



Leicester Blood Bowl League

SEASON 13 COACH HANDBOOK

LEICESTER BLOOD BOWL LEAGUE



Welcome to the Leicester Blood Bowl League!

Whether you are fresh to the league, or a grizzled veteran who's been rolling skulls and ones since 2015 – it's great to have you on board! From infamous turn seven concedes to flying dice projectiles, drunken socials to home baked flapjacks, WWE Chokeslams to local serial stranglers – we have it all! And sometimes we play a bit of Blood Bowl too.

Based at Knighton Gaming Group, the LBBL aim to play as much Blood Bowl as possible each Thursday evening. Whether you're playing a league game, the BB Sevens Super Cup a one off friendly, or taking part in a chaotic game of Dungeon Bowl, we aim to provide a fun, relaxing, safe and welcoming environment for anyone interested in playing the maddening beautiful game.

This handbook sets out to detail: the awards and prizes available to coaches taking part in the current season, some information on our generous sponsors who help make running the LBBL possible, responsibilities and etiquette of coaches, and the

season rules in detail – for those rule lawyers who enjoy poring over the small print (also, please don't be a rules lawyer).

As a TL;DR there are prizes for the coaches who finish first and second overall, and for coaches in each division who have the best: offense, defence, completions and casualties. To keep with tradition there is an award for the coach of the best Stunty team, and not least, the glorious Wooden Spoon award. Plus a few more random awards, see page 5 for more details.

All coaches are expected to get on board with the ethos of being a friendly, welcoming and inclusive club. The LBBL will not tolerate sexist, homophobic, transphobic, racist or abusive behaviour of any kind. We want all coaches to have a great time and this should always be kept in mind and prioritised over WAAC (win at all costs) or an overly competitive attitude.

We use, for the most part, the latest Games Workshop rules - so that means the Blood Bowl!

Second Season (aka 2020) rulebook and all associated supplements including the latest Errata & Designer's Commentary.

Whether you're a brand new coach, or a returning grizzled veteran, don't worry, all will be clearly explained.

If you have any queries don't hesitate to contact me. You can find full contact information for the LBBL online at www.lbbl.co.uk

Michael Jones
The Commissioner

P3. Welcome!

P4. Awards and prizes

P6. Season 11 rules

P9. Coach etiquette

P10. Recording matches

P11. League etiquette

P12. Commissioner's duties

P13. LBBL Sponsors

P14. Season notes



A



B



C



D



E



F

1. Awards and Prizes

1.1. Champion! (A)

The winner of the final gets:

- The Championship Trophy - a symbol of both your supreme victory and of Nuffle's favour. A beautiful, plastic gold trophy fit to adorn the finest of mantelpieces or perhaps your garage shelving unit, reminding all that come into your home (or garage) that you truly are the greatest of all the Blood Bowl players in the LBBL.
- An engraved winner's award which can also be brandished as a flashy re-roll counter or ineffective paperweight.

1.2. Most successful loser (B)

The loser of the final takes home an engraved second place award. This can be proudly displayed to forever remind you that you choked at the last hurdle.

1.3. Best in class (C)

Coaches with the best overall defence, most Touchdowns, Casualties and Completions get a fridge magnet.

1.4. Wooden Spoon (D)

Dry your eyes mate, I know it's hard to take but at least you've won this fabulous wooden spoon and a token that gives you a free re-roll each game next season!

1.5. The real champion (E)

Much like the overall winner, the best Stunty coach will receive a genuine 24 carat gold plastic trophy, to show how awesome you are at rolling dice using strictly the worst teams in the whole game.

1.6. Most Brutalised

The coach who suffers the most casualties over the season will receive the Helmet of Brutalisation for use in the next season.

The coach wielding this ancient artefact benefits from two free apothecaries per game, in addition to a team apothecary, and any inducements. However, the Helmet of Brutalisation must be worn for each and every dice roll that leads to an injury in order for either of the two free apothecaries to be used.

