

Season 6 Rules - CCGGBL

After having a number of homes over the last five years, the Central Coast Blood Bowl league is now meeting once a month at the Good Games store in Gosford. The shop's location is in Mann Street, with the street level entrance being right next door to L J Hooker's at the lights.

The first round of the new competition (Season 6) commences on Saturday, July 31st at 11am, and will then meet on the last Saturday of every month at the same time, depending on other events at the store. The cost for the entire league per coach is \$10. This doesn't have to be paid at the first meet, but it is preferable. This fee will go towards prizes at the end of the league.

It will be a Progressive league, running over 10 rounds, with two rounds to be played per meet. There will be additional play-offs, for either a top four or a top eight, depending on the number of players. We'll be using the LRB 6 rules, with coaches being allowed to select their own MVPs at the end of the game. All current approved teams are permitted, including Chaos Pact, Slann, and Underworld Creepers.

Coaches can take up to two teams into the competition, but only the highest ranked of the coach's teams will be able to compete in the play-offs. It is preferred that you play each team in the competition at least once (if you can) before doubling up on opponents. League matches can be played away from the store, or at the store on other days, provided the results are PMed or e-mailed to myself.

As for the play-offs, the matches will be played until there is a winner, meaning there will be extra time, and a special penalty throw-off if needed. Details of which will be provided when and if required.

As for painting, it would be nice to see all figures painted, with the minimum three colors and based, but it will not be enforced, provided that it is numbered or labeled in a way that corresponds with the player on the roster. As for miniatures, it needs to be a fair representation of the actual rostered player. Wizards will need to be represented by an appropriate figure as well if used.

Depending on the number of participants, there will be prizes for the overall winner, runner-up, sportsmanship and painting. Sportsmanship votes (out of 2) will be counted at every meet, and will affect total league points. Painting (out of 5) will be judged at every meet as well. Prizes for Sportsmanship and Painting (and, say, most TDs and Casualties or even Minor Premier if there is enough in the kitty) will be given at the end of the last round (before the play-offs).

Note: The CCBBL is run separately to any other league or competition held at the store.

League points

Win: 35

Draw: 15

Loss: 5

Bonuses: Up to 2 points for Sportsmanship, 2 points for every TD over your opponent, 1 point for every Casualty over your opponent.

So, a 1-0 win, with 1-0 casualties, plus 2 points for sports, will equal 40 points. The minimum amount of points that a coach can get for a match will be 5.

Sports Guide

2 points: Good opponent. Helpful, easy to get a long with.

1 point: Reasonable. Not brilliant, but not bad either.

0 points: Questionable. Wasted time, repeatedly stalled during the game.

You can give half-points for Sports. (So, if you think your opponent was better than getting 1 point, but wasn't quite good enough to get 2, give them 1.5.) The Sports points shall be added on to whatever points you get as a result of your league game. At the end of the regular season, these will be tallied up, and the person with the most Sports points will get the prize.

Team Painting Guide

5 points: Great! Wouldn't mind if he painted some of my stuff! Plenty of detail, highlighted, etc.

4 points: Pretty good. Had some interesting features.

3 points: Yeah, not too shabby. Neat.

2 points: Needs some work.

1 point: Just managed to give them three different colours and based.

0 points: Either didn't get past undercoating them, or didn't bother painting them at all.

Painting scores will be tallied at the end of the regular season, and the coach who gets the most points will get the prize.

Ties for Sports and Painting will be decided by the Commish (me). Ties for other prizes, like most TDs and Casualties, will be decided on Sports.

Prizes will be in the form of store credit. Coaches can then use the credit to either purchase items of equal or lesser value, or to go towards something of higher value. (For example, if somebody wanted to purchase a set of Shadowforge figures for \$30, and they won \$20 in credit, then the figures would only cost them \$10.) If you have a problem with that, then discuss it with Azure Fade (Damien) or Tim the store manager. This has been the standard set-up for all the leagues and tournaments held at the store.

I should point out, as League Commish, I will not be eligible for Sports or Painting (so you don't have to worry about giving me points for those). If, by some chance I win the league, I will take a lower value prize.

Geoff T

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