



## Welcome to the Adeleague 2020

The Adeleague is a league of people who play Games Workshop's game Blood Bowl in the Greater Adelaide Metropolitan Area (GAMA). It has been running since late 2015, but is being revamped for the 2020 season. As an overview, the league runs as an annual season, with two stages, each of which has a set of finals (June and December). Anyone living within the GAMA is free to join, with registrations mainly taken in June and December (although you can generally be slotted in if you register within the season). The league is based in a series of Divisions of different types, and coaches can join either individually - in which case they are allocated to a division based on their location - or as a group of four or more - in which case the group can be a Division. The league structure is open (coaches can play as many teams as they want and organise games when and where they like, within and across Divisions) and progression (teams develop over time), and uses the "BB16" rules (including all subsequent expansions except for special play cards). Divisions select one Contender for finals per four active coaches, who play a resurrection-style knockout series with 1400TV. The Stage One Champion and the Season Champion, as well as the touchdown and casualty leaders and best stunty team, receive awards during the season that provide limited rules modifiers during their next season of play.

These rules are expanded below. The main rules of the Adeleague, however, are set out here:

### Rule 1. Have Fun

- The Adeleague is a social recreational group. We're here to enjoy the game in a competitive but relaxed atmosphere. Don't play for sheep stations, play for fun. Blood Bowl can be a brutal game at times, so we encourage you to be the best you can be, but also to remember that, at the end of the day, it is just a game.

### Rule 2. Don't Be A Dick

- This rule sits alongside Rule 1 by implication. We all want to be able to play by Rule 1, and infringements of Rule 2 are usually the main reason this becomes difficult. Play to the rules, but don't be "that guy". A win-at-all-costs attitude is never pretty. Take both your wins and losses in good grace, and always be on the lookout for ways to make the experience better for others.

### Rule 3. The Adeleague Commission Has The Final Word

- Where differences of opinion or issues occur, both parties should attempt to compromise where appropriate in recognition of the first two Rules. Where arbitration on a rules issue is required, or where additional clarification is necessary about how to deal with a particular problem, a decision from the Adeleague Commissioner (Brett Whittaker / SinDex66) should be sought. The Commissioner acknowledges that, while his decisions can sometimes be technically incorrect by the letter of the law, every attempt will be made to find a suitable solution to the issue. Once given, even if subsequently found to be technically incorrect, the decision of the Commission stands. Please recognise that making these kinds of decisions is always difficult, but that they must be taken.

### Rule 4. BB16 Is King - Own a Copy

- While the CRP has served the community well for a long time, the modern reality is that the current version of the Blood Bowl rules, as published by Games Workshop and usually referred to as "BB16", is the rule set used by this league. This means that all of the rules published by GW since 2016 are valid, the only exceptions being that special play cards of any kind are banned, and limited run star players (such as Grak and Crumbleberry) are not allowed. The only additions are the House Rules detailed below (SSB Star Players, NAF Teams, Modified Skills). However, in order to use a rule, you must have access to it during a game. This means that you must own, or have immediate access, to a copy of the rule in question to use it. Depending on the rule, this might mean having a copy of a Spike! Journal or Almanac handy. All coaches are expected to own a copy of the base rules, or Head Coach's Handbook (the CRP will serve at a pinch, but has been superceded).

## Annual Schedule 2020

STAGE ONE	<p><b>November to December 2019</b>  <b>Pre Season Registration Period</b></p>	<p>Individuals and groups may register for the 2020 season.</p>
	<p><b>December 2019 to May 2020</b>  <b>Stage One Playoffs</b></p>	<p>Open league play.</p>
	<p><b>June 2020</b>  <b>Stage One Finals</b></p> <p><b>Mid Year Registration Period</b></p>	<p>Knockout finals series between Divisional Contenders.</p> <p>Individuals and groups may register for Stage 2.</p>
STAGE TWO	<p><b>July to November 2020</b>  <b>Stage Two Playoffs</b></p>	<p>Open league play.</p>
	<p><b>December 2020</b>  <b>Season Finals</b></p> <p><b>Pre Season Registration Period</b></p>	<p>Knockout finals series between Divisional Contenders.</p> <p>Individuals and groups may register for 2021 Season.</p>

At all times throughout Playoffs, coaches may organise matches when and where they like so long as they do not play another coach more than twice in a row (or, if it breaks the rules within a SMAC Division).

