



KlingenCon LII



Welcome!

This work contains the official tournament rules for BloodBowl Tournament. I will use the masculine form *Coach*, but I will address all genders.

For registration and questions please contact:

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REGISTRATION & DEADLINE

The deadline for registration is April 9th 2023. The following must be done by this date:

1. transfer of the entry fee of 20 Euro. Payment can be made by bank transfer or PayPal to twyllenimor@web.de. Upon request, you will be informed of the bank account details with the confirmation of receipt of your registration.
2. sending the correct team sheet. ALL skills must be entered on the team sheet and marked accordingly.

Registrations and / or team sheets after the deadline have to pay a 5 € surcharge. The surcharge will be donated to the Bergische Kinder- und Jugendhospiz Burgholz.

ADDRESS

**Jugendzentrum „Die Welle“
Wallstraße 54
42897 Remscheid**

TIMETABLE

Saturday, April 15th 2023		
Activity	Time [start]	Time [end]
Entree	09:30	10:00
Game 1	10:00	12:30
Break	12:30	12:45
Game 2	12:45	15:15
Break	15:15	15:30
Game 3	15:30	18:00
Dinner together (not included in the entry fee)		

Sunday, April 16th 2023		
Activity	Time [start]	Time [end]
Game 4	09:00	11:30
Break	11:30	11:45
Game 5	11:45	14:15
Break	14:15	14:30
Game 6	14:30	17:00
Ceremony	17:00	17:30

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



KlingenCon LII



DINNERS

If you would like to join us for dinner, please indicate this in your registration. There are numerous restaurants in the vicinity of the KlingenCon.

Currently the Wuppertaler Hof is favoured: <http://www.hotel-wuppertaler-hof.de>

CORONA REGULATIONS & FIRE PROTECTION

Currently, there are no more Corona regulations in NRW.

Due to fire regulations it is not possible to stay overnight at KlingenCon!

TURNOUT RUN

You will take part in a series of 6 games. Each game will be played against a different opponent. In the first round the pairings will be drawn randomly, in the following rounds the pairings will be determined according to the Swiss system.

You will be assigned a table and should therefore arrive on time so that the games can start. Someone who has no opponent has to report to the referee, who will then try to locate the coach. If this is not possible within 30 minutes, the match will be considered abandoned.

The result of the match shall be posted in the WhatsApp group immediately after the match has been completed. The exact format will be announced before the start of the tournament. In the respective post, the respective opponents, the final result of the game at the official end (number of touchdowns) and the number of block casualties caused / scored by you and your opponent are to be displayed.

Win	5 points
Draw	3 points
Loss (TD-Differenz 1)	2 points
Loss (TD-Differenz 2+)	1 point
Concede	0 point

A forfeited game counts as a 2:0 win with 2:0 casualties for your opponent!

The teams are then placed in the given order according to the following criteria:

Tournament Points, Total TD Net and CAS Net, Touchdowns Scored, Casualties Scored, Opponent Score, Coin Toss.



KlingenCon LII



The following prizes will be awarded:

1st place + painted NAF trophy
2nd place
3rd place
Most Touchdowns
Most Casualties
Best Stunty
Best Rookie (under 18)
Wooden Spoon

Furthermore, each coach will receive 2 KlingenCon dice!

If there are 20+ participants, there will be special prizes during the tournament!

If 2+ coaches under 18 are registered, they will play out the Best Rookie among themselves!

If there are 2+ stunty teams, they will play for the Best Stunty prize. The following teams will have the opportunity to play for this prize:

- Halflings
- Goblins
- Ogres
- Snotlings

PLAY TIME

Both coaches have 2 hours and 15 minutes available for their game. After an hour, the tournament management will point out that both sides should now be close to the start of the 2nd half. If the 2nd half has not started within the next 15 minutes, both coaches will receive a chess clock with 30 minutes each for all remaining turns.

In the 6th round, all games that potentially play for the overall victory will receive a chess clock from the beginning of the game. This is preset with 1 hour 8 minutes for each player and applies to the entire game.

As soon as a coach's time has expired, he may only turn his players around or get up in the remaining turns. Other actions are not allowed!



KlingenCon LII



WHAT YOU SHOULD BRING

- All models in your team should be represented by fully painted, matching or converted miniatures. Exceptions must be agreed with the tournament management in advance. For miniatures where it is not immediately obvious which position they are playing, the base edges must be marked in colour.
- Team sheet in duplicate, necessary dice, templates.
- The use of dice produced by 3D printing is expressly prohibited.

Game board, reserve bench and deviation template will be provided by KlingenCon.

