

Sydney 7's Outback Cup III – Revenge of the Hobbit Rules Pack 2023
5 game tournament of Blood Bowl 7's

TEAM CREATION

- Teams may be purchased using 600,000 GC
- Teams can take Inducements, but no wizards, mercenaries or star players.
- Teams may be selected from any of the current BB races including the NAF approved Slann
- In Sevens, a team may not have more than 11 players on the roster. A team will only field 7 players at a time.
- In addition, “Positional” players are rarer. 0-4 positionals may be selected so for example a Dark Elf team could take 2 Witch Elves and 2 blitzers, or 4 blitzers. A Skaven team could take 1 rat ogre, one blitzer, one thrower and one gutter runner, or 4 Gutter runners. (or any other combination of 0-4 total).
- Sevens teams are not very well-trained or reliable. You may only purchase ONE re roll at double price
- Fan Factor costs 20,000gp per point instead of 10,000gp
- Assistant Coaches and Cheerleaders cost 20,000 gp
- Please ensure that your team sheets include your NAF name and NAF number.
- Team Sheets Must be Emailed at least 4 days prior to tournament start.
- THE PITCH: A very special BB7s pitch is used in the Sydney 7s. The pitch is divided into three six-square zones plus two one-square endzones lengthwise, for a total pitch size of 22 squares long by 11 squares wide. Pitches will be provided. You are welcome to bring your own if you have a Sydney Sevens Outback Cup pitch from 2019 or 2020 if you would like to use that

There will be a maximum of 70mins for each game which equates to 5 mins per turn.

- **Apothecaries**
As per current Death Zone rules
- Because this is a short tournament with games back to back, the scouts for the Pro leagues won't have time to take players off to the draft, and we will be using **Resurrection type** rules as well.
- For this event we will have the following **skills package - before each game (including round 1) a player may be given a Normal skill. No skill stacking, no Stat increases.**
- Finally, before the tournament you may **select one player to be your team captain**, they may be given the **Pro skill**, and are eligible for one further skill -up as above.
- **Pairings** - Random first round and then paired using modified Swiss.
- **Scoring**
 - Win :50
 - Draw: 20 points
 - Loss: 0 points
 - For determining the final standing:
 - Head-to-head result • Avg Opponent score • Net touchdowns • Net casualties
- **Awards:** Sports, Painting, 1st, 2nd, 3rd, ETC.