



RUSSELL DRYSDALE SEVENS RULES

Proposed rules for the Good Games Gosford 2009 Russell Drysdale Sevens – Summer Edition

Venue: Good Games Gosford, Mann Street, Gosford. Less than five minutes (if that) from the station, and right next door to L J Hooker's in the main street near the traffic lights.

Date: Sunday, Nov 29th, 2009. Registrations from 9 am, first game kick-offs at 10 am.

Cost: \$10 per person. (At the moment, pay on the day.)

Please post a note on the relevant AusBowl or Wargamer AU forums, or contact [Vimes](#), if you're planning on attending. Also include what race you are intending to play in the post. (This, naturally, can be changed before registration.)

Tournament Specifications: Unless otherwise specified, we will be using the LRB 5 Experimental Rules, and allowing the Chaos Pact, Underworld Creepers and Slann teams. It'll be a random draw for first round, then Swiss for subsequent rounds.

It will be resurrection, so there will be no need to roll for fan factor (or winnings), award MVPs and calculate SPPs at the end of the match. We are aiming for **1 hr 10 mins** for each game (which has been done in previous tournaments), with an allowance for a five minute break so that results and match-ups can be calculated. Times may be altered so remember to check this page regularly if you're planning on attending.

Schedule (subject to change)

- Store opens: 9:00 am
- Round 1: 10:00 am
- Round 2: 11:15 am
- Lunch break: 12:30 pm - 1.15 pm
- Round 3: 1:15 pm
- Round 4: 2:30 pm
- Sanity break: 3.45pm - 4pm
- Round 5: 4 pm
- Round 6: 5.15 pm
- Announcement of place getters and awards: 6.30 pm
- Finish: Approximately 6.45pm

Starting Money: 750,000, from which coaches can buy players, re-rolls, coaching staff and skills.

Skills: Only skills (and mutations) that can be taken on a normal skill roll can be taken, and there is only to be one additional skill per player. No stat increasements allowed, except for those acquired through mutations.

Basics: Instead of 11 players on the pitch, there are only 7.

Line of Scrimmage: Only two players are needed on the line of scrimmage (rather than three) setting up for a kickoff.

Wide Zones: This is as normal (no more than two people per wide zone during setup).

Turns of Play: SIX turns per half are played instead of eight.

Overtime: Overtime is NOT played.

Cards: Coaches will be permitted one random draw each from the Magic Items deck before the start of each game. No other cards can be used.

In general: All teams have had their positional players (including big guys) halved (rounded down), and the 0-16 or 0-12 'linemen' reduced to a maximum allowed of 10 (so you can take a team of linemen if you want to). So, for example, a Human team could field 2 Blitzers, 2 Catchers, 1 Thrower but no ogre in their starting line-up. No team may have more than 10 players on their team roster and must have at least 7. Halfling & Goblin teams can use 1 big guy only, and the Ogre team is permitted 3 ogres on its roster. Naturally, this means that the Goblins can't use their secret weapons and the Dwarves can't field a Deathroller.

Star Players: Not allowed, not even freebooted.

Points: Coaches get 40 points for a win, 15 for a draw and 5 if they lose by 1 TD. If you lose by 2 or more, tough, you get zero. Coaches also get 2 bonus points for every TD more they score over their opponent, and 1 bonus point for every casualty more than their opponent. No points will be deducted, unless you're doing something naughty :). So, a coach winning 1-0 on TD and casualties, will get 43 points and the losing coach will get 5. If a coach forfeits during or at the start of the game, or fails to show for the match, the opposing coach will win the game by 2 TDs (unless they were further in front at the time) and win casualties by 1 as well, so that they can get 45 points for the match. The forfeiting coach will get 0.

Prizes: Yes, there will be prizes! Naturally, this depends on how many people turn up. It will be in the form of store credit, so you can convert it on the spot. At this stage, I am hoping for enough for the winner, runner-up, and possibly most touchdowns, cas and a sportsmanship prize. When I know for sure, I'll announce it.

Food & Drink: Seeing it's on a Sunday, and Gosford is usually dead, the food options will be limited. However, there are two pubs nearby (Duttons and the Gosford Hotel) which do some pretty decent, reasonably priced meals. Subway is across the road, and there is a Noodle Paradise near the station. There'll even be a couple of coffee shops open nearby (opposite the park) and if you just want a quick snack, Woolies is open as well. For those feeling more adventurous, they can walk down to the Gosford Leagues club for the buffet.

So, bring a team, a board, yourself and a friend or two and come along for plenty of Blood Bowl fun!

P.S: The store is air-conditioned! :)