

NBBBL Season 10 Coaches' Pack v1.0

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

Changelog

- **v0.9** — Initial draft for Season 10.
- **V0.9.1—v0.9.1** — Fee & timetable updates, and editorial fixes.
- **v0.9.3—v0.9.5** — Pinned down the mechanics for the Division Draw
- **v1.0** — Confirmed the 11-12-11 division structure, 11-round main season, four-round playoff schedule, interdivision matches, playoff qualification, Wooden Spoon Series, and official Stunt Cup; clarified related awards and procedures.

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 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, with league night every Wednesday at the Dice Spot. The main season runs for 11 rounds, followed by four official playoff rounds. Exact Jawa Cup stages will depend on the number of coaches who confirm playoff availability.

Round	Start Date & League Night (Wednesday)	Deadline (games completed by)
Round 1	Aug 19, 2026	Sep 1, 2026
Round 2	Sep 2, 2026	Sep 15, 2026
Round 3	Sep 16, 2026	Sep 29, 2026
Round 4	Sep 30, 2026	Oct 13, 2026
Round 5	Oct 14, 2026	Oct 27, 2026
Round 6	Oct 28, 2026	Nov 10, 2026
Round 7	Nov 11, 2026	Nov 24, 2026
Round 8	Nov 25, 2026	Dec 8, 2026
Round 9	Dec 9, 2026	Dec 22, 2026
Round 10	Jan 6, 2027	Jan 19, 2027
Round 11	Jan 20, 2027	Feb 2, 2027
Play-off Round 1	Feb 3, 2027	Feb 16, 2027
Play-off Round 2	Feb 17, 2027	Mar 2, 2027
Play-off Round 3	Mar 3, 2027	Mar 16, 2027
Play-off Round 4	Mar 17, 2027	Mar 30, 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

Season 10 has 34 coaches in three divisions: Division A (11 coaches), Division B (12 coaches), and Division C (11 coaches).

Each division plays a full round robin. Division A and Division C coaches each play 10 divisional matches and one interdivision match during their scheduled bye. Division B coaches play 11 divisional matches. Every coach therefore plays 11 main-season matches for team development.

Division standings are based only on matches played within that division. Interdivision matches do not award LP or affect divisional standings or tiebreakers; see Section 5.7.

The divisions were formed through a seeded, publicly reproducible draw. Each division received a balanced share from across the seed order, while the draw also sought to avoid duplicate races and clustering Stunty teams where possible.

Published draw spreadsheet: [📄 NBBBL Season 10 Division Draw](#)

Final standings within each division determine playoff qualification. The divisions are not combined into an overall regular-season table; see Section 6.

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 the no-effort rule above 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.

5.7 Interdivision Matches

During each main-season round, the Division A and Division C coaches with the scheduled bye play one another. The match is an official NBBBL match for team development, but not for division standings.

The match awards no LP and its result, TDs, casualties and other statistics do not affect divisional standings or tiebreakers. Treasury, SPP, injuries, deaths and MNG apply normally. The match does not also grant the scheduled-bye GP or MVP package.

Because every coach plays 11 main-season matches, statistics from interdivision matches count toward league-wide awards such as Most TDs and Most Casualties. They are excluded from the Stunty Cup ranking.

Normal scheduling, adjudication and concession rules apply. If the match is adjudicated, Section 5.6 governs treasury, SPP and recovery, but neither coach receives LP or standings statistics from the adjudicated result.

6. Play-offs

Every coach who confirms playoff availability will be placed in one of the events below and will receive at least one playoff match.

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.

Playoff registration. The commissioners will publish a deadline for coaches to confirm their availability. Places are filled using final division standings and only coaches who confirm availability. Within each division, a declined place passes to the next highest-placed available coach. Once the brackets are published, a later withdrawal will normally be treated as a forfeit unless the commissioners can make a replacement before any playoff match has begun.

6.1 NBBBL Season 10 Cup

The three highest-placed available coaches in each division qualify for the NBBBL Season 10 Cup, creating a nine-coach field.

All three third-place qualifiers enter the Cup. A public random draw selects two of them to play a preliminary match; the remaining third-place coach receives a bye through the preliminary round and advances to the quarter-finals. The preliminary-match loser is eliminated from the Cup and does not enter the Jawa Cup.

The quarter-final draw will protect the three division winners from playing one another and will avoid same-division rematches where possible.

The two semi-final losers will play a third-place match.

6.2 Jawa Cup

All remaining available coaches, except those entering the Wooden Spoon Series, play in the Jawa Cup. The exact bracket, stages and any byes will depend on the number of coaches who confirm availability. The commissioners will publish the format and draw before the first Jawa Cup matches. If the field would ordinarily require an additional stage, the commissioners may set shorter deadlines for the later Jawa Cup rounds so its final is completed within the four official playoff rounds.

6.3 Wooden Spoon Series

The lowest-placed available coach from each division enters a three-coach round robin. Each coach plays the other two once and receives 3 series points for a win, 1 for a draw and 0 for a loss. Ties are broken by head-to-head result where only two coaches are tied, then TD difference, CAS difference and a public roll-off.

The series winner earns free entry to the following NBBBL season. The last-placed coach receives a literal wooden spoon as a trophy.

6.4 Knockout Match Format

NBBBL Cup and Jawa Cup knockout matches allow no draws and use 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 and awards will be presented for:

- NBBBL Season 10 Cup — 1st place
- NBBBL Season 10 Cup — 2nd place
- NBBBL Season 10 Cup — 3rd place
- Most TDs by coach, as at the end of the main season, including interdivision matches
- Most Casualties by coach, as at the end of the main season, including interdivision matches
- Jawa Cup
- Stunty Cup — trophy and a set of NBBBL dice
- Most Secret Objectives in TourPlay (TBC)

7.1 Stunty Cup

The highest-ranked eligible Stunty team at the end of the main season wins the Stunty Cup. Eligible races are Gnome, Goblin, Halfling, Ogre and Snotling.

Eligible coaches are compared using the following criteria, in order:

- Final position within their division
- LP per scheduled divisional fixture: $LP \div 10$ for Division A and Division C; $LP \div 11$ for Division B
- TD difference per scheduled divisional fixture
- CAS difference per scheduled divisional fixture
- Public roll-off

Interdivision matches are excluded from the Stunty Cup ranking.

7.2 Prize Table

If we have a prize table, the awards above also determine the prize-pick order. Each coach receives one pick even if they qualify in several categories. Remaining places receive no trophies and are ranked based on playoff results.

7.3 Wooden Spoon Series

- Series winner — earns free entry to the following NBBBL season
- Last place — 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)