During Stage One and Season Finals, coaches may play friendly matches against one another only. A friendly match does not contribute divisional points towards the next stage, but the team can still earn SPPs, Winnings and Fan Factor. Teams that are competing in the finals series can also play friendly matches, but use their base roster, not the Balanced version of the team used in the finals series.

## Registration

The registration process has two steps:

1. Complete the [Adeleague Registration Form](#) (a quick online form)
2. Register for the [NAF OBBLM](#) (the online team and result management system we use)

Registration can be done in one of three formats:

- Self Managed Association of Coaches (SMAC): established leagues of four or more coaches with their own internal management systems who wish to be considered as an Adeleague Division in their own right.
- Local Organisations of Casual Coaches (LOCC): small groups of four or more coaches who do not have an established management system and who wish to be administered as a division by the Adeleague Commission.
- Geographically Organised Adeleague Division (GOAD): groups of three coaches or less who wish to sign up. Individual coaches or groups under four will be allocated to a Division based on their location of residence (or preference) and administered as a division by the Adeleague Commission.

When completing the Registration Form you will need to select the type of registration, and include the names of all coaches who wish to be part of your SMAC or LOCC (if appropriate). If completing a registration for a GOAD, up to three names can be listed and will be placed in the same GOAD.

Each SMAC, LOCC and GOAD will become a Division of the 2020 Season and will be given an appropriate name to identify it.

Regardless of the format of registration, all coaches must register for the NAF OBBLM system. This can be done [here](#). Once registered, coaches can create and manage their teams through this system and submit match results. It is important that all coaches use this system so that there is transparency around team development. The process is relatively self-explanatory, but assistance can be gained by [emailing](#) the Commissioner. Once registered, the Commissioner needs to approve the registration (you may need to email the Commissioner or message via Facebook so he is aware to do this). Coaches who have previously registered will already be approved.

## Teams

Coaches may use established Adeleague teams from prior seasons, or may create new teams. Coaches may have and play with as many teams as they wish, but a team will only count as being “active”, and show up in the Divisional Ladder, after they have played at least one match. An “active coach” is a coach with at least one “active team”.

Teams from prior seasons of Adeleague must undertake an End of Season process before competing using the number of matches, touchdowns and casualties from the team’s last active calendar year. In most cases the management of this process will require the Commissioner to make modifications to the team roster using the Admin tools. Please communicate with the Commissioner via [email](#) to ensure this occurs prior to play.

New teams are created using the normal team creation rules and have 1,000,000gp to spend.

Where the OBBLM cannot manage certain aspects of the current rules (eg: BB16 positionals like Chameleon Skinks), please communicate with the Commissioner via [email](#) as a workaround will be found.

Note that, as per the *House Rules: NAF Teams* (see below), Bretonnian, Khorne and Slaan teams are valid choices for Adeleague. In addition, the unofficial [Le Pic!](#) Document contains rules for Bretonnian stars and inducements that count as legal for the Adeleague.

As the OBBLM does not track everything, the following need to be recorded by coaches on their team or players' About pages in OBBLM: games played by each player; stadiums and banked stadium funds; sponsors. If needed, contact the Commissioner to manage these elements.

## **Playoffs**

During the Playoffs, coaches are free to organise games against whoever they wish, with the following restrictions:

- Coaches may play anyone from any division. The only exception to this is where a specific SMAC Division has decided to ban cross-division play.
- Coaches may play wherever and whenever they wish, as organised between them, within the playoff months.
- A coach may not play another coach more than twice in a row (and preferably only once in a row). Note that this is a restriction on the coach, not the team. Thus, a team may also not play another team more than twice in a row.
- Matches do not require a winner and can end in a draw at the end of turn 16.
- Results of each game must be submitted to the Commission through the use of the OBBLM. One coach should schedule a match and complete the form with the other coach present immediately following the game. The other coach should check the form before it is submitted. Skills must be rolled in the presence of the opponent, but may be specifically chosen later if desired.

