

## Angus Blood Bowl League Rules

1. Each league team will follow the standard league team creation rules, with 1,000,000 gold coins to spend on players, coaching staff and re-rolls.
2. The league will follow a formal league format, with teams playing each other a maximum of twice. No team can play another twice in succession.
3. Teams may not play Overtime in league games. A draw is a draw.
4. Scoring will be as follows:  
  
Win = 12 Points  
Draw = 6 Points  
Loss = 0 Points  
+1 Point per TD (Max 3)  
+1 Point per CAS (Max 3) (Blocking only)  
  
If the league is tied after all the games have been played, the team with the best TD difference will finish highest. If after this the league is still tied, a playoff must be played to determine a winner.
5. The league will use Living Rulebook 6.0 (LRB6) as the official ruleset. This includes the use of the new Chaos Pact, Slaan and Underworld teams.
6. The use of Star Players is permitted by all teams. The use of the same Star Player by two opposing teams, however, is not permitted. In the event that both teams wish to hire the same Star Player, both teams must secretly bid how much of their inducements (this can include treasury money) they wish to pay for the player and a third party will reveal who is successful.
7. The use of Random Event Cards is not permitted.
8. Teams may not be retired until the end of a season. However, a team may retire all of their players, drop all their Fan Factor and re-rolls, and fire all of their coaching staff. In this event, the team will be awarded 1,000,000 gold coins to re-purchase their team. All league points and league stats will carry over since the team is still active (Just the players/coaches have been replaced).
9. For the purpose of scoring, all casualties are recorded before Regenerate rolls or Apothecary re-rolls have been made.
10. Each team will be awarded two free Normal skills before the start of the league to represent pre-season training. The skills must be allocated to different players but do not add to the player's Star Player Points. Team Value must be increased as with normal skill advancement. In the event of Point 8 above, two free Normal skills are not awarded to the new players.
11. At the end of a match Star Player Points are awarded as normal, with the exception of Most Valuable Player. Instead of being allocated to a randomly selected member of the team who participated in the match, the team coach may select any three players on their roster who played during the game to be eligible for the Most Valuable Player award. A D3 will then be used to select the player given the Star Player Points.