RECOMMENDED RULESPACK

Blood Bowl Sevens tournament rules for DBBA qualifiers

> These are the DBBA's recommended rules for Blood Bowl Sevens tournaments. Tournament organisers add their own schedule, prizes, venue and entry details.

01 RULESET

- Blood Bowl 2025 rules, with the Sevens rules from Blood Bowl Spike! Magazine #22, and official errata.
- The tournament is NAF sanctioned.

02 FORMAT

- **Resurrection:** every match starts with the team as registered. No SPP or injuries carry over between matches.
- **Swiss pairing:** winners play winners and losers play losers. Rematches are avoided where possible.

03 TEAM BUILDING

- **Team value:** up to 600,000 gold pieces.
- **Permitted teams:** the teams listed in the tier table.
- **Star Players:** not allowed.
- **Inducements:** bought at team creation from your 600,000 gold, and kept for the whole tournament. Tourplay shows which inducements are available to your team.

04 IMPROVEMENT PACK

On top of the 600,000 gold, each team adds extra skills based on its tier.

TIER	PRIMARY	SECONDARY	MAX. ELITE
Tier 1	2	–	1
Tier 2	3	–	1
Tier 3	2	1	1
Tier 4	2	2	2

- No player may receive more than one extra skill.
- A Primary skill may always be taken instead of a Secondary skill.
- **Banned skills:** Leader and Pro, as per Spike! #22.
  - Team Captain might be something you also want to ban. This is however up to the Tournament Organizer.

05 TEAM TIERS

TIER 1	TIER 2	TIER 3	TIER 4
Amazon	Bretonnian	Black Orc	Gnome
Chaos Dwarf	Dwarf	Chaos Chosen	Goblin
Dark Elf	Imperial Nobility	Chaos Renegade	Ogre
Elven Union	Lizardmen	Halfling	Snotling
Human	Nurgle	Khorne	
High Elf	Orc		
Necromantic Horror	Shambling Undead		
Norse	Tomb Kings		
Old World Alliance	Vampire		
Skaven			
Underworld Denizens			
Wood Elf			

06 SCORING

PER MATCH	POINTS
Win	**20**
Draw	**10**
Loss	**0**
Touchdown (max. 5)	**1 each**
Casualty (max. 5)	**1 each**
Perfect Defence (no TDs conceded)	**3**

Casualties count when you cause them on your opponent's players: blocks, fouls, crowd pushes, Secret Weapons, and thrown or kicked players.

07 TIEBREAKERS

When coaches finish on equal points, these decide the ranking, in order:

1. Score in direct matches
2. Touchdown difference in direct matches
3. Touchdown difference
4. Casualty difference in direct matches
5. Casualty difference
6. Team value (lowest wins)

This is the default tiebreaker order in Tourplay.