The results of playoff matches will be scored based on three points for a win, one point for a draw, and zero points for a loss. These points will be applied to each team's Division to develop a Division Ladder, with the team with the most points on top and the team with the least on the bottom. Touchdown difference and Casualty difference will be used, in that order, to determine the order of teams with the same number of points. Number of games played will be used next. If teams are still tied, they will be considered to be at the same level. If the teams need to be separated to determine entry into the finals, they will be required to play a qualifying game head-to-head, using the rules for Sudden Death Overtime and Penalty Shootouts. The winner will qualify.

SMACs are free to tally results for their league independently and in alternate ways to the Adeague for the purposes of their own competition. The Commission must still be sent details of matches to ensure transparency of team management, but points gained and ladder position may be organised along different principles than those above. SMAC Commissioners must ensure that the Adeague Commission is apprised of changes to the SMAC Ladder at least monthly (and preferably more often).

## Finals

At the end of the Playoffs, the League Commission will tally the results from each Division to determine the number of “active coaches” in each. Each Division will be permitted to contribute one finals Contender per four active coaches it has had during that stage, for the Stage One Finals, or the entire season, for the Season Finals. Thus, a Division of 4 to 7 will contribute one Contender, a Division of 8 to 11 will contribute two, and so on. This is the same regardless of whether the Division is a SMAC, LOCC or GOAD, although SMAC's may determine their Contenders in different ways from the others. LOCC and GOAD Contenders will be the teams with the most points. Ties will be determined by a Contenders Final game, where the two tied teams play for the right to represent their Division.

The number of coaches entering the Finals will always be either 2, 4, 8 or 16. To achieve this, where there is a shortfall due to numbers of players, up to three Wildcard Contenders positions will be offered. Wildcard offers will be given to teams that are judged by the Adeleague Commission as most deserving of a place under the following criteria:

- Number of games played during the season.
- Missing out on Finals due to losing a Contenders Final match.
- Special consideration for the best performing stunty team across divisions.
- Special consideration for teams excelling from Divisions with high match numbers.

If more than 16 coaches qualify for the finals, the League Commissioner will be extremely happy and will dance a jig (because it means more than 64 coaches played in the season). Let's cross this bridge if it happens, because at present it is extremely unlikely.

Stage and Season Finals will be played as a knockout series, with each match-up being randomly decided by dice roll or other random method. Teams that lose are eliminated, those that win progress to the next round until there are only two teams left, who play the Grand Final match.

Contenders must use the team name and race of the team that earned them Contender status. However, the team must be “Balanced” for finals use. To Balance the team, the coach is given 1,400,000gp. The coach can use this to purchase a team of the same race as the original team, using the normal team purchasing rules (ReRolls at normal or “half” price). The only difference is that the coach may purchase any or all of the players in their original team roster that they can afford within their 1,400,000gp if they wish. In addition, they cannot purchase Fan Factor, it is automatically equal to their original Fan Factor from the end of the stage or season. Star players of any kind may not be rostered for the finals.

The Balanced teams chosen by their coach will act as if they were in a resurrection tournament for the duration of the finals (meaning they do not earn SPPs or winnings and any injuries incurred in a match do not carry over into the following match). Once the finals are over, the team is returned to exactly the state it was just before the team was Balanced for the finals (this is called “Debalancing”). It then gains any rewards or awards earned from the finals series.

## The Glittering Prizes and the Bronze Pigs

The rules in this section replace any “Glittering Prizes” rules in any BB16 or CRP rule book.

Teams that become Contenders may take home prizes. For LOCCs and GOADs these prizes are automatically applied to their Debalanced teams. For teams in a SMAC, the League Commission of the SMAC has the final decision about whether or not Contenders or Finalist prizes are allowed when a team is Debalanced. The prizes are:

- Contender: all Contender teams receive +1 Fan Factor (up to a maximum of 18) and an additional 80,000gp to their treasury when they are Debalanced.
- Group of Four Finalist: any Contender that makes it to the final group of four (ie: the second to last final game) gains an additional 40,000gp (ie: 120,000gp total).
- Grand Finalists: the Contender that loses the Grand Final match gains a further 40,000gp (ie: 160,000gp total), and an additional +1 Fan Factor (ie: +2 total, to a maximum of 18).

## The Bronze Pigs

The four Bronze Pigs are mascots of the Adeleague. Residing in Rundle Mall, the Bronze Pigs all represent an element of the game and all have different characters.

