

# **WEST COAST LEAGUE RULES**

## **THE COMMITMENT**

- Coaches will be available for multiple days of each round for their games – only having one day of the round available to play the game is unacceptable.
- Each coach will provide two points of contact – acceptable methods of contact: telephone/mobile number; email; WAFFL Facebook group
- Be proactive in scheduling your games, especially when you have real life demands on your time like family commitments, travel and work. For example, in a previous season we had a coach that works FIFO, went overseas on a holiday during the season and has a young family who managed to play every game of his schedule with some forward planning – if he can manage it then your reason for not being able to play the game should be compelling to say the least.
- A player may nominate a stand-in coach to play a game or games that would otherwise be forfeited with approval from the League Commission and the opposing coach(es).

## **FORFEITS/DEATHROLLER**

- The winning coach nominates 3 players on the team roster that were scheduled to participate in the game (i.e. can't nominate players that were missing the game). The league commissioners will then randomly determine two of the nominated players to each receive a MVP.
- Forfeits will only be awarded where there is clear proof that a coach has made several attempts via different methods of communication to contact the opposing coach or both coaches confirm to the league commissioners that the forfeit has been agreed to between themselves.
- If a game is not played by the end of the round and neither coach has contacted the League Commissioners to ask for an extension the game will have the Deathroller applied to it, i.e. Gate/TD/CAS will be recorded as 0 and both teams will be deducted 1 Fan Factor (to a minimum of 0).

## **CHEATING**

- Collusion between coaches or between a coach and a commissioner: first & final warning. If caught again then the involved parties will be banned from WAFFL leagues and any event organised by WAFFL for 5 years. Should a commissioner be involved, the commissioner will be permanently removed from the Commission Group
- Fielding extra players during a drive: randomise which player(s) are removed until the offending team is reduced to eleven players. If the ball carrier is removed, then scatter the ball D6 squares.
- Fixed dice or trick dice rolling techniques: permanent ban from all WAFFL leagues and events.
- Any other forms of cheating not outlined above will be dealt with on a case-by-case basis
- It is the responsibility of all coaches to ensure they and their opponents abide by all league and game rules.

## APPROVED RULES

- Blood Bowl Rules 2016
- Death Zone 1
- Death Zone 2
- Time of Legends (as noted in the Almanac)
- Any house rules as noted in this document.

# **SEASON FOUR SPECIAL RULES**

## APPROVED SPECIAL PLAY DECKS

- Heroic Feats
- Magical Memorabilia
- Benefits of Training
- Dirty Tricks
- Random Events
- Miscellaneous Mayhem (optional)#

# The Miscellaneous Mayhem (red) special play deck can be used if both coaches agree to do so.

NB: Race specific special play cards are not approved for this season.

## INDUCEMENTS

Unless stipulated below, the listed inducements below will use the rules and costs from the approved rules.

- 0-2 Bloodweiser Kegs
- 0-3 Bribes
- 0-4 Extra Team Training
- 0-2 Wandering Apothecaries
- 0-2 Star Player
- Mercenaries
- 0-1 Halfling Chef
- 0-1 Wizard\*
- 0-5 Special Plays<sup>+</sup>

\* Wizard - 150,000 gold pieces

Once per game the Wizard can cast one of the three spells listed below. Wizards may only cast the nominated spell at the start of the turn of the team that induced the wizard before any player performs an action **OR** immediately after the turn of the team that induced the wizard has ended, even if ended with a turnover.

- **Lightning Bolt:** Pick a standing opposing player anywhere on the pitch and roll one D6. If the score is 2 or higher, then the target player has been hit by the lightning bolt. If the roll is a 1 then the target player manages to dodge out of the way. A player hit by the lightning bolt is Knocked Down and must make an Armour roll (and possibly Injury as well) as if hit by a player with Mighty Blow.

- **Fireball:** Choose a target square anywhere on the pitch. Roll a D6 to hit each standing player (from either team) that is either in the target square or a square adjacent to the target square. If the to hit roll is 4 or more then the target player is Knocked Down. If the result is a 3 or less, then the target player has managed to dodge the blast. Make an Armour roll (and possibly Injury as well) for each Knocked Down player as if hit by a player with Mighty Blow. If a player on the moving team is Knocked Down by the fireball, then the moving team doesn't suffer a turnover unless the player was carrying the ball at the time.
- **Zap!!:** Target an opposing player and roll 1D6. If the score is equal to or higher than the player's ST, the player turns into a frog for the remainder of the drive. A roll of a natural 1 always fails and a natural 6 always succeeds, regardless of the player's ST. If the player was carrying the ball at the time, then the ball will bounce once from the player's square. If the frog is Injured, it will be Badly Hurt and miss the rest of the game. If Injured whilst in frog form, the player returns to normal shape with no ill effects at the end of the game. The frog has the following profile:



MA	ST	AG	AV
5	1	4	4

**SKILLS:**

Dodge, Leap, No Hands, Stunty, Titchy, Very Long Legs

**+ Special Plays – variable cost**

Each Special Play allows you to immediately draw a card from a deck of your choice. The cost depends on the deck chosen.

