



NEBBN Tournament Series:

The Northeast Blood Bowl Network (NEBBN) Tournament Series runs from January 1st to December 31st and is intended to promote travel and greater participation in Blood Bowl Events throughout New York, New Jersey and all of the New England states. The NEBBN TS is sanctioned and sponsored by the NAF. Any disputes or clarifications will be handled by the NAF's Tournament Series Coordinator, a position currently held by Topas.

Simplified Rules for Participants:

Coaches will receive points for placements and the number of attended tournaments. To be eligible coaches must be NAF members **prior** to event attendance. Scores are tracked by the series organizers and the coaches can receive honors and awards based on their overall performance.

Rules for Tournament Organizers:

In 2026, the NEBBN TS will retain its structured format. Only specific BB2020 events in the region will be eligible to take part in the series in 2025. There will still be other NEBBN events taking place outside of the tournament series. Variant tournaments like sevens and Dungeon Bowl are automatically excluded. At the end of the year, any new events taking place in the region may request consideration to be added in 2027. There will be a review process looking at factors including event attendance, and geographic coverage. The intent of the series is to promote a greater sense of community in the Northeastern United States while encouraging travel and overall attendance.

Once the tournament is completed, results should be reported to the NAF as normal and submitted to the TSO (Rob Fossey/Melifaxis) in an electronic format within 14 days. Excel or Google Sheets is preferred. The following information is required for each event:

1. Coach Name, NAF ID and Number
2. Coach Record (W/D/L)
3. Race played with names of Stars included/or none for not included
4. TDs (for and against for each game)
5. Casualties (for and against each game)
6. Scoring for all attendees using the scoring system for the event (this system must be published online prior to the event)
7. Fouls attempted by each participant
8. Passes attempted by each participant (including the ball only – no bombs – no TTM without the ball)

Note that any non-classic Stunty teams should be explicitly mentioned to the tournament organizer (e.g., Lizardmen without Saurus, Black Orcs without Orcs, and Underworld without Skaven)

Scoring Details:

Coaches are only eligible for points if they are NAF members **prior** to attending an event. Rankings will be created from earning points with their placement during top five tournament events along with bonus points for attending premiere events. Please note that all scoring will be driven by pure NAF results. If a TO “shares the wealth” at an event, that does not happen in the tournament series standings. Most Touchdowns is the highest Mathematical number at the event even if that person was also the event champion.

There will be three sets of rankings which will be tracked: Main Rankings, Stunty Rankings, and Achievement Rankings. Each of these has an individual score that will be tracked by coach.

Main Scoring Details:

Each coach's **Main Score** will be determined as the maximum point total from their best 5 tournament finishes plus their Premiere Events bonus (Maximum of 4 points per year).

For each event attended, **Base+Placement+Round=Main Score**

Base points will be given to each participant based on the event's total NAF attendance and their individual placement in the event.

- 0-10 attendees: +1
- 11-20 attendees: [1-10] = +2, [11-20] = +1
- 21-30 attendees: [1-10] = +3, [11-20] = +2, [21-30] = +1
- 31-40 attendees: [1-10] = +4, [11-20] = +3, [21-30] = +2, [31-40] = +1
- 41-50 attendees: [1-10] = +5, [11-20] = +4, [21-30] = +3, [31-40] = +2, [41-50] = +1
- etc

Placement points will be awarded to the top 10 finishers in each event. The first-place coach will be awarded 10 points, the second-place coach 9 points, and so on until the 10th-place finisher is awarded 1 point. For team events only your individual placement will be used.

Round points will be added based on the number of rounds played in the event. This is independent of standing and given to all participants.

- 1-3 rounds +1, 4-6 rounds +2, 7+ rounds +3

The above gets you each coach's **Main Score** for an event. For example, if Steve wins a 3 round Blood Bowl tournament with 15 NAF coaches attending, Steve will get 13 points for that event (10 for the first place finish, 1 for the 3 rounds of Blood Bowl, and 2 base points).

Premiere Events will be worth two additional points. We will declare the four Premiere Events that are worth two extra points to all attendees. We will spread them geographically and across the calendar year. We will change them each year to allow all TOs the opportunity to draw larger crowds.