### Augusta

Augusta is the leader of the bronze pigs, a resplendent and noble boar of great stature. A blitzer of great accomplishment, he is the Patron of Champions.

### Horatio

Horatio is an athletic and agile pig, tall and somewhat haughty. A thrower of many completions, he is the Patron of the Touchdown.

### Truffles

Truffles, by contrast, has been corrupted by the winds of Chaos. An obese, but immensely strong boar, he is the Patron of the Casualty.

### Oliver

Finally, Oliver is the runt of the litter. A small, but devious, pig with a penchant for both cooking and assassination, he has made a fortune in the celebrity chef game and is the Patron of Stunties.

The Bronze Pigs give rewards to various teams that compete during a season, as detailed below. In the case of ties (for Horatio's Favour, Truffle's Blessing and Oliver's Steak Knives Set), both players/teams are given the award.

Award	Awarded for	Effects	Held until
Augusta's Gauntlet	Stage One Champion	Gain an additional 40,000gp in winnings. The Gauntlet may be given to one player at the start of each match, so long as that player does not have the Claw/s skill. It grants the player the Mighty Blow skill for the duration of the match. The Gauntlet may not be swapped to another player during the match.	End of the next Stage One Playoffs (or equivalent)
Augusta's Helm	Season Champion	Gain an additional 40,000gp in winnings. The Helm may be given to one player at the start of each match, so long as that player does not have the Dirty Player or Sneaky Git skills. It grants the player the Leader skill for the duration of the match. The Helm may not be swapped to another player during the match.	End of the next Stage Two Playoffs (or equivalent)
Horatio's Favour	Player in the team that scores the most touchdowns OR completions (coach choice) from the team that scores the most touchdowns in the stage one and season finals combined.	The player that gains the Favour may be awarded either the Accurate skill, or the Diving Catch skill (the coach may choose). This skill is removed when they lose the Favour.	End of the next Stage Two Playoffs (or equivalent)

Truffle's Blessing	Player in the team that inflicts the most casualties from the team that inflicts the most casualties in the stage one and season finals combined.	The player that gains the Blessing gains the Foul Appearance skill (unless they already had it, in which case they may choose any other mutation of the coach's choice except Claw/s). This is removed when they lose the Blessing.	End of the next Stage Two Playoffs (or equivalent)
Oliver's Steak Knives Set	Highest placed stunty team in the league as determined by the Commission.	The Steak Knives Set counts as three bribes (total, not each match). When all three have been used, the Steak Knives Set is deleted from the team roster and the effects end immediately (even if mid match). While the team has at least one of these bribes available, one player on the team that also has the Stunty skill may be given the Stab skill. This may not be swapped to another player during the match.	When the third bribe is used (effect ends immediately).

In all cases, a team that has been awarded one of the above may utilise the item during the in-between finals series (ie: the next Season Final for the team awarded Augusta's Gauntlet, or the next Stage One final for other awards), but they must pay 20,000gp to do so when they Balance their team prior to that Finals period.

Teams are free to spend their Finals Winnings before applying Expensive Mistakes at the end of the first match of the Stage, or to undertake the End of Season process using the Winnings as part of their Treasury at the conclusion of the Season.

## House Rules

The following sections set out some House Rules specific to the Adeleague. These either modify or replace BB16 rules as set out in the descriptions.

### SSB Stars

- The Adeleague uses the BB16 star player rules as a baseline. This replaces the star players from the CRP, except in the case of the NAF Teams, as detailed below.
- However, teams may also hire the star players that have been developed each year through the Southern Shrike Bowl as alternates to those normally available to their team. These are chosen exactly the same way as a normal star player and cannot be used during the finals. The stars are listed below along with their Stats, Skills and the teams they may play for.

