



Guide for the TO (tournament organizers)

What to remember before and at the tournament.

Where and when to give information?

For Finnish Masters Series notification is 2 months before the event.

If there are Referees, who they are and how to call them if needed.

Reminders for participants before the tournament

Participation and registration

Is the registration for the tournament needed before and at what time and where it can be done.

Are the rosters needed to be delivered for checking, what is the deadline for them and how they need to be delivered.

What to remember to bring with you to tournament

1. 1 or 2 printed copies of your roster
2. Miniatures and markers for your team
3. Take pitch (preferable a rollable) with you
The bigger the tournament, the smaller chance there is for the organizer to provide the boards
4. Chess clock if you prefer to use one
5. Should participants take cash along for purchases or registration
6. Other recommendations

Nice to have

Extra token and markers

1+ extra reroll marker and 1+ extra bribe marker for the kickoff results.

Gift for opponents?

Something to be mindful of, especially when playing abroad.

It is nice to have some cool markers and other "league dice from my hometown", so having some spares to return an opponent's gift is nice.

Reminders during the tournament

Brief

Before the first round starts, remind all participants about the rules and other things needed.

Pictures for promoting the event

Ask if it is ok for everyone that there are pictures taken from the tournament. Pictures will be used to promote the tournament in future and promote finnish blood bowl scene in Blood Bowl Finland associations social media and website. Participants can tell the photographer if they do not wish to be photographed.

Pre-game discussion

Remind players to...

1. Decide how to deal with crooked dices

What counts a crooked die and what you do with stacked dice if using a dice cup.

When you reroll crooked dice, do you reroll just that one or all dice rolled.

2. Discuss the dice usage

If you bring dice to the board you are ready to share them, so if opponents agree you can use your dice only and vice versa.

3. Discuss the rolls

When a dice cup is used how to deal with stacked dice. Just unstack them and accept results, or reroll. When a dice cup or tower is not used if for example you prefer that when the dice is rolled and it lands on the table, it must turn to another side/thumble and not just land and slide across the board to count as a throw.

If you need to decide something during the game, discuss with the opponent how to deal with it onwards. If for example you roll too many dice on a block, do you reroll with correct dice or does the opponent choose from the dice thrown?

This should be done before the game, to avoid awkward situations during the game.

At its core Blood Bowl still is "only" a game so remember that you are playing against human beings and act accordingly.

4. Be mindful of time spend

Tournament schedule will be sped up as all the games of the round finish. So the earlier the round ends, the earlier we can start the next round. This will help organizers a lot, so they can react to down time and add breaks later on if needed.

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Reminder for more experienced players

As a general announcement, remind players that if you are playing against a new player they should ask if their opponent wants feedback from the game

1. Some may not realize to ask, especially if you are playing in tournament for the first time
2. Go over make-it-or-break-it points and strengths/weaknesses in this matchup
3. There most likely is some general suggestions you can give

Round results

Tourplay or score can be used. Nonetheless there should be clear instructions on how, where and what to report from the round.

1. Write down player names, preferable NAF names

2. Count TD's made for each player

3. Count CAS's made for each player

Counted casualties vary a bit. They are used as tiebreakers so remember to be clear what all casualties count.

1. Casualties player actively make, actions player would normally get SPP
2. Fouls count
3. Bombs and starplayer/secret weapon count
4. Results of failed player traits like animal savagery or blood lust count
5. Crowdsurf, failed throw teammate landing, failed dodge and rush rolls count
6. All CAS count

4. Something extra to be recorded for special rewards?

For example...

1. 1, reroll to 1
2. 1, skill reroll to 1
3. Skull, reroll to skull
4. Double skulls, reroll to double skulls
5. Triple skulls
6. All the above

Game aftermath

1. Both players Check the result card
2. Agree and fix if needed
3. Deliver that promptly to TO, to speed up the scheduling

Round time

Time for each round should have some leeway so everyone has enough time to finish their game playing it.