1.7. Cry me a river

Although not a part of the LBBL, each LBBL season features the legendary Crying Towel™, awarded at the end of every season by the fully independent CTC (Crying Towel Committee). There have been a long and varied list of winners over the league's history (there were no awards for SVII as the then-commissioner was on the run from local authorities, and also couldn't be bothered to hold an awards evening).

1.8. But wait, there's more! (F)

For coaches that complete their first season an exclusive LBBL embroidered patch and LBBL Dice. You can sew or iron this patch onto your miniature case or favourite sweater, it means you're now one of us. It's a bit like joining the Freemasons, but without the secret handshake.

1.9 Steady on now

Coaches can only win one award per season. No more needs to be said.

"Pictures are representations of prizes actual awards may differ in design"

2. Season House Rules

Take a moment to familiarise yourself with these rules, in particular as some are different from previous seasons. If you have any queries or need clarification always check with the Commissioner, whose decision is final, and may override this Handbook at any time.

2.1. Base rules

All rules for playing league games and drafting a team are as covered in *Blood Bowl: Second Season - The Official Rules (2020)* (hereafter referred to as 'the Rulebook'), *Blood Bowl Errata & Designer's Commentary* and *Blood Bowl: Death Zone (2021)*, with the addition of the exceptions and house rules detailed in this Handbook.

If there is any confusion between the house rules found in this Handbook and the official rules, contact the Commissioner immediately for clarification and, if needed, a resolution.

Attempts to find loopholes and "game the system" in order to exploit any new rules or errors for an advantage not otherwise in the spirit of the game will not be tolerated and may be punished – don't be That Guy™.

2.2. Exceptions

Slightly less chaos

The *Special Plays* inducements and *Death Zone* Pages 40-89 (Fabulous Freebooters, Giants, Match Events, etc) may not be used for league play unless both coaches explicitly agree to use them and the commissioner agrees.

Morg 'N Morg

If both coaches choose to hire the same Star Player then as per page 92 of the Rulebook neither team can field the Star Player, and the Star keeps both hiring fees.

Nice try

If a coach is found to have *illegally* started a drive with more than 11 players on the pitch (note: some rules, such as the Swarming trait allow this legally), this can be resolved by: removing one player - either by choice or randomly, or restarting the drive.

This is at the discretion of the non-offending coach. However - in cases of genuine mistakes this should not be taken as an opportunity to disproportionately punish a coach.

That's a bit broken

Estelle la Veneaux has forgotten how to cast Baleful Hex, so this special ability cannot be used.

Friend-zoned

Contrary to page 97 of the Rulebook, coaches may not play friendly games, or any other games with their league teams. Teams playing in a season may only play their assigned games as posted by the Commissioner.

League play

Bonus league points (as described on page 98 of the Rulebook) will not be awarded.

The details and structure of the Play-off season (as described on page 98 of the Rulebook) will be announced by the Commissioner before the Play-off season starts.

Glittering Prizes (as described on page 99 of the Rulebook) will not be awarded. You've won enough already, OK? Stop being so greedy.

2.3. Inducements

The following Inducement from the sources listed in *Base rules* may be used. You must bring along an official copy of the relevant rulebook for any Inducement you're using.

- The Rulebook: Inducements (pages 88-95)
- Death Zone: New Inducements (pages 14-39) with the exception of Side Bet.

Pro tip!

If you're a veteran coach used to playing under the older *Blood Bowl (2016)* rules, you may find the veteran's guide by community member and ex-NAF president Mike Davies handy, this can be found in the [Coaches area on lbb.co.uk](https://lbb.co.uk)

- Star Players: as well as the Star Players listed in the *Base rules* all additional *Second Season* stars released in a Spike! Magazine or via Forge World may be used. Note: Star Players released after the current season has kicked-off will be permitted only with the approval of the commissioner.