Name	Position	MV	ST	AG	AV	Skills	Cost	Plays for
The Shrike	Anthropomorphic Bird	7	3	3	8	Loner, Strip ball, Claw, Very long legs, Leap, Juggernaut	180,000	All teams
Da Fetcha	Orc Thrower	5	3	4	8	Loner, Kick-off return, Sure hands, Pass, Leader	190,000	Orc Ogre Goblin Chaos Dwarf
Seamus 'Hellspawn' O'Reilly	Human Catcher	8	2	4	7	Loner, Catch, Dodge, Dauntless, Juggernaut	170,000	Humans Chaos Chosen Norse Khorne Dwarf Bretonnian
Caliban	Orc Blitzter	7	3	3	9	Loner, Block, Shadowing, Tackle	180,000	Orc Underworld Dark Elf Nurgle
Cirwin Greenleaf	Wardancer	8	3	4	7	Loner, Block, Dodge, Strip ball, Side step, Leap, Jump up,	220,000	Wood Elf High Elf Elven Union Amazon Bretonnian Slaan
Vladimir the Bull	Minotaur	5	5	2	8	Loner, Juggernaut, Break tackle, Thick skull, Wild animal, Horns, Mighty blow, Claw, Frenzy	270,000	Chaos Chosen Chaos Renegade Chaos Dwarf Khorne Skaven
Mallus	Dark Elf Renegade	6	4	4	8	Loner, Block, Dump off, Sure feet, Animosity	210,000	Chaos Renegade Dark Elf Elven Union Norse
Mutton McGee	Ogre	5	5	2	9	Loner, Bonehead, Might blow, Thick skull, Tackle, Guard, Block, Throw team-mate	270,000	Ogre Goblin Halfling Underworld Dwarf Human
Ntwadumela	Amazon Blitzter	6	4	3	7	Loner, Block, Dodge, Claw, Kick-off return, Frenzy	230,000	Amazon Wood Elf Human Lizardmen Slaan High Elf
Meister Oz	Vampire	6	4	4	8	Loner, Hypnotic gaze, Jump up, Regeneration, Piling on, Claw, Blood lust, Might blow	210,000	Vampire Sh. Undead Necromantic Khemri Nurgle
Meathead	Rat Ogre	7	5	2	8	Loner, Frenzy, Prehensile tail, Break tackle, Wild animal, Sure feet, Claw, Mighty blow	270,000	Skaven Underworld Lizardmen
Tios	Vampire	6	4	4	8	Loner, Regeneration, Frenzy, Blood lust, Juggernaut, Hypnotic gaze, Mighty blow	170,000	Vampire Sh. Undead Necromantic Khemri Halfling

#### NAF Teams

- The Adeleague allows the teams below to be played, using the rosters developed by the NAF. These teams may use the star players listed, even if those star players are only available in the CRP.
  - [Bretonnian](#)
  - [Khorne](#)
  - [Slaan](#) (note that these are the same as the Kislev Circus team in Blood Bowl II)

#### Modified Skills

- The following skills are slightly modified in the Adeleague compared to normal BB16 rules.
  - Piling On: does not require a ReRoll to be used.
  - Weeping Blades: this skill is not used in the Adeleague. Delete it from the roster.

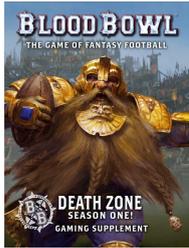
## Official Publications List



### Blood Bowl: The Official Rules (2016)

**BB16**

- The BB16 rule book that was contained in the 2016 boxed set.
- Contains all 'core' rules.



### Death Zone Season One

**DZ1**

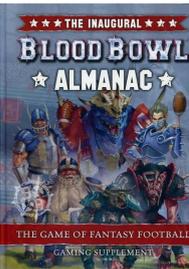
- Contains rules for leagues and expanded star players and teams.



### Death Zone Season Two

**DZ2**

- Contains rules for sponsors and stadiums.



### The Inaugural Blood Bowl Almanac

**BBA1**

- Consolidated rules releases from 2016 and 2017.



### Blood Bowl 2018 Almanac

**BBA2**

- Consolidated rules releases from 2018.



### Spike! Journal Issue One

**SJ1**

- Roster, stars and inducements for the Chaos Chosen team.



### Spike! Journal Issue Two

**SJ2**

- Roster, stars and inducements for the Dark Elf team.





### Le Pic! Issue One

**LPI**

- Unofficial Spike! Journal (legal in Adeleague)
- Roster, stars and inducements for the Bretonnian team.
- [PDF can be found here](#)



### NAF Additional Teams for Sanctioned Tournaments

**NAT**

- Official NAF rosters for Slaan, Bretonnian and Khorne Daemon teams.
- [PDF can be found here](#)