Announce the half time!

It should be a clear indicator for all players to speed up their games if needed.

1. Time is now xx, you should be starting your second half
2. If you struggle to keep up with the time, start using a chess clock

If round time ends?

1. Play it out

Most commonly used if there is some leeway in round times. Different options can be...

1. Use x amount of time of the break to finish the game
2. Play until both players have played the same amount of turns
3. Add chess clock with 5 minutes time for both players

2. When round time ends, game ends

Closely as common as the first one, especially in larger tournaments.

1. The state of the board and results remain
2. No more movement or dice rolls allowed
3. Results are recorded as they are

3. Players decide

Not uncommon.

1. Ask TO if break time can be used to finish the game, but avoid delays in schedule
2. Players check the board state, discuss it and decide
3. Dice rolls can be made to see if pickups, pass actions etc succeed to determine the winner
4. If players can not agree, ask TO to help

Note: If some time may be used from the break, this should be announced by the TO, before the round time ends

Note: This or variation of this can be used by the TO when there is 10 minutes or less left of the round and several turns to be played on both sides.

Chess clock rules

If either one of the players wants to use a chess clock it is used for the game.

Round time - 4 or 6 minutes is divided in half on the chess clock for each player

1. If a chess clock is used, it can only be paused by TO
2. Once a chess clock is implemented it can be removed only by TO

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Time in chess clock runs for the active player

1. Player is active for the duration when they sets up the defense
2. Player is active for the duration they set up their offense
3. When performing the kick off sequence, kicking the ball, kick-off table rolls and scattering the ball
4. Player calls for TO, time counts for them
5. Player is deciding to use sidestep/dodge etc, unless used in timely manner(call it don't be a dick rule), time counts for them
6. Player wants to take a break, time runs for him. If a break is taken after making a defense setup, time runs for the attacker setup, until the setup is ready.
7. If both players take a break, players decide how long the break is. Record the times in clock, time will be running for the active player. When the game continues the other player loses the same amount of time from their clock.

Once time in chess clock runs out

1. They can only activate players to stand up them up
2. Only dice rolls nega-traits of big guys can be made when trying to stand them up
3. Must end their turn when without delay
4. If both clocks run out, game ends and board state remains

Lunchbreak

1. Announce the start of lunchbreak when the last game of the round ends
2. Provide the pairing
3. Give players option to discuss with their opponent when they can start
4. Also remind participants that the round will start 13:15 at the very latest and you will update the schedule, when all matchups have started.
Note: This will speed up the tournament schedule
5. Announce the round start and end time when the matchup starts
"All matches are on the way, so the round has started at 12:50 and we will speed up the schedule. Round will end at 15:05"
6. Update the schedule accordingly
Note: This helps the time management and gives TO options to use extra time when/if needed.

Tournament schedule

Example for four round tournament

| | |
|--------------------------------------|---|
| 09:00 Registration opens | 09:00 Doors open |
| 09:30 - 12:00 Round 1 (2h 30min) | 09:15 Brief to players |
| 10:45 HALFtime announcement (1h15) | 09:30 - 11:45 Round 1 (2h 15min) |
| 12:00 - 13:15 Lunch break (1h 15min) | 12:00 - 14:15 Round 2 (2h 15min) |
| 13:15 - 15:45 Round 2 (2h 30min) | 14:15 - 15:15 Lunch (1h) |
| 14:30 HALFtime announcement (1h15) | Note: Lunch break usually after 1st round |
| 15:45 - 18:15 Round 3 (2h 30min) | 15:15 - 17:30 Round 3 (2h 15min) |
| 16:30 HALFtime announcement (1h15) | 17:45 - 20:00 Round 4 (2h 15min) |
| 18:30 - 21:00 Round 4 (2h 30min) | 20:15 Award ceremony |
| 19:45 HALFtime announcement (1h15) | 21:00 Doors close |
| 21:15 Award ceremony | |