



# 11th Narrenball



Dear fools!

Under the motto **"Wat et nit all jöwt"** the next Narrenball will take place on Saturday, **February 3rd 2024**, in the carnival stronghold of Remscheid. Once again, 40 fools and jesters are offered the opportunity to take on the sporting Bloodbowl competition. This work contains the official tournament rules for the BloodBowl tournament. For better readability, I will use the masculine form coach, but this refers to all genders.

For registration and questions please contact:

Michael Twyllenimor Heising  
[twyllenimor@web.de](mailto:twyllenimor@web.de)

## REGISTRATION & DEADLINE

Deadline is January 21th 2024. To be completed by this date are:

1. Transfer of the entry fee of 15 Euros. You will be informed of the bank account details with the confirmation of receipt of your registration.
2. Sending of the correct team formation. ALL skills must be entered on the team sheet and marked accordingly.

**IMPORTANT:** The order of the received payments is valid!

Registrations and / or team sheets received after the deadline will be subject to a €5 surcharge. This will be donated to the Bergisches Kinder- und Jugendhospiz Burgholz.

## DINNER

If there is a wish for a joint evening event, I will organise something in this regard. Due to a 1-day event, no joint dinner is currently planned.

## TOURNAMENT PROCEDURE UNDER CORONA CONDITIONS

Currently, there are no explicit Corona restrictions in NRW. It is therefore up to each coach to decide whether he or she wants to wear a mouthguard or not. Should something change in this regard, I will inform the coaches in good time before the start of the tournament.



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## LOCATION & TIMETABLE

At this point I would like to explicitly point out that bringing your own drinks and food is not allowed! Drinks & food can be purchased on site.

**LÖF – Das Eventlokal  
Theodor-Körner-Straße 6  
42853 Remscheid**

<b>Saturday, Feb 3rd 2024</b>		
Do	Time	Time
Entry	09:00	09:30
1st game	09:30	11:45
Pause	11:45	12:00
2nd game	12:00	14:15
Pause	14:15	14:30
3rd game	14:30	16:45
Pause	16:45	17:00
4th game	17:00	19:15
ceremony	19:30	

There is a strict time limit of 2:15 hours per game! In order to keep to the time schedule, a time limit of 90 seconds per turn will be imposed after one or two hours respectively until the end of the respective half-time. Corresponding hourglasses will be handed out by the tournament management and are to be used from the moment of activation!

There will be a food order at noon. As soon as the delivery is made on site, the match may be interrupted for a meal break.

The tournament management reserves the right to adjust the starting times of the respective round individually.

## TOURNAMENT PROCESS

4 games are played in Resurrection mode. Each match will be played against a different opponent. In the first round, the pairings are drawn at random, in the following rounds the pairings are determined according to the Swiss system.

Each coach will be assigned a corresponding table. Please arrive on time so that the games can start. Someone who does not have an opponent has to report to the tournament management, who will then try to find the corresponding opponent as quickly as possible. If this is not possible within 30 minutes, the match will be considered as abandoned.

After each match, the result is to be posted via the WhatsApp group "Narrenball". In view of possible hygiene regulations and sustainability, match report sheets will not be issued. If necessary, a pad for noting the match result will be available next to the PC.

The following data must be submitted:

- Match pairing (nickname vs nickname),
- number of touchdowns,
- number of casualties (block) and
- casualties (fouls)



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The following distribution of points applies:

High Win ( $\Delta$ TD 2+)	500 points
Low Win ( $\Delta$ TD 1)	400 points
Draw	300 points
Low Loss ( $\Delta$ TD 1)	200 points
High Loss ( $\Delta$ TD 2+)	100 points
Concede	0 points
Eine aufgegebene Partie zählt als 2:0 Sieg mit 2:0 Casualties für deinen Gegner!	
Positive CAS-difference (CAS for > CAS against)	10 Punkte pro CAS-difference (max. +50 points)
Negative CAS-difference (CAS for < CAS against)	-10 Punkte pro CAS-difference (max. -50 points)
CAS (Fouls)	1 point per Foul-CAS

The order is determined by the tournament points scored. In case of a tie, the opponent score will decide. After the 4th game, the coach with the most tournament points will be crowned.