2.4. Playable teams

All teams from the sources listed in *Base rules* may be used. In addition teams from *Spike! Journal 11+ Teams of Legend (TOL)* on bloodbowl.com (Chaos Dwarf, High Elf and Tomb Kings) may be used.

Teams defined as 'Stunty' and thus eligible for the Stunty Cup are: Gnomes, Goblins, Halflings, Ogres and Snotlings.

See page 10 for details on how to create and track your team's progress throughout the season.

2.5. Clarifications

Diving Tackle

In the event that Diving Tackle is triggered and the roll for a Leap/Jump is a natural 1 on a reroll, the player using Diving Tackle can stay in their original square.

Diving Tackle may be applied to the original roll and the reroll, or

just the reroll.

2.6. Scoring and points

Teams will be ranked by points; 3 points for a win, 1 point for a tie, and 0 points for a loss or conceded game.

Where more than one team is on the same amount of points, Touchdown difference, and then Casualties difference will be used for ranking.

2.7. Game rounds and scheduling

Each round of the season will run for two weeks starting on a Thursday. The third Thursday is an overlap night where games from either round can be played. For example, the first, second and third Thursdays can be used to play Round 1 games; the third, fourth and fifth Thursdays can be used to play Round 2 games; and so on. Only games scheduled that round may be played during this window.

If due to circumstances beyond a coach's control neither coach can make the same date during a round's window then coaches can also choose and agree to another date and time at a mutually agreed public venue to complete their game.

This also applies if, for example, work patterns or childcare make it impossible. Please note that Thursdays are LBB nights and if you can play then, do! Coaches are expected not to abuse this provision.

Coaches must give at least 24 hours notice if they need to cancel or rearrange a game, failure to do this will result in a forced concession as described on page 67 of the Rulebook. Repeated failure to do this may lead to expulsion from the season. If this leads to a situation where coaches can no longer arrange to play within the round's window this may also result in a forced concession, the Commissioner will make a ruling for this fixture.

The only expectation allowed for not giving 24 hours notice is if a coach is required to self-isolate or has viral symptoms, or other extraordinary circumstances, if this is the case then the Commissioner will make a ruling for this fixture.

2.8. Resetting a team

At the Commissioner's discretion, during the regular season games a coach may be permitted to reset their team once, to a starting team of the same race with a budget of 1,000,000 gold pieces. Contact the Commissioner in order to request this.

2.9. Play-offs and finals

The top teams in each division qualify for the end of season play-offs. Additional teams will qualify to make an even number depending on the number of divisions. Exact fixtures and scheduling will be announced by the Commissioner towards the end of the regular season.

Play-offs cannot end in a tie, in the event of a tie at the end of the second half – the game goes into *Extra Time* and, if needed, *Sudden Death* as described on page 67 of the Rulebook.

Tiers 1 and 2 teams cannot induce Star Players for games in the play-offs. Tier 3 teams may induce only Star Players not listed as Mega-stars (current list can be found in the Blood Bowl Errata & Designer's Commentary)

2.10. Stunty Cup

If there are sufficient Stunty teams participating in the season then the two highest placed teams from the regular season, who have not qualified to play in the League final, will play a separate match for the Stunty Cup.

2.11. Fresh start

The overall winner of the previous season must play their next season using a fresh TV 1000 Team.

2.12. Re-drafting a team

All coaches who played in a previous season may redraft their old LBBL team (as described on pages 99-100 of the Rulebook) instead of starting a new team.

There will be a cap of 1,300,000 gold pieces on the Re-Draft budget.

2.13. Extra training

Sometimes practice makes perfect, and sometimes if a team doesn't practice enough they cook and eat their coach.

Any coach that is not in the end of season play-offs has the opportunity to play up to three pre-season practice games with a new TV1000 team before the first round of the next league, against any opponent also participating in the new season. Once a Coach is eliminated from the play-offs they may join in with the remaining pre-season practice games. These matches will be tracked in TourPlay as usual.

