Mob Football Association Organised Play Rules & Regulations

Intro

In Guild Ball tournaments Players face off in a series of competitive games, testing their skills against each other to decide who will walk away with the prestige and glory of victory and who will be consigned to the losers' bench.

How to Use This Document

For ease of use the organised play document is divided into three sections:

- In Section A you will find the core tournament rules, it is recommended that these should be followed for all Guild Ball tournaments. You will notice a few changes/additions to the core rulebook that you must read carefully.

- In Section B you will find the many options available to the Tournament Organiser (T.O.), which will allow the event to be tailored to suit the needs of your gaming community.

- In Section C you will find some recommendations from the Steamforged team; among these are the required guidelines for running a sanctioned event.

SECTION A
CORE TOURNAMENT RULES

1. PLAYER RESPONSIBILITIES

1.1 EQUIPMENT AND PLAY CONVENTIONS

Players are responsible for bringing their own models, stat cards, dice, measuring devices, markers, tokens, and templates required for play. It is a Player's responsibility to mark in-game effects with the appropriate token or template; if a token or template is not present then the effect is not present.

In Guild Ball Tournaments all tokens, including Influence, must be placed on the Pitch, next to the relevant model and clearly marked.

Players are allowed to use smartphone apps to mark damage. Each game that a Player wishes to use a smartphone app to mark damage they must ask for their opponent's permission. If permission is not granted then regular stat cards must be used. If a Player is using a smartphone app to mark damage and the smartphone loses power thereby losing track of the current marked damage then that Player immediately forfeits the match and their opponent scores maximum Victory Points.

1.2 MODELLING AND PAINTING

For Guild Ball tournaments, the miniatures must be fully assembled on the appropriately sized base for which the model was designed. All models must be completely painted and based. This means that every model, including its base, must be painted with an acceptable variety of colour and shading.

All models must be the appropriate Guild Ball miniatures although conversions are allowed. If a Player is using converted models then the majority of each model must consist of parts from the Guild Ball model for which the rules were written. The end result of any conversion must be clearly identifiable as the intended miniature and any conversions must be pointed out to the opponent before the game. No proxy miniatures are allowed in Guild Ball tournaments.

At their discretion, a T.O. can make an exception to these rules. We do not want to stifle the creativity of the community.

Steamforged Games would encourage Players to exercise their imaginations and painting skills! A Guild Ball Goal can take a wide variety of forms; from an old archery butt to a head on a post, we would like to see our community at its most inventive. However, we recognize that not everyone has the time or the talent to model their own goal and therefore goal-posts may be represented with a 50mm token or base.

Models that have not yet been released to the general public at the time of the event are not permitted unless those models are readily available at the event venue (such as convention release models in tournaments held at that convention). Alternate sculpts (such as those available through the Guild Ball Kickstarter) are tournament legal.

1.3 SPORTSMANSHIP

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

Sometimes at a tournament the pre-weekend rush means we forget to bring the simplest of things. From dice to templates, tape measures to tokens, we would encourage our community to help out its forgetful (or disorganised!) members and share resources with opponents who may have accidentally left their tools behind.

Models may sometimes be moved accidentally during the normal course of the game. This may occur if a model is hit by dice or otherwise knocked. A small margin of error may be allowed in the repositioning of models in these situations so that the pace of the game is not unnecessarily affected. Players should not abuse this margin of error, and they must use the tools required for the game to be as accurate as possible. Using excessive force when placing components to intentionally move other components is expressly forbidden. In the event of a dispute, the head judge has the final authority on ruling and will be encouraged to rule against the offending Player.

In National Championship Tournaments (see Section C) Players will be held to the highest possible standards of play and sportsmanlike conduct.

2. Tournament Organiser (T.O.) Responsibilities.

2.1 Logistics

The T.O. is responsible for ensuring a smoothly run event. This will include some pre-tournament preparation work. The T.O. must ensure that they have an adequate amount of available tables and terrain (official Guild Ball play mats are available through Steamforged Games and are recommended for use) as well as sufficient gaming space in which to play. Each game must take place on a 3'x3' pitch or a Steamforged Games official full sized Guild Ball play mat.

In preparation for the tournament the TO must decide upon the event start time, the round timings, finish time, and any potential prize pool. They must also ensure that an appropriate number of rules judges are available to adjudicate matches and assist with data entry.

Tournament Guild Ball matches are played using both chess clocks and stopwatches. The TO must ensure an adequate supply of these are available. In both Local Friendly and Regional Cup tournament formats it is acceptable to ask Players to provide their own clocks and timers; remember, most smartphones have access to apps that can perform both of these roles.

2.2 Terrain

Before the tournament begins it is the T.O.s responsibility to arrange the terrain for all pitches used during the tournament. The T.O. must endeavour to create balanced play environments.

