

NBBBL Season 10 Coaches' Pack v0.9.4

North Brisbane Blood Bowl League — Community First — nbbbl.org

Changelog

- **v0.9** — Initial draft for Season 10.
- **v0.9.1** — Updated registration deadline (Sunday 16th August) and fee; minor edits.
- **v0.9.2** — Editorial pass: fixed Season 9 leftovers, renumbered sections, proposed schedule dates, added weather clarification, plus style fixes.
- **v0.9.3** — Added proposed Divisions section (3.3); play-offs updated to reference division standings. Plus more style fixes.
- **v0.9.4** — Clarified the division-draw method and linked the draw/scoring spreadsheet.

1. Commissioning Team

Chief Commissioner	Dimitri Klimenko
Treasurer & Commissioner	Ken Dunford
Commissioners	Matt Williams, Chris Willcox, Jason Maughan, Jeremy Walter
Honorary Commissioner	Lee Hobbins

Any member of the commissioning team can make a ruling as needed, which is binding unless it is explicitly overruled by the Chief Commissioner (a.k.a. a “Grand Pooh-Bah intervention”).

2. Teams and Registrations

- Register via [TourPlay](#); the deadline is **11:59pm on Sunday 16th August 2026**.
- Payment of **\$25** is to be made to Ken Dunford (Treasurer) before the season starts — contact him to arrange payment.
- Late payments incur League Point penalties: **–5 LP per round**, starting from Round 4.
- **Allowed teams and rosters**: as defined in TourPlay — all official BB2025 teams, plus Slann (per the NAF list).
- NBBBL teams must **only** be used to play official NBBBL games on TourPlay. Any NBBBL team that plays games on TourPlay outside of NBBBL will be banned from all future NBBBL games (if this happens mid-season, all its subsequent games are forfeit).
- New to the league (no Season 9 team)? Welcome! You'll build your team using the Fresh Team package in Section 8.2.

3. League Structure

3.1 Schedule

One game per round, one round every two weeks, as we've done historically — with league night every **Wednesday at the Dice Spot**. The schedule below is subject to change once the final number of coaches is confirmed; we expect between 8 and 10 rounds.

Round	Start Date & League Night (Wednesday)	Deadline (games completed by)
Round 1	19th August 2026	1st September 2026
Round 2	2nd September 2026	15th September 2026
Round 3	16th September 2026	29th September 2026
Round 4	30th September 2026	13th October 2026
Round 5	14th October 2026	27th October 2026
Round 6	28th October 2026	10th November 2026
Round 7	11th November 2026	24th November 2026
Round 8	25th November 2026	8th December 2026
Round 9	9th December 2026	22nd December 2026
Round 10	6th January 2027	19th January 2027
Quarter-finals	20th January 2027	2nd February 2027
Semi-finals	3rd February 2027	16th February 2027
GRAND FINAL	17th February 2027	2nd March 2027

3.2 Main Season Scoring

The main season will be scored as follows:

- Win: **+50** points
- Draw (or mutual no-fault concession): **+25** points
- Loss: **+10** points
- Concession: **+0** points

Bonus points:

- Win by a margin of 2 or more TDs: +1 point
- Concede 0 TDs: +1 point
- Score 3+ TDs: +1 point
- Cause 3+ casualties: +1 point

Late payment of registration fees: -5 points per round for any coach who hasn't paid, from Round 4 onwards.

Ties will be broken by:

1. Score in direct confrontations
2. TD difference
3. CAS difference
4. Roll off

3.3 Divisions (proposed — to be confirmed based on signup numbers)

Depending on the final number of coaches, we are likely to split the league into **divisions** for Season 10 — for example, 4 divisions of 8, or 3 divisions of 10.

Why divisions? In Season 9, 30 coaches played in a single division, so each coach faced only 10 of their 29 possible opponents — an incomplete round robin where standings partly depended on the luck of the draw. With divisions, coaches play a **full round robin** within their division (everyone plays everyone once; rounds = division size - 1, so roughly 7-9 rounds). That makes the standings within each division a complete, fair comparison.

