

STREET



2010!!!



This is the official Tournament Rules pack for all the Naptown Series Streetbowl tournaments in 2010. For the most up to date happenings in the world of Streetbowl check out the Zlurpee Bowl Forums at: <http://zlurpeebowl.com/Forums/index.php>

If you don't yet have the most up to date Streetbowl rules article you can find it here: <http://zlurpeebowl.com/Streetbowl.html>

If you have any questions relating to Streetbowl, or the Naptown Series of tournaments you can email me at mmuller@uic.edu

And as always thanks to Ramsay "Norse" McPherson for giving us Streetbowl!

Tournament Rules!

Cost for tournaments will be Free (Except for the GenCon cost at Streetparty V), but please be advised that while there will be a trophy and certificates, there will only be prizes at the two Majors (Brickyard Bash, and Streetparty USA)

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Proposed Schedule (always subject to change due to venue restrictions):

- 10:00AM to 10:20 Event Registration
- 10:30-11:45 Round One
- 12:00-1:15 Round Two
- 1:15-2:15 Lunch Break
- 1:35-2:50 Round Three
- 3:00-4:15 Round Four
- 4:15-5:30 Afternoon Break (voting for best painted)
- 5:30-6:45 Round Five
- 6:45-7:00 Final tallies and Awards

Things you need to bring:

- ◆ Your team
- ◆ A set of blocking dice, D8 and set of D6
- ◆ Passing and scatter templates will be helpful if you can bring them
- ◆ 2 copies of your team roster (Streetbowl rosters available on the website www.streetbowl.zlurpee.com)
- ◆ Copy of the current Streetbowl rules, or at least a copy of the reference cards
- ◆ A Streetbowl board if you have it

Rules:

Naptown StreetBowl Championship Series Rules:

First and for most ... the Rules will be using the “Ultimate Streetbowl RuleZ” article which supplements the already existing LRB 6.0/Competition rules pack.

The tournaments will be 5 rounds of Swiss style play. Starting team will be 600gps or TR60 unless otherwise stated in the rules pack. Many of us are Streetbowl veterans, so we'll be mixing it up a bit (see tournament descriptions for more details). There will be no skills given to players, but you may purchase any inducements listed in the article. (Zlurpee Vendor Tip: for additional skills you can take Lil' Shoppe Special items). Lil' Shoppe items must be rolled for before every game. Ringers will not be available in the two major tournaments.

Dice: Before each match the two coaches should choose one set of dice to use for the entire match.

Miniatures: You will be allowed to use non-GW miniatures. HOWEVER, the figures MUST be READILY identifiable as their positions as determined by the head referee or his assistants (Color coded base rings helps with non-official models).

There will be no requirement for painting, although we would really like all teams to be painted.

Scoring:

Win= 30pts

Draw= 14pts

Loss= 6pts

+1/-1 per net CAS to a max of +/-3 each game

+1/-1 per net TDs to a max of +/-3 each game

Sportsmanship:

We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required! In the spirit of good sportsmanship, Illegal Procedures will not be called.

A Note on Game Time.

Each game will last 1 hour and 15 minutes. With the 6 turn halves and the low amount of rerolls this shouldn't be a problem. Unfortunately with how tight the schedule is the time limit will be strictly enforced. The tournament organizer will give updates on how much time is left throughout the round to make sure as many games as possible get to finish on time.

The break times listed are soft breaks. The tournament organizer will get a feel for how the day is going and ask the coaches opinions, but some of the breaks may be shortened. Most of the Streetbowl tournaments we have run have ended early, by cutting breaks short, this helps to get people who have driven a great distance home earlier. Awards will be handed out for all of the following (Some events may choose to hand out additional awards.)

Tournament Champion

Runner up

Top Offense (Most TDs)

Top Defense (Most Cas, receives the Whoopin' Stick!)

Naptown Streetbowl Championship Series Rules!

First and foremost, you don't have to be part of the Championship series to participate in any of the Naptown tournaments. So if you are only able to attend one tournament that is perfectly fine. However, for those that are able to attend several tournaments in the series this is being put together to find the ultimate Streetbowl Champion.

To continue cumulating points throughout the year you must use the same Team. The roster may change from one event to the next but the race and Team name must stay the same. If you decide to change race or team name you will start a second point total for them.

Streetbowl games will be held in various location, and we don't expect you to make a road trip for each and every one - that would be crazy! The season standings will be determined by adding up all your tournament points from your **top three tournaments** to date! So the more tournaments you play in the better your standing will be. Standings and point totals will be tracked on the Zlurpee bowl forums, until the Streetbowl website is ready to host them.

Major Tournaments: There will be two major tournaments during the series; these tournaments will be worth double points in the standings. The two majors are Streetparty IV in August and the Brickyard Bash in November. The Championship season will end with the Brickyard Bash in November. This will be a two day Streetbowl event. After the second day of the tournament, there will be an awards banquet for the overall Championship Series champions.

End of the Season awards will be given out for:

NSBCS Grand Champion-- Going to the team that is number one in the rankings at the end of the tournament series.

NSBCS Runner Up-- Going to the team that is number two in the rankings at the end of the tournament series.

Reeborc Scoring Champion-- Going to the coach that has the highest AVG TD total per tournament series game

Bugman's Brutality King-- Going to the coach that has the highest AVG CAS total per tournament series game

Orcidas Iron Man Award-- Goes to the coach with the highest number of NSBCS games played

Painasonic All-Time Wooden Spooner-- Goes to the coach with the lowest AVG tournament score (assumes played three tournament series games)

McMurty's Top Stunty Team-- Goes to the Stunty team that finishes highest in the end of year rankings.

There will be MANY other small awards handed out at the awards banquet but these are the big ones.

NSBCS Trophies. Everyone that wins a tournament in the NSBCS series will be given a small trophy. Along with having one of these rare and highly sought after model trophies, you will also get the use of the trophy reroll. The reroll will work as follows:

NSBCS Trophy reroll: Once per tournament the coach is allowed to use the Trophy reroll like a normal Team reroll. They must get the attention of the tournament organizer and announce that they are using their trophy reroll. Only one trophy reroll may be used per tournament. So if you are lucky enough to win more than one you can only get one reroll per tournament. In addition, you must be playing the same team that you were when you won the tournament trophy, and you must have the trophy with you.

The '10 NSBCS Schedule will be posted on the Zlurpee forum as venues are obtained, but the first one is:

February 27th 2010

St. Valentines Day Massacre IV

Location: 5125 Decatur Boulevard (Bob's School)

Indianapolis, IN 46241

Organizer: Valdric