As a general rule, an average Guild Ball pitch should have four to seven pieces of terrain evenly spaced with no terrain in either Player's deployment zone. A mix of different types of terrain is encouraged.

Restrictions:

- A minimum of 50% or more (rounding up) of the terrain pieces per pitch must be 'Obstructions'.

- There must be no more than 1 'Forest' and 1 'Barrier' per pitch.

- 'Obstructions' must be no larger than a 2" by 2" square.

- 'Barriers' must be no larger than a 3" by 3" square.

- 'Rough Ground' and 'Forests' must be no larger than 6" in any dimension.

- 'Fast Ground' must be no larger than 3" in any dimension.

- In addition, 'Fast Ground' must be placed completely within 6" of an edge of the Pitch.

- No terrain feature can be placed within 6" of another terrain feature or a goal-post.

In competitive Guild Ball tournaments the Guilds make sure they find pitches that allow the teams to play without undue interference from badly positioned trees. The spectators are there for the game, not the gardening, hence the restrictions above!

2.3 Pairings, Byes and Odd Numbers of Players

It is recommended that the T.O. should endeavour to secure the services of a 'standby Player' to avoid byes - it is a better experience for everyone if no one has to sit out a round.

Pairings for round 1 must be randomised by the T.O. However, in National Championship and Regional Cup tournaments, the T.O. may decide to adjust the pairings to ensure that Players from the same gaming group are not matched together. If this decision is taken it must only apply for the first round.

From round 2 onwards 'Swiss style' pairings are used. This means that Players should be paired against other Players that have the same number of Tournament Points to form a match. TOs should avoid pairing the same Players together multiple times during a tournament where possible.

In the case of an odd number of Players, one Player receives a bye each round. This Player receives 10-tournament point (a win) and 6 Victory Points. In the first round, the T.O. randomly determines which Player receives the bye. In subsequent rounds, the T.O. randomly selects a Player from those with the lowest tournament point totals. The T.O. must ensure that the same Player does not receive a bye more than once per event.

If appropriate, a T.O. may chose to use one of the many excellent tournament software packages available. Use of the Tiebreak tournament software is required for a sanctioned event.

3. Tournament Rules

3.1 Game Timing

3.1.1 Use of Timing Devices

In tournament Guild Ball, chess clocks are used. Chess clocks are set to display each Player's total available match time (before penalties are incurred). The sum of both Players' clocks, plus admin/clocked out time, determines the round length.

The active Player MUST have their clock running at all points, except where noted below. Once they have completed the current activation they must 'flip' the clock over to the opponent's timer. The clock may be paused at the Players' discretion to resolve rules queries. Excessive pausing of the clock will be considered time wasting by the judges and may be penalised.

In order to ensure timing in tournament games is fair and reasonable, an amended Maintenance Phase is used. At the end of the Activation Phase the clock is immediately paused. Both Players resolve the End Phase, Initiative Phase, and Steps A & B of the Maintenance Phase and the clock is then restarted. The Players will then resolve the remainder of the Maintenance Phase as detailed on page 18 of the Guild Ball Season 2 rulebook.

3.1.2 Clocking Out

If a Player's clock reaches 0 that Player is immediately clocked out. That Player then has 1 minute to complete their current activation or Maintenance Phase as appropriate.

Any Player who is clocked out uses the stopwatch timer and their activations and Maintenance Phase steps C, D & E are limited to 1 minute in length.

Each time a Player who is clocked out ends an activation their opponent is awarded 1 VP. This does not apply during the Maintenance Phase.

Please note the precise order in which VPs are earned in tournament Guild Ball. If a clocked out Player scores a goal they receive 4 VPs. If this takes them to or beyond the win conditions for the match, the game ends immediately, BEFORE their opponent is awarded the usual 1 VP at the end of their activation. If they have not yet met the win condition, their opponent receives 1 VP and the game continues (see example 2 below).

In the event of a clocked out Player needing to use an out of activation ability (such as 'Unpredictable Movement' or 'Counter Charge'), simply pause all timing devices for the duration of this ability. Please note the round timer will still be active and any time-wasting by either Player will be harshly penalised.

Example 1
Jamie is winning by 10 VPs to 8 VPs. His opponent Dave clocks out during his next activation and Jamie is immediately awarded 1 VP, making the score 11 VPs - 8 VPs. Jamie does not score any VPs in his next activation but still has time remaining on his chess clock. Dave's next activation is timed using a stopwatch, at the end of his one-minute activation Dave has not managed to score any more VPs and Jamie is awarded 1 VP. The score is now 12VPs - 8VP's in Jamie's favour and he wins the match.