Seeded draw. To spread coach skill evenly across divisions — a fairer draw than a purely random one — divisions will be allocated as follows (example with 4 divisions and 30+ coaches):

1. Rank all coaches by their Season 9 final placement. New coaches are ranked below returning coaches.
2. Split the ranking into fixed seed bands: Group 1 = ranks 1-8, Group 2 = 9-16, Group 3 = 17-24, Group 4 = 25-30 plus any new coaches.
3. Coaches are assigned within fixed seed bands, preserving competitive balance. The draw tests 250 deterministic candidates and selects the one with the fewest same-race pairings; ties are broken by minimising Stunty-with-Stunty pairings, then by taking the earliest candidate. Each pair counts separately, so three qualifying coaches together create three pairs. For this draw, Stunty races are Gnome, Goblin, Halfling, Ogre, and Snotling.

This ensures every division has a similar mix of experience levels — no “group of death”, and no easy road.

Draw/scoring spreadsheet:  

Oversight. The commissioners will review the draw inputs and selected result before it is locked in. Any correction will be made only for a clear input or process error, rather than by rerunning the draw until a preferred result appears.

Play-off qualification. Division standings will determine play-off seeding. With 4 divisions, the natural split is: the **top 2 coaches from each division** qualify for the 8-coach Season 10 Cup, with remaining coaches ordered by division rank (then league points) for the Jawa Cup and Wooden Spoon Match. Exact details will be confirmed once final numbers are known.

4. Rules Errata

- The **Prayers to Nuffle** inducement will not be available for Season 10.
- We will use the [NAF FAQ / Recommendations for BB2025](#) in conjunction with the GW errata.
- We will **not** enforce the strict hiring & firing order of operations — hiring does not have to be done before firing between rounds, and MNG players are fireable immediately rather than waiting a round.
- Standard weather rules will be used (no custom weather tables), as in Season 9.

5. Scheduling Matches, Byes and Concessions

5.1 Scheduling

The NBBBL runs on a two-week (fortnightly) schedule, with each round starting on a Wednesday league night at the Dice Spot. We hope that as many coaches as possible will play their matches together on a league night; however, coaches are free to schedule a time and place of their choosing.

Each match has a deadline: the day before the subsequent round's league night. In the spirit of the league, we expect coaches to make their best effort to play within the two scheduled weeks, preferably at the Dice Spot on a Wednesday. Late matches can be allowed as long as **all** of these requirements are met:

- There is a scheduled date for the match that both coaches have committed to.
- The scheduled date is no more than 5 days past the deadline.
- All coaches whose matches in subsequent rounds depend on the outcome (usually the two coaches' next opponents) have agreed to work around the delay — to confirm this, explicitly ask for an extension in the NBBBL group chat, tagging any coaches due to play you in the next round.

5.2 General guidelines

When scheduling a match with your opponent, please keep the following in mind:

- **Communicate** — keep an open line of communication with your opponent, and let them know about any delay or significant risk that you can't make a scheduled date.
- **Be proactive** — reach out early to schedule and confirm dates & times as soon as you can; ideally a week before the round starts and/or right after finishing your previous match.
- **Respect your opponent's time** — many coaches have busy lives and may travel a long way for a match. If you need to cancel or reschedule, give as much notice as you can.
- Cancelling a scheduled match with **less than 24 hours' notice** may be grounds for an adjudicated loss.

5.3 Recommended practices in TourPlay

These are currently not mandatory, but we highly recommend that all coaches:

- Add your preferred means of communication to TourPlay.
- After agreeing on a date & time with your opponent, add the scheduled date & time for your match in TourPlay.