- Premiere Event +2 per event

For example, Sarah attends 6 NEBBN events in 2025 two of which are Premiere Events. Her Main Score for each event attended was 4, 12, 10, 6, 6, and 9. Her Main Score for the year would be 12 + 10 + 9 + 6 + 6 + 4 = 47 points.

Tiebreakers

Tiebreakers will be enforced in the following order:

- Total points earned in all tournaments
- Number of tournaments won
- Number of races played
- Number of stunts races played
- Coin Toss

Stunty Scoring Details:

There will be an additional, separate scoring for stunty teams, which includes Goblin, Halflings, Snotlings, Gnome, and Ogre teams, as well as Lizardmen without Saurus, Black Orcs without Orcs, and Underworld without Skaven.

The Stunty rankings will consider each coach's score determined as the maximum point total from their best 5 tournaments while playing a stunty team. The same method as main scoring will be utilized; however, Premiere Event bonus points are not eligible for Stunty Rankings.

Achievement Scoring Details:

Achievement Scoring is separate from the main and stunty scoring. They do not count towards those ranks.

Attendance:

1. Attend 3-5 NEBBN TS tournaments (1 point)
2. Attend 6-8 NEBBN TS tournaments (1 point)
3. Attend 9+ NEBBN TS tournaments (1 point)

Organizer: (maximum 3 points)

1. Organize NEBBN TS tournaments with 2-9 total attendees (1 point)
2. Organize NEBBN TS tournaments with 10-29 total attendees (2 points)
3. Organize NEBBN TS tournaments with 30+ total attendees (3 points)

Races:

1. Play in NEBBN TS tournaments with at least 3 different races (1 point)
2. Play in NEBBN TS tournaments with at least 6 different races (1 point)
3. Play in NEBBN TS tournaments with at least 9 different races (1 point)

Stunty:

1. Play in 3 NEBBN TS tournaments as Stunty (1 point)
2. Play in NEBBN TS tournament as three different stunty races (1 point)

Awards:

1. Win Best Offense in a NEBBN tournament (1 point)
2. Win Best Defense in a NEBBN tournament (1 point)
3. Win Most Casualties in a NEBBN tournament (1 point)
4. Win a Stunty Cup in a NEBBN tournament (1 point)
5. Win a Best Painted Award in a NEBBN tournament (1 point)

Travel:

1. Play NEBBN TS tournaments in 4 different states inside the NEBBN area (1 point)

Johnny attends and plays in 6 NEBBN TS tournaments with 3 different races (one of which is stunty) in four different states, and also organizes 6 events (attendance 8,14,4,20,8,16). Over the course of the year, he won two Most Casualties awards, a Most Touchdowns award, and a Best Defense at NEBBN TS events. His Achievement Score would be 2 (attendance) + 3 (organizer) + 1 (races) + 0 (stunty) + 4 (awards) + 1 (travel) = 11.

NEBBN Coach Conduct:

As a reminder, all NEBBN coaches are subject to the NAF Code of Conduct:

<https://www.thenaf.net/about-the-naf/code-of-conduct/>

NEBBN also recommends that all coaches review the NAF Good Habits Guide:

<https://www.thenaf.net/about-the-naf/good-habits-guide/>

THE GOLDEN RULE: Sportsmanship matters more than winning. We are gathering to enjoy our time together and share our love of Blood Bowl. Each TO reserves the right to remove any coach from the tournament for poor sportsmanship. Sportsmanship is an aspiration or ethos that a sport or activity will be enjoyed for its own sake, and with proper consideration for fairness, ethics, mutual respect, and a sense of fellowship with one's competitors. Also, remember that fouling, while a “despicable act” and “worthy of distaste of the highest order”, is a core part of the game we all love - this is NOT an act of bad sportsmanship; even if done 32 times in a match.

Dice Sharing

Per NAF rules, should either coach request to share dice you must do so.

Chess Clock Use

At the start of a match, any coach can request that a chess clock or chess clock app be used to split the game time in two equal amounts of running time as long as they can provide a clock that can be used by both coaches.

