

BKBBL Season 22 Rules Pack

Any updates from the previous season will be highlighted in pink.

Core Rules:

We are playing with the Blood Bowl Second Season rules, along with the Death Zone, and Almanac expansions. We will be using all of the current Spike Magazines as well as any white dwarf magazines that are out before the season starts. The release of new supplements and rules through Spike Magazine, White Dwarf Magazine, or other rulebook releases will not be used if they are released after the season's official start date. Errata and FAQ updates will take place as soon as they are implemented by Tourplay.

League Play:

Coaches **MUST** be part of the BKBBL Facebook Group. This will be where we post weekly events, rules updates, and how coaches should organize games. It's also a great place to trash talk! <https://www.facebook.com/groups/BKBBL>

It is important before the games begin that both coaches discuss how they will each handle cocked dice, optional rules like special play cards, and any other unusual circumstances arising from weekly event rules. Clarify too what each miniature is and how to identify them. Once both players agree, you may begin your game.

Coaches are required to mark the skills their players have gained throughout the season. This can be done in a variety of ways, such as elastic bands, base rings, widgets and more. The key is to be clear and consistent with which players have which skills and ensure your opponent can understand there is more than just an average player across the pitch at a glance. Skills that come with a player at purchase do not have to be marked, however positional players should look distinct from one another so that they are easily identifiable.

Coaches must wait until the weekly event announcement before playing that week's game. Coaches are always able to play the game of the week we are in, even if it is out of sequence. Coaches are required to play their games within 2 weeks of the scheduled week's start. If a game cannot be played because neither coaches schedule lines up or neither coach makes an effort to schedule the game, the game will be a 0-0 draw, and both teams will lose a Fan Factor. If coaches need an extension to get their game in, message the commissioner.

Season 22 Specific Rules

STAR LEAGUE: Each team will get to draft a Star Player onto their team. Before Drafting their Star, Coaches must have their team created in Tourplay and have at least 11 players rostered. **Team rosters must be completed by March 20th end of day in order to qualify for a star.** This will not cost the team anything, however it will add the player's value to the team value as normal. Coaches are not required to draft a Star Player, however once rostered, Star Players cannot be fired. Star Players can never gain SPP, and can never have an Apothecary used on them. Instead, they have their own medical support staff that will automatically change any casualty results of Niggling Injury, Lasting Injury, or Dead! into an MNG. Stars will be chosen in the following order.

1. New coaches to the league in a randomized order.
2. Returning coaches to the league who have not played a BKBBL season of the 2020 Edition of Blood Bowl in a randomized order
3. Returning coaches based off of the previous season's standings, with better ranking coaches choosing last. This is determined by 2 things. First, players are ranked by which playoff round they made it to. Then those who made it to the same playoff round are organized by their regular season standings.

SPECIAL PLAY CARDS: **Each week as part of the weekly event, players will be notified whether or not Special Play cards must be used.** Induced Cards are unaffected. Each player will get 2 Special Play cards for the game. Coaches should draw from the same set of cards, to ensure that there are no repeated Special Plays. Starting with the home team, draw two cards from any deck, select one of them to keep, and put the other one on the bottom of the deck. The Away team then does the same process. Repeat this until each coach has 2 special play cards selected for the game.

*A coach may instead opt to pull cards from their team specific special play cards. In this case, shuffle the cards from the team specific Special Plays in their appropriate decks, then draw two cards and select one to keep as above.

SPECIAL STADIA: Tourplay will automatically roll for a Special Stadium for the game to be played in. Refer to the Death Zone expansion book for rules regarding Special Stadiums.

MERCENARY INDUCEMENTS: Coaches cannot reduce the stats on created Mercenary Players in order to reduce their cost. The “Bona Fide Big Guy” Mercenary cannot be given the Mighty Blow (+2), Loner (5+) skill package.

WEEKLY EVENTS: Every week a random event will be announced, that all coaches are required to include as part of their game for that specific league week. These will wildly vary, and can often change the game in a big way. They are intended to be fun, wacky additions to the game we all love, and force you to play the game in a way you wouldn’t normally consider. Much like the rest of the game, they can make things better or worse for you, and you may find players triumphing, or dying in some truly ridiculous ways, but that’s BLOOD BOWL BABY!

PLAYOFFS: Weekly Events will not be present during the playoffs. Approximately half of the coaches will make the playoffs, this number will be determined once the number of participating coaches is final. They will play an elimination bracket to determine the BKBBL Champion. Players will recover from any MNG’s between the end of the Regular Season and Playoffs. Player Awards and the Troll Bowl will be awarded before the Playoffs begin.

REDRAFT: Teams will have a cap of 1300 to redraft their team at the end of Season 22.

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. There are also a few awards that are specific to individual players.

Coach Awards

BKBBL Cup	Winning Team in the Playoffs	<p><i>May Re-hire a player without paying the additional gold for the agent fee (Must still pay the value of the player)</i></p> <p><i>Current Holder: Matt Hreljac (Bloodpeaks Bombers)</i></p>
Troll Bowl	Top Team in the Regular Season	<p><i>May Heal 1 Serious Injury on Roster (Before Playoffs)</i></p> <p><i>Current Holder: Kevin Blakely (Rigel Rats)</i></p>
Orca-Cola Award	Best Sportsmanship (Voted)	<p><i>Store Credit/Other Prizing</i></p> <p><i>Current Holder: Brad Fox (Palace Owners Association)</i></p>
Platinum Whistle	Coach of the Year (Voted)	<p><i>Store Credit/Other Prizing</i></p> <p><i>Current Holder: Kevin Blakely (Rigel Rats)</i></p>
Jeweled Jersey	Best Painted (Voted)	<p><i>Store Credit/Other Prizing</i></p> <p><i>Current Holder: Shayne Smith (Lustria Lizards of the Stone Age)</i></p>
Wooden Spoon	Worst Record in the Regular Season	<p><i>Store Credit/Other Prizing</i></p>

		<i>Current Holder: Daniel Randall (Wood-E's Wacky Wilds)</i>
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Player Awards (Each team can only gain 1 player award)

Emerald Imp	<i>MVP (Player w/ Most SPP This Year)</i>	<i>The Player Gains the "Consummate Professional" Special Rule until the end of the next season. Current Holder: Clive (Rigel Rats)</i>
Golden Cleat	<i>Most Touchdowns Scored</i>	<i>The Player receives the "Burst of Speed" Special Rule until the end of the next season. Current Holder: Aemilianus (Imperial Wood)</i>
Bloody Spike	<i>Most Casualties Caused</i>	<i>The Player gains the "Crushing Blow" Special Rule until the end of the next season. Current Holder: Gargarak (Helspire Havocs)</i>
Brass Ball	<i>Most Completions and Interceptions Combined</i>	<i>The Player gains the "Strong Passing Game" Special Rule until the end of the next season. Current Holder: Air Jordyth (Asuryan Ascension)</i>
Iron Boot	<i>Most Fouls committed</i>	<i>The Player gains the "Sneakiest of the Lot" skill until the end of the next season. Current Holder: Abominable Girl (Pen State Pustules)</i>