5.4 Adjudication

If the coaches are not able to play their match before the deadline (or the extended deadline, if confirmed per 5.1), the match will be adjudicated by the commissioners via TourPlay's "Suspend Match" feature. The following principles apply:

1. Any coach who demonstrably (a) could not be contacted for scheduling, (b) intentionally avoided playing their match, or (c) made no effort at all to schedule and play, will receive a 0-point concession loss (instead of the usual 10 points for a loss). If this applies to both coaches — e.g. the deadline passes with no effort from either side — both receive a 0-league-point loss.
2. If both coaches agree on an outcome, then (unless Rule 1 applies) it will be upheld:
 - An agreed no-fault draw gives each coach an "adjudicated draw" (25 LP).
 - If one coach concedes and the other accepts, the winner receives an "adjudicated win" (51 LP) and the loser an "adjudicated loss" (0 LP).
3. If the coaches disagree about the outcome, the commissioners will consider:
 - Evidence of communication (or attempted communication) and of reasonable effort to schedule the match.
 - Grounds for an adjudicated loss include cancelling a scheduled match with less than 24 hours' notice, or lacking availability on both league (Wednesday) nights while the opponent was available for both.
 - If both coaches made an effort and had reasonable availability, the match will usually be ruled an adjudicated draw.

5.5 Leaving or conceding during a match

If a coach concedes partway through a match, the Blood Bowl 2025 Official Rulebook applies. Notably, unless it was a no-penalty concession (three or fewer players when setting up), players with three or more advancements have a 50/50 chance of quitting the team forever!

If a coach needs to leave partway through a match due to an emergency, ideally the match can be paused and finished at a later date, time permitting. We recommend both coaches photograph the board state to avoid disputes later.

In the case of a genuine emergency, the "players quit" penalty will be waived, although a 0-point concession still applies if the game is not finished before the deadline.

5.6 Byes, Concessions & Adjudicated Results — League Points, GPs & MVPs

Winnings

- 0 GP for a 0-point concession
- 50,000 GP for a scheduled bye or adjudicated draw
- 60,000 GP for an adjudicated win

SPP / Advancement

- None for a 0-point concession
- Scheduled bye or adjudicated draw: MVPs (4 SPP) awarded to 2 players, randomly chosen from 4 players nominated by the coach
- Adjudicated win: MVPs awarded to 3 players, randomly chosen from 5 players nominated by the coach

League Scoring

- 0 LP for a 0-point concession
- 0 LP for a scheduled bye
- 25 LP and a 0–0 TD result for an adjudicated draw
- 51 LP and a 1–0 TD result for an adjudicated win (the TD is not awarded to a player; it only matters for tie-breaking in league standings)

Player Recovery [MNGs]

After any bye or adjudicated draw/win/loss, any players who were Missing Next Game [MNG] for that round return for subsequent games, just as they would after a normal round match.

6. Play-offs

Every team will get to play at least one match during the playoff season.

Going into the playoffs — immediately after the last main-season round — there will be a **Medical Round**: any players who are Missing Next Game will be brought back for the playoffs. Player development during the playoffs is as normal: players can earn SPP and get killed or seriously injured as usual.

Based on coaches' rankings during the season (if divisions are used, based on division standings — see Section 3.3), coaches will be split into several playoff events, typically in a knockout format:

- **(A) The NBBBL Season 10 Cup** — top 8 coaches
- **(B) Jawa Cup** — coaches ranked 9th onwards (exact split TBC once final numbers are known)
- **(C) Wooden Spoon Match** — last 2 coaches

Elimination Format

Playoff matches follow an elimination format with no draws allowed, using the “Extra Time” and “Penalties” rules from the BB2025 rulebook (p83), with the following differences:

- If the score is drawn at the end of the second half, the match goes to a full 8-turn third half (Extra Time).
- Unlike the rulebook, whichever coach lost the original toss decides who kicks and who receives for the third half.
- Re-rolls carry over from the second half and are not replenished.
- If drawn after Extra Time, the match is resolved with a best-of-5 Penalties roll-off.

7. End-of-Season Awards / Trophies

Trophies will be awarded for:

- 1st place
- 2nd place
- 3rd place
- Most TDs [by coach], as at the end of the main season (before play-offs)
- Most Casualties [by coach], as at the end of the main season (before play-offs)
- Jawa Cup
- Most Secret Objectives in TourPlay (TBC)

If we have a prize table, the above also determines the prize-pick order (each coach gets one pick even if they qualify in several categories). Remaining places receive no trophies and are ranked based on playoff results.