Example 2
Geoff is losing to Max by 8 VPs to 11 VPs and has clocked out earlier in the match. It is his activation and he manages to score a goal in his one-minute time allowance. He immediately is awarded 4 VPs. Geoff receives the 4 VPs for scoring, now has 12 VPs total and the game ends BEFORE he is considered to have ended his activation. Max DOES NOT receive the 1 VP for Geoff ending his activation as the game has ended first.

Example 3
Rich is losing to Mat by 10 VPs to 11 VPs and has clocked out earlier in the match. It is his activation and he manages to 'take-out' one of Mat's models using only 45 seconds of his one-minute time limit. He immediately scores 2 VPs (taking him to 12 VPs). Activation does not end when a model is 'taken out' so Mat is not awarded 1 VP (Rich still had 15 seconds left). The game ends immediately with a win for Rich, 12 VP's - 11 VP's.

3.1.3 Tournament Pre-match Sequence

Please note that the following steps supersede the standard pre-match sequence as defined in the rulebook and are specific to tournament play.

The T.O. must be aware that between rounds they must allow an appropriate length of time for data entry, publishing of new round pairings, and the subsequent movement of Players between tables.

Each round of a Guild Ball Tournament has a set length, at the end of which 'Dice Down' is called and play for that round stops. The round should follow the following structure:

A. Discuss and agree the type and placement of terrain features on the pitch. If either Player is unhappy with these, they may contact a judge to examine the pitch. However, It is not guaranteed that the judge will see fit to alter anything.

B. Swap hardcopies of team rosters and set the chess clocks to show the allotted time (as decided by the T.O.) for each Player.

C. Deal and select Guild Plots from a shared Season 2 Guild Plot deck as per the rulebook.

D. Determine each Player's selected models for the match as per the Match Roster Selection method being used for the tournament.

E. Determine which Player may choose to be the kicking Player or the receiving Player by a starting roll of [1D6].

F. The kicking Player chooses a table edge, deploys their team & designates one Player to be the kicker.

G. The receiving Player deploys their team taking the opposite table edge.

H. The kicking Player performs a kick-off action.

I. The receiving Player starts the chess clock and then allocates their Influence. From this point onward the active Player must have their chess clock running.

J. The kicking Player allocates their Influence.

K. The receiving Player takes their first activation.

L. Follow the normal turn sequence as outlined in the rulebook.

3.1.4 Dice Down

Once the total round time has expired the T.O. will call 'Dice Down.' At this point, if the active Player has already begun to physically move a model, they finish the movement for that model and then their activation ends. If a Player is in the process of making a roll of any kind, they complete that action and then the activation ends. Any 'end-of-activation' effects now trigger (such as a '**clocked-out**' Player's opponent being awarded 1VP). The current turn and game then ends.

When 'Dice Down' is called, if the VP totals are tied, the game is considered to be a draw. Otherwise, the Player with the highest VP total is declared the winner.

3.2 TOURNAMENT SCORING

At the end of a game both Players are required to enter the following information on their Player record sheets. Each Player records the name of their opponent, the result of the game (Win/Loss/Draw), the selected models used in that match, the number of Victory Points they scored and the number of Victory Points scored by their opponent. Please note the maximum number of Victory Points available for a win in Guild Ball Tournaments is determined by the win condition used for the tournament. Players cannot score more VPs than the win condition.

Players score Tournament Points (TPs) based on the outcome of each game.

- A Player scores 10 TP's for a win.

- A Player scores 1 TP for a draw.

- A Player scores 0 TP's for a loss.

In the event of two Players scoring the same number of TPs by the end of an event the T.O. should apply the first tiebreaker. If Players are still tied then the T.O. should additionally apply the second tiebreaker.

First Tiebreaker - The Player with the highest cumulative total VP's.

Second Tiebreaker - The Player with the best VP difference (calculate the net VP's scored by a Player by subtracting the cumulative VP's scored against them from the cumulative VP's scored by them).

SECTION B
TOURNAMENT OPTIONS

This section of the Organised Play Document must be used by the T.O. to determine the style of event they wish to run. By making selections from the following options, the T.O. can tailor events to the needs of their gaming community.

OPTION 1 - TOURNAMENT LENGTH

A) 'A CHAMPION IS CROWNED'

In this format the event runs until one Player has more tournament points than any other Player at the end of a round or the maximum number of pre-determined rounds has been played, whichever occurs first. Please use the table below to determine how many rounds are usually required to determine a winner.

B) 'IT'S NOT OVER, 'TIL IT'S OVER'

In this format a tournament takes place over a set number of rounds with the victor and runners up being determined only after the final round has been completed. Use the table below to determine the number of rounds recommended based on the number of Players at the tournament.