Pre-season practice games work just like a normal league game, only no league points are scored.

All teams receive extra medical assistance for free during pre-season games. As a result of this use a D8 not a D16 when making a roll on the Casualty Table. This means that no injury worse than Seriously Hurt can be inflicted during a pre-season match.

2.14. Caretaking

The Championship trophy, Stunty Cup, Super Cup, Helmet of Brutalisation, wooden spoon and re-roll counter always remain the property of the LBBL. The caretaking coach of each must hand them back to the Commissioner at the end of the next season.

Items are to be looked after carefully and responsibly. Any coach that fails to take care of, or lose items, is responsible for any associated replacement costs.

3. Coach Etiquette and Responsibilities

TL:DR; Be kind, be inclusive, consider how your actions might affect others, and always treat other coaches as you'd like to be treated.

Firstly, play to have fun, for both yourself and your opponent and then, secondly, play to win.

3.1. Reliability and availability

Coaches must make every reasonable effort to get their matches played within the window for each round.

Any coach with issues arranging a game should contact the Commissioner. Attempting to concede matches for 'tactical' reasons will not be tolerated and may be punished – don't be That Guy™.

3.2. Fumbled

If a coach is unable to complete a full season, another coach may replace them (keeping the current position) at the Commissioner's discretion. Otherwise all unresolved matches for that team will be resolved as if that coach conceded each game on turn one.

3.3. Be reasonable

Disagreements between coaches on a rule interpretation or any other situation should be resolved amicably between the coaches. If they cannot come to an agreement they should contact the Commissioner or another experienced coach.

Please bear in mind for many players they may be new to Blood Bowl: Second Season, Tabletop Blood Bowl, or Blood Bowl completely! Be patient and reasonable with coaches, and do not try and exploit a coach who may not be familiar with all the rules – the aim is to have fun, not win at all costs.

3.4. Behave!

At the Commissioner's discretion coaches exhibiting inappropriate behaviour may incur disciplinary

action – ranging from forced concedes or other penalties, to a lifetime ban from the league.

Inappropriate behaviour includes, but is not limited to:

- Aggressive, sexually explicit, racist, misogynistic, misandristic, transphobic, homophobic or other offensive speech, actions or imagery. This includes, but is not limited to behaviour in person or online. This includes the names, logos and representative models of your teams and players.
- Violence, intimidation or harassment of any coach.
- Bringing the LBBL into disrepute either offline or online.
- Cheating during friendly, league or tournament play.
- Repeated displays of poor sportsmanship or unreliability.

The Commissioner has the final ruling on all disputes and issues.

3.5. Be a good guest

Fully cooperate with the venue staff, always treat them with respect and courtesy, and follow any house rules and requests made whilst using the premises.

3.6. Spiralling expenses

Coaches are subject to a one off payment per season. This fee is used to fund both League Maintenance Costs and Venue Costs. See Section 6.4 for a more detailed breakdown.

3.7. Eligibility to play

Coaches intending to join a season must have played at least three friendly games beforehand, have a basic knowledge of the game and tactics, and be able to play a game within 3 hours.

All coaches must be at least 16 years of age, or accompanied by an adult.

4. Recording matches with TourPlay.net

If you have any queries or need help using TourPlay, please ask the Commissioner or an experienced player.

4.1. Registration

Coaches will need to register a team with the "Leicester Blood Bowl League" on TourPlay.net - this will be used to record rosters and match results.

You must ensure your user name on TourPlay is set to your real name and not a nickname or pseudonym.

New teams can be registered under the "Participants" section.

Note: only teams participating in this season may be registered, all other teams, whether active to inactive will be deleted.

4.2. Pre-match

On the TourPlay website, go to the Leicester Blood Bowl League, and select (click or tap) "Scores". Select the game you are about to play, please check you have the correct round. Select "Start!".