GOLDEN RULE

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

CONTACT DATA

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



KlingenCon LII



THE TOURNAMENT RULES

The rules of BB2020 consisting of the Official Rules, the Teams of Legends, the NAF Rules for Tournament 2022 and the BB Designer's Commentary incl. Errata from 11/2022 apply.

The following general rules apply:

- 12+ men on the court: In the event that a coach brings more players on the court than is actually allowed, he loses the difference in the number of players he is allowed to have, plus one additional player. These players are determined at random. If the coach to be penalised had the move, he automatically suffers a move loss.

The selected players go into the reserve box

- Masters of Undeath & Plague Ridden: Trainers of Shambling Undead, Necromantic Horror and Nurgle respectively can use their special ability to gain additional players according to the rules. These are removed from the line-up at the end of the game and cannot be carried over into the next game.

- Casualties: Only injuries caused by blocks (also ball & chain) count. All other injuries (e.g. kick offs, crowd pushes, secret weapons & fouls) do not count.

- Extra time: In no case will extra time be played. The game ends either after 8 (or 16) moves for both sides or when the referee stops the game!

- Resurrection-Mode: This is a resurrection tournament, no SPP will be won. Furthermore, injuries, losses or deaths will not be carried over into the next game.

It will be played according to rules of the upcoming [NAF WorldCup 2023](#).

CREATING YOUR TEAM

Each team has a total of 1,150,000 GP to spend on building the squad. This includes players, rerolls, fan factor, personnel, inducements, etc. Each team must have a minimum of 11 players and a maximum of 16 players. Any GP not spent in the formation is lost and all teams have the same current team value. There is no compensation through inducements or Prayers to Nuffle.

TIERS AND SKILLS SETS

Teams are separated in five different tiers and offered different skill sets to choose from.

Each team is permitted to stack 2 Primary Skills on a maximum of 1 player at the cost of both 1 Primary Skill and 1 Secondary Skill. If your team and skill set do not allow you to give Secondary Skills to your players, you're not allowed to stack skills.



KlingenCon LII



Tier	1
Race	Chaos Dwarf, Dark Elf, Dwarf, Human, Lizardman, Orc, Shambling Undead, Wood Elf
A	6 Primary
B	4 Primary + 1 Secondary
C	3 Primary + Access to 1 Starplayer

Tier	2
Race	Amazon, Elven Union, High Elf, Necromantic Horror, Norse, Skaven, Slann, Underworld Denizens
A	7 Primary
B	5 Primary + 1 Secondary
C	4 Primary + Access to 1 Starplayer

Tier	3
Race	Black Orc, Chaos Chosen, Imperial Nobility, Khorne, Nurgle, Tomb King
A	7 Primary + 1 Secondary
B	5 Primary + 2 Secondary
C	5 Primary + Access to 1 Starplayer

Tier	4
Race	Chaos Renegade, Old World Alliance, Vampire
A	8 Primary + 1 Secondary
B	6 Primary + 2 Secondary
C	6 Primary + Access to 1 Starplayer

Tier	5
Race	Goblin, Halfling, Ogre, Snotling
A	8 Primary + 2 Secondary
B	6 Primary + 3 Secondary
C	6 Primary + Access to 1 Starplayer
D	4 Primary + Access to 2 Starplayer

ALLOWED INDUCEMENTS:

The following inducements are allowed:

- 0-1 Halfling Master Chef (300k, Halfling 100k)
- 0-2 Bloodweiser Kegs (50k)
- 0-3 Bribes (100k, Bribery and Corruption 50k)
No bribes are allowed if your team has one or more players with the „Sneaky Git“ Skill.
- 0-2 Wandering Apothecaries (100k)
- 0-1 Mortuary Assistant (100k)
- 0-1 Plague Doctor (100k)
- 0-1 Riotous Rookies (100k)
- 0-2 Starplayers (see following notes)

Other than the above, no other incentives are allowed, except as stated for star players in the following section of these rules. In case both teams field the same Starplayer, both teams can use him. The following explanations on the recruitment of star players must be observed.



KlingenCon LII



If you hire one of the following starplayers, you'll have to reduce the mentioned skills from your skillsets:

Starplayer	Extra Skillcost
Griff Oberwald, Morg'n'Thorg	3 Primary
Deeproot Strongbranch, Hakflem Skuttlespike, Kreek Rustgouger, Bomber Dribblesnot	2 Primary
Wilhelm Chaney	1 Primary

If the team does not have enough skills in the selected skill package to pay the above skill costs, this star player cannot be taken.

Star players can only be hired after 11 players have already been added to the list.

If two players have chosen the same star player, that player will play for both teams.