



BLOOD BOWL THROW DOWN

SEASON 1 2024

Thanks to TheShadows for helping out with this pack.

Caveat: This is the first run of a league under this system, Grim reserves the right to update the league rules as the league progresses if anything is identified which is breaking games!

Any reference to the MRB refers to the Blood Bowl main rulebook

Change Log

Ver	Date Released	Summary Changes
1.0	14.04.24	Release

How the League Works:

1. The league starts 13.05.24.
2. See Annex A for byes, league scoring and ordering
3. Rosters must be submitted at the start of the league.
4. Teams will play all the other teams in the League unless, depending on the number of teams registered, then a system of Groups may be used.
5. If there is one Group, then there will be a final play off. If there are multiple Groups then there will be play-offs between the Groups then a final play off.
6. If there is an odd number of teams then one team will receive a Bye.
7. All Coaches will have two weeks to play their game. Each two-week period will be referred to as a Round.
8. It is down to coaches to organise their own games.
9. Pairings will be announced at the start of each Round.
10. Coaches can join the League after it has started for the first Round only, they will be allocated a loss with no casualties for one game for that round, no late joiners can be accepted after the first Round is completed.
11. Entry to the League is £5, this will contribute towards prizes for the first and second placed coaches (3rd place will also get a prize if there are enough in the league) at the end. Prizes will be Grim vouchers and the final amount will depend on how many coaches take part.

League Penalties (Ensure you read this section)

1. If both paired coaches do not complete their game before the end of a round then both coaches will be given an automatic 2 Touchdown game loss (this is to prevent the league drifting or the majority of players waiting for two people to play one game). Both coaches will be given a **Yellow Card** (see below)
2. If you have been attempting to get in touch with your opponent and they have failed to answer or respond OR if they cancel a prebooked game and are unable to arrange another game within the deadline then you will be awarded a **League Penalty Win Award** (see Annex A) and the coach at fault will be awarded a 2 Touchdown game loss and a **Yellow Card**.
3. If an opponent intentionally concedes ahead of the game, then it will be counted as a 2 Touchdown loss for them with a 5 casualty penalty as well as a **Yellow Card** and the non-conceding team will be given a **League Penalty Win Award**.
4. If you do not respond to chase up messages from the League Commissioner for an entire round then you will be given a 2 Touchdown game loss for that round and an immediate **Red Card**.
5. If you do not submit your list within a given deadline then you will be considered for a game loss to be decided by the League Commissioner.
6. IMPORTANT: If you are struggling with getting games completed, sorting a list or anything that would affect any of the above then please message the League Commissioner sooner rather than later.
7. Yellow card – if a coach is given a yellow card, then all the penalties for Conceding (p67 MRB) will apply to that game on top of any penalties listed above.
8. Red card – if a coach is given a second yellow card then it will be upgraded to a Red Card. Any coach in receipt of a Red Card may be removed from the League (with no refund).



How You Build Your Team

1. Only official Blood Bowl teams (from the rulebook, Spike magazine or Teams of Legends pdf) can be used in the league.
2. All current rules FAQ and errata will be used during the league. You can find the current FAQ and errata at <https://www.warhammer-community.com/blood-bowl-downloads/>
3. If an FAQ or errata is released then it will come into effect once the current round of games are completed.
4. If a team's rules change (i.e. full re-release) during the League, then the rules that the coach started with will be used to complete the League.
5. You cannot change Team once the League starts.
6. Teams are to be built using the standard rules in the Blood Bowl rulebook.
7. Each coach has a budget of 1,000,000 gold pieces to spend on players, sideline staff, team re-rolls etc.
8. You will need to have a written team roster to maintain and share as required. You can download a team roster from <https://www.warhammer-community.com/blood-bowl-downloads/>



How The Games Work

1. Round pairings will be posted fortnightly. The first team listed will be the Home team.
2. Only inducements from the MRB are to be used. No Mercenaries or Mega-Stars will be used in the League.
3. The most up to date list of Mega Stars is in the Blood Bowl FAQ available at <https://www.warhammer-community.com/wp-content/uploads/2017/11/P9GJXUTdGyGDeZkk.pdf>
4. Once you have completed your game then the winning coach must report the results in one of two ways:
 - a. Use the google form here: <https://docs.google.com/forms/d/e/1FAIpQLScZNCWXjyU0MAN9kwpeWvdmMfCAP4a9s63G9rYt3jKyrjd8Tg/viewform>
 - b. Post the game results in the Grim discord Blood Bowl league channel – ensure you tag Grim Dice (Dom) and your opponent. Include the score and home and away casualties, Home and Away winnings.
5. If given a Bye then apply the following:
 - Counts as a 1-0 win
 - Award one MVP
 - Roll for Dedicated Fans
 - Gain 20,000 gold

Annex A

League Scoring

Win	3
Draw	1
Loss	0

Bonus Points (per game)

Score at least three touchdowns	1
Keeping a clean sheet for touchdowns	1
Causing three or more casualties	1

Tiebreak Order

Game Points (League Scoring)
Bonus Points
Touchdown Difference
Casualty Difference
Net Touchdown + Casualty Difference

League Penalty Win Award

2 Touchdown Game Win
20,000 gold
Award one MVP