will come out of your redrafted funds, this will reduce your funds to redraft the championship team.

G1B: *Carlos wins his second championship team with his Dark Elves, he's bored of playing them, but he's still under the Vermeer Clause. He's decided to buy out his final season. He's earned 1900 to redraft, he spends the first 200k to get out of his contract. That leaves him 1700 to redraft the dark elf team back.*

G2: Once you've paid your dues, you'll be able to start a new team for the next season, you'll have 1150K to purchase your new team. You'll then select three players on your team that will start the season with 5SPP. There are some restrictions, you will not be able to play any exhibition games with this team, they must be entered into the league for the next season.

2. League Rules:

The following rules are set out for game play, as well as any house rules that we have in the league.

2A: It is mandatory for coaches to use a dice tray/dice tower, this is to keep the legitimacy of the dice rolling. You may build your own, as long as walls of a dice tray allow both coaches to see the rolls, if you build your own tower there must be 3 points of contact before the dice leave the tower.

A1: The exception to the rule is if both coaches agree that they will not be using one, in this case if one coach does not agree than both coaches are required to follow the rules provided in 2A

2B: Should a single die be cocked, fall out of the tray, off the table or out bounce out of the tower, then all dice will have to be rerolled. There is no exception to this rule.

2C: Skill rings, there are a few mandatory skills that should be marked on the player, this can be done using rings, elastics or any other form a coach may desire as long as it is clear to your opponent. It would be Ideal if every coach uses the following colours for those skills.

C1: Block = Blue, Guard = Green, Mighty Blow, claws, tackle, pilling on, diving tackle & Frenzy = Red, Dodge = Yellow, Move Up = Pink, Agility Up = Purple, Strength up = Black. The remaining skills can have what ever colour you wish, please make sure that your opponent is aware of the colours.

C2: The exception to this rule is any skills that players start with when purchased, other wise the following list doesn't need a skill ring unless requested by your opponent. Pass, Nerves of Steel, Sure Hand, Kick, Kick off Return, Accurate, Strong Arm.

2D: Planning Matches To schedule your matches please use email and/or the Facebook group, if you are not a member please send Tim Lawson a message and he'll get you in. All emails can be found under the coaches profile name on the BKBBL, if you change your email please notify the commissioner.

2E: Each coach will have 2 weeks to play their games. They are required to reach out as soon as possible to allow for any scheduling conflicts. **You are allowed to play your games ahead if both coaches are caught up.**

E2: Coaches are always allowed to play the current weeks game, even if this is out of sequence of your schedule. This rule is to keep the flow of the season going.

2F: Scheduling conflicts are a part of the game, if a game can be played because neither coaches schedule lines up or neither coach made an effort to schedule the game, the game will be a 0-0 draw, there will be no winnings as the game wasn't played and if your treasury is at or over 100K the commissioner will roll on the miss hap chart as normal.

F1: The exception to this rule is if both coaches provided the league with notice that they can not play this game. This would have to done before the Wednesday of the first week. Should that be the case, there will be no mishap roll. And each coach will receive 10K for their efforts.

2G: Should you need to cancel a game for what ever reason, you're required to provide your opponent with 24 hours' notice via Facebook or Email. You'll then have to schedule the game with in the allotted amount of time.

G1 Should a coach fail to provide 24 hours' notice their opponent will have a right to ask for a forfeit. In the case of the a forfeit the losing coach will lose a FF if they have any to lose. If they're FF is at 0 they will lose a single On Going Sponsorship. This game will be processed as a 2-0 Win. The winning coach will chose their option;

G1.5: Roll a single D6 winnings along with their ongoing sponsorships, they will provide the commissioner with 3 to 6 players for MVP, and the commissioner will roll for the 2 MVPs, and any skill rolls that the player may receive. The commissioner will also roll for any mishaps and suspension from ongoing sponsorships They will also have to pay any dues for star players on top of his the commissioner will also roll to see if your FF goes up (the opposing teams fans join your ban wagon)

OR

G1.6: The coach will receive 20K the option of rolling their ongoing sponsorships, they will then provide 3-6 MVPs. They will receive two MVP rolls. You do not gain any FF

and you do not have to pay for your Star Player as the league will cover for that week. The commissioner will roll for any Skill ups and suspensions the team may have from this.

2H: Forfeits are part of the game, should you not be able to play a week, please let your opponent and the commissioner know, so the season can continue. The game will be processed as a 2-0 win, They will then chose from **G1.5 or G1.6.**

H1: Any in game forfeits will follow the normal rules for forfeiting, as long as the gate has been rolled. Please refer to the rule book(s) on how to handle this type of forfeit.