Once both coaches have done this the game is ready to be recorded. You must do this before you start playing, using a mobile device.

You can use TourPlay to auto generate the pre game rolls if preferred, although the thrill of rolling a double one for weather isn't quite the same when done digitally!

If coaches do not have access to a mobile device, please contact the Commissioner.

4.3. During a game

Simply record the events during the match in real time directly to the TourPlay website.

Events recorded in error can be undone by selecting on them in the match log.

4.4. Post-match

All post-match rolls must be rolled immediately after your game and be witnessed by your opponent.

As per the pre-game rolls, you can use TourPlay to auto generate the post game rolls if preferred.

Once all data has been entered into TourPlay for your game, carefully check all events and select "End Match".

Both coaches must end the match in order to register the result of the game.

4.5. Levelling up

Choosing new skills, hiring and firing players and management of any team goods should be completed no later 48 hours before your next match.

If for any reason you cannot, then you must make every reasonable effort to inform your opponent of any last minute changes.

Attempts to delay entry or roster changes for a tactical advantage will not be tolerated and may be punished – don't be That Guy™.

4.6. End of season

Only after all games, up to and including the final, have been played, can a new season start. This is the point at which new teams can be created and existing teams can be redrafted.

Pro tip!

Check out the user guide at [https://tourplay.net/en/support/content/\(supportContent:novelties/new-bloodbowl2020-rules\)](https://tourplay.net/en/support/content/(supportContent:novelties/new-bloodbowl2020-rules)).

5. League Etiquette

5.1. Identifying skills

Immediately before a game, coaches should communicate any extra skills, and should use skill bands (or any other practical system) to identify which players have additional skills, statistic boosts or statistic busts.

You must allow your opponent to place skill bands on your miniatures if they cannot otherwise easily track skills, statistic boosts or statistic busts.

5.2. Player rotation

During a game, after a player has completed their activation, they should be rotated 180° to make it easy to track completed actions.

Rotating players 90° for negatraits such as losing tackle zones from Bonehead or Really Stupid is also suggested. Alternatively, bands such as the Negatrait Marker Bands from [Charlie Victor](#) are an ideal way to mark players with negatraits.

5.3. Models & painting

While Games Workshop support many of the available teams you are absolutely welcome to also use converted, kit-bashed, 3D printed and third party teams.

Any models are acceptable as long as it meets the following standards:

- All models on your team should be clearly numbered with a number that corresponds to that player on your roster.
- All positionals should be clearly identifiable. Consider painting the base rims using the following convention: Blocker (Green), Blitzer (Red), Catcher (Yellow), Thrower (White), Line (Grey/Black), Special (Purple).
- All models must have at least base colours painted so they are easily identified. If you need help painting or finding a commission painter do ask the Commissioner or other experienced coaches.

- Models should not be sexually explicit or of a nature that may make other coaches feel uncomfortable.
- Models should visually represent the team they are representing, with appropriate themes acceptable. For example a team of pirate rats representing a Skaven team is acceptable. A team of miniature penguins representing Norse, or 12 coloured Lego

bricks representing Dwarfs is not. Whilst the LBBL is not a gatekeeper of lore, bear in mind your opponents might enjoy the background and fluff of Blood Bowl, so an attempt to keep teams visually on theme is encouraged.

5.4. Dice

Custom dice are completely acceptable, however, you must also give your opponent the option to use them.

Anyone found to be using loaded dice or rolling techniques associated with cheating may be given a lifetime ban.

5.5. Custom pitches

The use of custom and third party pitches is allowed but you must use the Passing Chart on page 48 of the Rulebook. Pitches must also contain trapdoors or markings for trapdoors in the same position as official Games Workshop pitches.

Please consider that some hand made pitches may scratch the paint on models, and some older pitches may have squares too small to comfortably play on. Pitches such as these are not suitable.