Wooden Spoon Match:

- Winner — earns free entry for next season.
- Loser — receives a literal wooden spoon as a trophy.

8. Team Drafting Rules

8.1 Re-drafting a Season 9 team

Permitted, as per the rulebook (p105), i.e. a re-draft budget of:

- 1,000,000 GP
- + whatever remains in the team's Treasury
- + 20,000 GP per match played
- + 20,000 GP per win
- + 10,000 GP per draw

Note: this is calculated automatically by TourPlay.

The re-draft budget is **capped at 1,300,000 GP**. Re-drafted teams may carry over SPP to Season 10 and spend that SPP after registering, even if this takes them above 1,300k.

8.2 Fresh Teams for Season 10

For those who don't want to re-draft — or are joining the league fresh — there is an SPP/cash package on offer to bring new teams more in line with the higher-TV re-drafts.

Note: if you take this package, you are locked into the team as soon as the commissioners issue your MVP selection (Step 2 below) — you commit to playing that team regardless of how well or poorly the MVP rolls go. This prevents risk-free re-rolling for good outcomes.

The package consists of:

- **1,050,000 GP** to spend.
- **13 random MVPs** — the commissioners roll 13 random MVPs, and you drop 3 of them (keeping the 10 you want most).
- **4 Flex Points** — each convertible to either 30,000 GP, or an MVP (4 SPP) assigned to a player of your choice.

The detailed process:

Step 1 — Initial Draft

Draft a legal team (minimum 11 players) using your starting 1,050,000 GP, plus the value of any Flex Points you convert to GP up front.

Step 2 — Random MVPs

The commissioners roll 13 random MVPs (4 SPP each), distributed across your initial roster (i.e. at least 11 players). You then remove 3 of them; the remaining 10 are added to your players as SPP (40 SPP total).

Step 3 — Spend Flex Points

Spend Flex Points as desired: each converts to either 30,000 GP or a chosen MVP (+4 SPP to

a player of your choice). Flex Points can be stacked freely — e.g. 4 Flex Points for +16 SPP on one player. Note that this step can be freely interleaved with Step 4. For example, you can spend a flex point, roll for a star or skill, and then spend more flex points as desired.

Step 4 — Spend SPP and Treasury

- Can be interleaved with Step 3 as desired
- SPP on players may be spent on skills (or stats) as desired, or saved for later.
- Remaining Treasury may be spent on additional players, sideline staff, etc. Note that re-rolls are still at standard drafting price at this point.
- Up until the start of Round 1, any player can be fired for a full refund.
- Any Flex Points remaining at the start of Round 1 are automatically converted to GP.
- Coaches must have a legal team of at least 11 players before the start of Round 1, or risk disqualification.

Appendices — Future Season Possibilities

Appendix A. Bounties (possible future season)

Coaches would be allowed to put bounties on other coaches' players, with the money taken from their own Treasury into the League Bank:

- 20,000 GP per head (bounty). Bribery and Corruption teams pay half price (10,000 GP per head; the bounty value is still 20,000 GP).
- Each coach can issue a maximum of one bounty per round, up to a maximum of 3 active at a time.
- Issued via DM to the commissioners, who subtract the money from your Treasury — then please announce the bounty to the rest of the league (Wanted Poster recommended!).
- No limit on the number of bounties outstanding on a given player/team.
- Any injury of MNG or worse, regardless of cause, qualifies for payment of the bounty, which is paid to the opposing coach.
- Bounties can be cancelled, but only 10,000 GP is refunded.

Appendix B. Special Star Players / Mercenaries (possible future season)

Top players from a season may be eligible to be created as Star Players, available for hire in subsequent seasons. Stay tuned for details!

Appendix C. Secret League Teams (possible future season)

(TBC — under discussion)