H2: Intentional dodging of your opponent, you've signed up to play the league your expected to play every opponent regardless of past histories or just not liking the coach. Should it be clear your just dodging your opponent you'll have to follow the rules for **H1.**

2I: Game sheets are required to be filled out, moving forward the home team will be required to file the game sheets in the provided folder. It is important that the game sheet be filled out with accuracy and that both coaches sign off on the game sheet. If any information is incorrect, and both coaches have signed there will be fines handed out to both coaches should an inputting error be made.

1I: The winning team is required to fill in the online game sheet, however the losing coach will be responsible to ensure that this is done correctly. In the case of a tie, then the last coach to score will input the game sheet. In the case of a 0-0 tie, the home coach will input the game sheet.

3: Season Format

3A: Each season will consist of 10 games, played against random opponents. In the case that we have more than 28 teams, we will go to division, other will be a single division with all team in the league having equal amount of games. In the case where we have an uneven amount of teams coaches may end up playing the same coach twice to ensure that there are 10 games played.

3B: The playoffs will consist of 4 rounds, Wild Card, Semi-Finals, Quarter-Finals and Championship. Ever season will see 12 teams make the playoffs. The top 4 teams will receive a buy from the wild card position. The Quarter Finals will be the only round where there will be a reseeding of opponents. The matches will be as follows:

B1: Wild Card: The 5th vs 12th, 6th, vs 11th, 7th vs 10th, 8th vs 9th **Quarter-Finals:** 1st vs the lowest seed, 2nd vs the second lowest seed, 3rd vs the 3rd lowest seed and 4th vs the 4th lowest seed.

3C: As per the standard rule book the championship team will receive 100K, the Second-place team will receive 60K and the third-place team will receive 30K. The 3rd place game MUST be played.

C1: Every season will have a theme moving forward, as per the newest Spike Magazine, the winning team will receive some sort of themed prize from the league. This will be announced at the beginning of the season.

4. Awards:

There will be a series of awards during the season, this will give each coach something to play for. There are a couple of categories that will be voted on by the community and those categories are as follows: Best Sportsmanship, Best Painted and Coach of the year. The prizes will be awarded before the playoffs. The below chart will be all of the award available to each coach.

Hammer Bowl	Winning Team in the Playoffs	<i>Wins 100k GP +1 Reroll as long as your crowned champion</i>
Troll Bowl	Top Team in Regular Season	<i>May Heal 1 Serious Injury on Roster (Before Playoffs)</i>
Orca-Cola Award	Best Sportsmanship in Division (Voted)	<i>20k GP +1 Free Cheerleader (Before Play offs)</i>
Platinum Whistle	Coach of the Year (Voted)	<i>20K GP+ 1 Free Assistant Coach (Before Playoffs)</i>
Emerald Imp	MVP (Player w/ Most SPP This Year)	<i>The Player receives the "Fan Favorite Award, Before Playoffs)</i>
Golden Cleat	Most Touchdowns Scored in a single season	<i>The Player receives 5 SPP (Before Playoffs)</i>
Bloody Spike	Most Casualties Caused in a single season	<i>The Player receives 5 SPP (Before Playoffs)</i>
Brass Ball	Most Completions and Interceptions Combined	<i>The Player receives 5 SPP (Before Playoffs)</i>
Wooden Spoon	The Team with the worst record in the Regular season	<i>The Coach receives a wooden spoon</i>

5. Exhibition Play:

5A: Any team that is not currently playing in the regular season maybe used in exhibition play, if a team is currently playing in the regular season, the game will stand but there will be 100K fine that must be paid by the end of the season.

5B: You're welcome to play who ever you wish, however you may not play the same two teams back to back, the coaches can play back to back using different teams but back to back games will not be counted.

5C: The Exhibition will count as a season played, therefor you will have to redraft your team at the end of the exhibition, the following counts as the end of exhibition:

C1: The team enters the regular season: Should you enter you team into the regular season after playing any games in Exhibition then you will be required to redraft the team. This will count if you have played a single game or 9 games:

C2: Playing ten games: after you have played ten games with your team you will be required to redraft. This could occur multiple times. After you've reached 10 games you will be notified by the commissioner of your redraft funds.

5D: Winnings, after every game you will only receive a D3 winnings plus the normal modifiers, this is the rules from the Almanac.

5E: Sponsorships: There will be no ongoing sponsorships available during Exhibition play, nor will there be any Major Sponsorships available during Exhibition play.

5F: Stadiums: You may gain residency in a stadium, should you be lucky enough to find the right one, this will carry over to the regular season.