The following additional prizes will be awarded (numbering refers to access at the prize table):

Access at the price table	Titel	Besonderheiten
1.	<b>Narrenball-König</b>	Challenge cup, NAF trophy
2.	<b>Best Stunty</b>	2+ Stunty-Teams (Goblin, Halfling, Oger, Snotling)
3.	<b>Runner Up</b>	
4.	<b>Best Newcomer</b>	New NAF-member (2+ players)
5.	<b>Most Touchdowns</b>	Most touchdowns
6.	<b>Most Casualties</b>	Most casualties
7.	<b>Best Fouler</b>	Most Foul-CAS
8.	<b>Wooden Spoon</b>	No starting fee for the 10th Narrenball 2023

All coaches will receive a set of Narrenball dices.

## NEED TO BRING...

- All models in your team should be represented by fully painted, matching or converted miniatures. Exceptions are to be agreed with the tournament management in advance. For miniatures where it is not immediately recognisable which position they play, the base edges are to be marked in colour.

- Team sheet in duplicate
- necessary dice

Board, bench and templates will be provided.



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## GOLDEN RULE

The tournament management reserves the right to impose various penalties for unsportsmanlike conduct by coaches (e.g. persistent rule discussions, insults to other players, deliberate delays in the game, etc.), ranging from the deduction of points and the abandonment of the game to exclusion from the rest of the tournament!

Violations of the above-mentioned Corona rules will be admonished once and then punished with exclusion from the tournament!

## CONTACT

If you have any questions, please do not hesitate to contact me at the above email address. If necessary, I can also be reached on my mobile phone at +49 (151) 50860257.

**TWYLLENIMOR 'THE JESTER'**



MA	4
ST	2
AG	3+
PA	5+
AV	8+
GP	125,000

**SKILLS-&TRAITS**  
Disturbing Presence, Dodge, Hypnotic Gaze, Loner (3+), Pro, Stunty

**PLAYS-FOR**  
Any team.

**SPECIAL RULES**  
**Wiggling Jester:** Once per game, when The Jester attempts to use the Hypnotic Gaze trait it is automatically successful. You must declare this special rule is being used before the roll for Hypnotic Gaze is rolled.



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## TOURNAMENT RULES

The BB2020 rules apply, consisting of the Official Rules, the Teams of Legends, the NAF Rules for Tournament 2023 (to be published soon) as well as the BB Designer's Commentary incl. Errata from 11/2022 and the 2022 Almanac.

## TEAMBUILDING

### 1. Team budget (Gold Coins)

Teamrace	Gold Coins
Orc	905
Skaven, Snotling	940
Human	945
Black Orc	950
Amazon, High Elf, Old World Alliance, Shambling Undead	955
Halfling, Underworld Denizens	960
Chaos Dwarf, Dark Elf, Dwarf	965
Goblin, Lizardmen, Wood Elf	970
Chaos Renegade, Khorne, Necromantic Horror, Norse, Tomb King	975
Elven Union, Imperial Nobility	980
Chaos Chosen, Nurgle, Ogre	985
Vampire	990
Slann	995

### 2. Skill budget (Skill Coins)

Teamrace	Skill Coins
Dwarf, Shambling Undead	110
Lizardmen	115
Chaos Dwarf, Orc	120
Dark Elf, Wood Elf	125
Amazon, Norse	130
Human, Underworld Denizens	140
Necromantic Horror	145
Elven Union, Skaven	150
Chaos Chosen, Snotling, Tomb King	165
Imperial Nobility, Khorne, Slann	170
Black Orc, Halfling, Nurgle	175
Ogre	180
High Elf	185
Old World Alliance	190
Chaos Renegade, Vampire	195
Goblin	210



