

Carnage IV Tournament Rules

The core ruleset to be used is the Living Rulebook 4.0 with the following tweaks.

Skill progression

Normal SPPs will not be tracked. Instead, before the tournament starts each coach may pick one normal (i.e. not a Star or Big Guy) player to nominate as their team captain. This player is given the Pro skill. **HOWEVER** this player may not be given any further skills at all during the tournament – they are considered to have peaked.

Furthermore, after each match you may award skills to your players based on the conditions below. Except where noted, no player may gain more than one skill.

Game 1 – one NORMAL skill to any player.

Game 2 – either:

- Two skills to two different players
- One “double” to one player (not a statistic increase)
- One skill to a player who already has a skill (except Captain)

Game 3 – one NORMAL skill

Game 4 – one NORMAL skill

Game 5 – either:

- Two skills to two different players
- One “double” to one player (not a statistic increase)
- One skill to a player who already has a skill (except Captain)

Special prizes will be awarded every round for the first team to injure an opposing team captain!

However, NAF referees have been warned that some teams resorted to excessively underhand tactics in previous years. Because of this, no team may contain more than one Dirty Player (this means one IN TOTAL, not just “one on the pitch”!)

Skills are chosen before you play your next match, but after you see who your opponent is – this avoids some coaches gaining an unfair advantage by “forgetting” to pick a skill before they see who their opponent is! Not that any of you would do that of course...

Injuries

All Casualties are wiped after each match so everyone starts with a fresh roster in each round. The only things that carry forward from game to game are your skill choices.

Casualties

An award will be given to whoever manages to inflict the most casualties over the tournament as a whole. For the purposes of this total ALL casualties count – blocking, fouling, failed GFI – everything!

As well as this, an award will be given to the most bloodthirsty of teams, those who kill outright the most players! As with casualties, deaths from ANY source count!

Scoring System

The scoring system this year is as follows.

45pts for a win by 2 or more touchdowns
40pts for a win by 1 touchdown
30pts for a draw
20pts for a loss by 1 touchdown
10pts for a loss by 2 or more touchdowns

1pt for every touchdown scored
1pt for every casualty caused
2pts for a clean sheet

So for example, if Paul plays Ben and Ben wins 2-0 with 4-1 on casualties, Ben gets $(45+1+1+2+1+1+1+1) = 53$ pts and Paul gets $(10 + 1) = 11$ pts.

Whoever has the most tournament points at the end of the tournament wins. If two or more coaches are tied on points then the deciders will be:

1. Net TDs + CAS
2. Total TDs scored
3. Total CAS inflicted
4. Dice off

Refereeing

Players are free to ask any other players for advice on rules that they see fit – not everyone can be expected to know all the rules all the time, and some leagues may play slightly different rules and be used to tournament play.

However, at the end of the day the Chief Referee has the last say on any rule and anyone arguing is likely to lose tournament points if they persist in arguing for the sake of it. In reality, everyone gets on well and in 3 years I have never had to issue a “yellow card” at all!

Sportsmanship

Generally speaking, all players on the tournament scene are good sports and play the game in the spirit in which it is meant to be played. We all have those games where sometimes the dice go against us completely and we all know how frustrating it can be – it's part and parcel of the game so hopeful we can all handle the bad games as well as the good.

It is possible, however unlikely, that something might get out of hand. If you feel that a coach was blatantly trying to cheat repeatedly, was not playing with a competitive spirit, shouting & swearing excessively at bad luck without apologising, or just generally ruining your game and your tournament then contact the Chief Referee. If after discussion the problem still cannot be resolved then the offending coach will lose points and if it continues will be asked to leave the tournament.

Enough said I hope ☺

Team Selection

This is a T100 tournament and all legal teams from the LRB 4 are allowed. Star Players are also allowed, at their higher prices (i.e. Griff is 380k). If two coaches both hire the same star player then as per LRB rules NEITHER coach gets to use him for that match.

Wizards are not allowed. Undead & Necromantic coaches may Raise the Dead for killed players **provided** said player is not healed by an apothecary but the raised zombie only lasts for the duration of the game in which he is raised.

NAF rankings

Since any non-NAF coaches get a "free" membership in with their enhanced tournament ticket price, everyone at the tournament will be NAF ranked and all games played will be counted for the rankings.

Awards

The following awards will be available.

Winner	Overall tournament champion, based on tournament points
Runner Up	2 nd placed tournament player, based on tournament points
Most Casualties	Total CAS after 6 games
Most Touchdowns	Total TDs after 6 games
Most Deaths	Total Kills after 6 games
Best Painted Team	Voted for by all players
Stunty Cup	Highest placed stunty team (if more than one stunty coach plays!)