6. Commissioner's Duties and Responsibilities

What is the role of the Commissioner? Some say it's to concede games on turn seven, or show off killer WWE moves like the Tombstone Piledriver on an unsuspecting coach. Others say their role is to actively engage with the local community, by strangling them.

In reality, the Commissioner's primary duty is to serve the league and its members.

6.1. Member definition

A *member* is a coach who has completed at least one full league season.

6.2. Mission

The Commissioner will pursue the following (non-exhaustive) list of activities:

- Create a friendly, welcoming and inclusive environment for all members.
- Actively recruit and engage with potential new members, to ensure a healthy future for the LBBL by growing its membership and strengthening its finances.
- Make decisions without bias, favour or prejudice, to further the goals of the league and create a community based on respect and enjoyment.
- Respond to the views of members and represent them fairly in any negotiations.
- Provide access to, and maintain, a clear and fair coaches' Handbook, detailing the rules and regulations of the current league season.
- Maintain and revise the league's online presence and league management system.

6.3. Elections and removal

The Commissioner is a 'for life' position, held until the Commissioner decides to step down, or a vote of no confidence achieves the necessary support of members as follows:

- Members may, at any time, call an emergency meeting in order to

call a vote of no confidence in the Commissioner.

- A quorum of either 10 members or 35% of the total members, whichever is greater, is required and a 75% majority decision is needed to remove a serving Commissioner.

When the Commissioner's position is vacant as a result of the above, candidates for the Commissioner will be nominated from the pool of members and elections will take place.

Where more than one candidate is running for Commissioner, there will be appointed a returning officer from amongst the remaining members and a secret ballot conducted on a first-past-the-post basis.

6.4 Season Registration Fee

Each season the commissioner will set the Registration Fee. This consists of two different costs and coaches will be advised of the distribution.

- League Maintenance Fee

This fee is used to fund the ongoing costs of maintaining the league for an entire season. This includes, but is not limited to, TourPlay Subscription; trophies; awards, printed coach handbooks and website hosting. At the end of each season if any of the League Maintenance money remains it will be spent on Loot; that is products from GW or one of our sponsors. Loot will then be distributed to Coaches attending the awards night. At the end of each season the Commissioner will publish a breakdown of what the League Maintenance Fee has been used on.

- Venue Fee

This is money collected by Knighton Gaming Group (the club) for costs associated with running the club ranging from room hire to purchase of food and drink. Any excess from this fee is retained by the club to cover its future expenditure. The club's accounts are available for members to view at their Annual General Meeting.

LBBL Sponsors

A huge thank you to our sponsors who generously support the LBBL with prizes and gifts. Please consider supporting these businesses for your next Blood Bowl purchase!

Charlie Victor

charlievictorproducts.com

Premium accessories, ranging from coins and tokens, to bands and cases. LBBL Coaches benefit from a 10% off store orders. See the Discord server for details.



Deep-Cut Studio

deepcutstudio.com

High quality pitches, gaming mats and dice mats. They also offer bespoke pitches and a service to print your own pitch or mat from an uploaded file or design.



RN Estudio

rnestudio.com

A wide range of models for Blood Bowl and other games systems. LBBL Coaches also benefit from 30% off all orders, See the Discord server for details.



Sukubus Studio

sukubusstudio.com

A premium range of resin models for several blood bowl teams, including Norse, Amazon, Vampire, Dark Elf and Chaos.



The LBBL meets every
Thursday from 19.15 at:
Knighton Parish Centre
Church Lane
Leicester
LE2 3WG

Parking is available at the on site
car park, there is also plenty of
street parking nearby.

Website:

www.lbbl.co.uk

Email:

commissioner@lbbl.co.uk

Twitter:

[@LeicesterBBL](https://twitter.com/LeicesterBBL)

Facebook:

[facebook.com/groups/
leicesterbloodbowl](https://facebook.com/groups/leicesterbloodbowl)

**How to Find Us
and Contact Details**