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- o Each trainer receives an individual amount of a team budget (Gold Coins) and a skill budget (Skill Coins) depending on the selected team race. Remaining Gold Coins expire!
- o Gold Coins may only be spent on team creation. This includes the hiring of players, sideline staff, reroll, dedicated fans and permitted inducements. Each team must have a minimum of 11 players and a maximum of 16 players on the roster. To be able to hire star players, at least 11 regular players must be acquired beforehand. Star players cannot raise the team roster above 16 players; star players who can only be hired as a pair (e.g. The Swift Twins) count as 2 star players and take up 2 slots.
- o The team may have a maximum of one generic reroll, either a regular reroll or by the skill leader.
- o The following inducements are allowed:
  - 0-2 Bloodweiser Kegs for 50k each.
  - 0-3 Bribes for 100k each, 50k for teams with Bribery & Corruption.
  - 0-2 Wandering Apothecaries for 100k each
  - 0-1 Mortuary Assistant for 100k
  - 0-1 Plague Doctor for 100k
  - 0-1 Riotious Rookies for 100k
  - 0-1 Master Chef for 300k, 100k for teams with Halfling Thimble Cup
  - 0-1 Weather Mage
  - 0-2 Star Players (Twyllenimor „the Jester“ is allowed)
- o Team differences are not compensated by inducements.
- o Each team has a skill budget (Skill Coins) according to its chosen team race for the purchase of additional skills. Any remaining Skill Coins not used for skills or as additional costs for star players will be forfeited.
- o Primary skills cost 20k, secondary skills 30k. The number of primary skills must be greater than the number of secondary skills. All selected skills are Chosen Skills.
- o Some star players may incur additional costs. These are to be paid from the skill budget by means of skill coins and thus reduce the budget available for additional skills (see below).
- o Only one Starplayer with extra costs are allowed to hire.

Extra Starplayer Cost	Skill Coins
Griff Oberwald, Morg'n'Thorg	-60
Hakflem Skuttlespike	-45
Bomber Dribblesnoot, Cindy Piewhistle, Deeproot Strongbranch, Estelle La Veneaux, Kreek Rustgouger	-35
Dribl & Drull, Thorsson Stoutmed, Wilhelm Chaney	-15
Varag Ghoul-Chewer	-5
All other Starplayers	0

- o Skill stacking is not allowed!



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## PRE-MATCH-SEQUENCE

Before the start of the match, both coaches must ensure that the following cards have been distributed. Please point this out to the tournament committee if necessary!

- o Special Play Card: Each coach receives 4 random Special Play Cards for the game. The drawn Special Play Cards are to be returned to the tournament management after each game.
- o Special Balls: Each match will receive a special ball card. The corresponding ball rules are to be taken from the card and are mandatory to apply.

## OTHER RULES

- o 12+ men on the pitch: In the event that there are 12+ players on the pitch and the kick-off event has taken place, the following happens: For the team with too many players on the pitch, the too many players on the pitch will be randomly determined and placed in the reserve box. If this is noticed during the affected player's turn, the player suffers a turnover at the time of the discovery. This rule does not apply to players who have entered the field through the skill Swarming.
- o Masters of Undeath & Plague Ridden: Trainers of Shambling Undead, Necromantic Horror and Nurgle respectively may use their special ability to gain additional players as per the rules. However, the additional player gained disappears at the end of the game.
- o Casualties: Only injuries caused by blocks (also Ball & Chain) count. All other injuries (e.g. Kick Off, Crowd Pushes, Secret Weapons & Fouls) do not count. Casualties caused by fouls are counted separately and are included in the tournament ranking.
- o Skillstacking is not allowed in teambuilding. However, a player may receive an additional skill through Prayers to Nuffle during a match. However, it is not possible to receive an existing skill (e.g. Mighty Blow +1) a second time. In this case, another player is to be determined at random.
- o Extra time: There is no extra time in any case. The game ends either after 8 (or 16) moves for both sides or when the referee stops the game!
- o Resurrection mode: No injuries are carried over to the next round. Selected skills are not lost.