Deck	Cost
Miscellaneous Mayhem	200,000 gp
Benefits of Training	100,000 gp
Heroic Feats	100,000 gp
Magical Memorabilia	100,000 gp
Dirty Tricks	50,000 gp
Random Events	50,000 gp

Note this does not affect the Special Play cards that your team would normally receive – cards purchased through Inducements are treated separately until the match begins.

## SCHEDULE

The regular season will consist of 8 rounds, with two weeks for each round. The finals qualification criteria will be announced once team registration has been completed.

Round 1	1/07/2018	14/07/2018
Round 2	15/07/2018	28/07/2018
Round 3	29/07/2018	11/08/2018
Round 4	12/08/2018	25/08/2018
Round 5	26/08/2018	8/09/2018
Round 6	9/09/2018	22/09/2018
Round 7	23/09/2018	6/10/2018
Round 8	7/10/2018	20/10/2018
Quarter Final	21/10/2018	3/11/2018
Semi Final	4/11/2018	17/11/2018
Grand Final & 3 <sup>rd</sup> Place	18/11/2018	1/12/2018

### === SUPPLEMENTARY RULES ===

#### Payback

As the only non-club aligned blood bowl league in Perth the Commissioners would like to give something back to the local clubs who have supported Blood Bowl in the past and present. To encourage coaches to play their games at any of the clubs listed below, we shall be offering bonuses to coaches who play their games at I'd Crit That, KRAGS and the Perth Nerd Herd hobby clubs. For each game played at any of these clubs, the teams involved each receive an additional 10,000 gold pieces in winnings and a bonus MVP. For games played at any of the three nominated clubs the Coaches are to add the following to the Matches Notes section of the Match Results:

- Date game was played
- Name of the club where the game was played

NB: failure to add these details in the Match Notes will result in the commissioners removing the bonus gold and MVP.

To assign the MVPs for games played at the clubs, line up eligible players, one per point on the Throw In template and roll a D6. The result of the dice roll indicates the player who does not receive one of the 2 MVPs.

#### I'd Crit That

Main Hall, Robert Thompson Reserve  
Weatherill Way  
Noranda WA

#### KRAGS

Thomas Kelly Pavilion  
Rowson Place  
Medina WA

## Perth Nerd Herd

10 South Western Highway  
Armadale WA

### **League Sponsorship Deals**

*(aka we grew tired of Coach Jinxed crying about the Season 3 Stadium Rules)*

The League Commission is proud to announce that we have secured sponsorship deals for the league with several organisations that have a deep and long-standing relationship with the game of Blood Bowl. The organisations will be sponsoring individual rounds of Season Four of the West Coast League, with the teams and fans sure to enjoy the benefits of these deals.

#### **Round 1 – Healer’s Guild of Brionne**

The finest apothecaries from Brionne have offered their services for this round, blessing each team with the healing hand of The Lady. Both teams gain a wandering apothecary for the game (there is no impact on inducements).

#### **Round 2 – Reikland Banking Corporation**

The generous benefactors of the Reikland Banking Corporation have made a large donation to the League and this bounty will be shared amongst the teams. All teams make an additional D6 roll for winnings in the post-game sequence.

#### **Round 3 – Spike Magazine**

Spike Magazine will be doing a special feature on the West Coast League in this round, covering each team in detail. The fans are sure be interested in learning about their favourite players and coaches. With all this extra attention on the players, each team will be awarded a bonus MVP for the game. The bonus MVP cannot be awarded to the player who received the usual MVP for the game. The bonus MVP will be awarded using the normal rules as per the Blood Bowl rulebook. If the game is played at one of the eligible local clubs then each coach will nominate three players to each receive each of the MVPs – regular MVP, round bonus MVP and club bonus MVP.

#### **Round 4 – The Stuffed Halfling Hamburger Emporium**

The finest purveyors of fast food in the Old World, with restaurants in almost every city, will be providing catering for all the teams during this round and will have stalls present at all stadiums. Each coach rolls D6 at the start of each half, if a coach rolls 5+ then their team has an extra team reroll for the half.

#### **Round 5 – Chaqua Dance Studio**

Mrs Tayanna Acxotlan, the owner of Chaqua Dance Studio, has very kindly offered the services of her cheerleading teams to entertain the crowds during the matches of this round. At the start of the game each coach will roll a D6, the coach who rolls highest gains an extra cheerleader for the game. If the roll is a tie, then continue to roll until there is a winner.

#### **Round 6 – Luccini Football Academy**

Several coaches from the Luccini Football Academy have made themselves available to assist teams with developing their game. These coaches will offer their services to whichever team is willing to pay their exorbitant fees. At the start of the game each coach will roll a D6, the

coach who rolls highest gains an extra assistant coach for the game. If the roll is a tie, then continue to roll until there is a winner.

#### Round 7 – Orcidas

The leading maker of sporting footwear has provided the league several sets of brand new experimental shoes designed specifically for Blood Bowl. These shoes have been distributed amongst the league teams so that every franchise gets a chance to try out these new wonders of the cobbler's trade. Each team will randomly select a player at the start of the game and that player will have the Sure Feet skill for the duration of the game.

#### Round 8 – Hedge Wizards Convocation of Albion

The members of the Convocation have blessed each game with perfect Blood Bowl weather for each of the round eight games. There will be no weather rolls for the game, the weather is automatically perfect. If the kick-off table result is 'Changing Weather' then ignore the result and bounce the ball as normal.