Number of Players	Rounds
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

OPTION 2 - MATCH WIN CONDITIONS

A) 'QUICK AND DIRTY'

Games are played to an 8 VP win condition.

B) 'PLAY TO THE FINAL WHISTLE'

Games are played to a 12 VP win condition.

OPTION 3 - ROUND LENGTH

A) 'PLAYING ON INSTINCT'

Chess clocks are set to 35 minutes per Player.

Admin/Clocked out time is 10 minutes total with clocked out Players being allowed 1-minute activations.

Round length is 80 minutes total.

B) 'TEAM TACTICS'

Chess clocks are set to 45 minutes per Player.

Admin/Clocked out time is 20 minutes total with clocked out Players being allowed 1-minute activations.

Round length is 110 minutes total.

C) 'THINKING TIME'

Chess clocks are set to 50 minutes per Player

Admin/Clocked out time is 25 minutes total with clocked out Players being allowed 1-minute activations.

Round length is 125 minutes total.

Option 4 -
Team Roster Selection

Regardless of the roster selection method, a model is considered to be the same unique character as its Veteran alternate. For example, Veteran Siren is not an eligible selection in a roster that also contains Siren.

A) 'The First Team'

1. Select a Guild to use.

2. Select an eligible Captain model.

3. Select an eligible Mascot model.

4. Select 4 eligible models from your Guild and/or eligible Union models.

B) 'Strength in Depth'

The T.O. will decide on the number of models each Player can include on their roster including their Captain and Mascot. E.g. an 8 model roster would be a Captain, a Mascot, and 6 other eligible models.

1. Select a Guild to use.

2. Select an eligible Captain model.

3. Select an eligible Mascot model.

4. Select a number of eligible models from your Guild and/or eligible Union models up to the roster size specified by the T.O., inclusive of Captain and Mascot.

C) 'Championship Events'

The Championship event roster size is 9 models, including Captains and Mascots.

1. Select a Guild to use.

2. Select 1-2 eligible Captain models.

3. Select 1-2 eligible Mascot models.

4. Select a number of eligible models from your Guild and/or eligible Union models up to a roster size of 9, including Captains and Mascots.

Option 5 -
Match Roster Selection

If Option 4 A 'The First Team' has been chosen by the T.O. then Players will simply use their 6 model team for every match.

If the T.O. has chosen Option 4 B 'Strength in Depth' then they must chose a Match Roster Selection method from the two below.

If Option 4 C "Championship Event" is chosen by the T.O., then they must use the option B 'Move and Counter Move' Match Roster Selection method below.

A) 'Hide the team sheet!'

At step C of the pre-match sequence, Players record in secret the 6 models from their team roster (including one captain and one mascot) that will be active for this match. They then simultaneously reveal the 6 active models.

B) 'Move and Counter Move'

At step C of the pre-match sequence, follow the steps below:

After swapping rosters and selecting Guild Plots both Players roll a die, re-rolling any tied results. The winner chooses to be either the 'Kicking Player' or the 'Receiving Player'. Once the winner has chosen, proceed with the following steps:

- The Receiving Player selects a model from their roster to be in the match and places the model's card on the table.

- The Kicking Player selects a model from their roster to be in the match and places the model's card on the table.

These steps are repeated until both Players have 6 models selected for the match. Remember that one Mascot and one Captain are mandatory choices for each team.

Skip Step 'E' of the Tournament Pre-matchSequence.

DESIGNING A TOURNAMENT EXAMPLE

Jamie wants to run a casual, fun 32 Player tournament. Before he announces the event he decides that he will choose:

Tournament length - B) 'It's not over, 'til it's over'.

Match Win Conditions - A) 'Quick and Dirty'.

Round Length - A) 'Playing on instinct'.

Team Roster Selection - A) 'The First Team'.

Match Roster Selection - N/A.

This means that Jamie's tournament will be:

A 5 round event.

Players will play all 5 rounds before a winner is determined.

There is an 8 VP win condition.

Chess clocks will be set to 35 minutes per Player, with 10 minutes of admin/clocked out time and the round length will be 80 minutes total.

Players will select team rosters of 6 eligible models before the event.

Players will use these 6 eligible models for every match.

Mat wants to run a practice tournament for an upcoming Championship event. Mat is running his event for 16 local Players. Before he announces the event he decides that he will choose:

Tournament Length - B) 'it's not over, til it's over'.

Match Win Conditions - A) 'Play to the Final Whistle'.

Round Length - B) 'Team Tactics'.

Team Roster Selection - C) 'Championship Events'.

Match Roster Selection - B) Move and Counter Move'.

This means that Mat's tournament will be:

A 4 round event.

Players will play all 4 rounds before a winner is determined.

There is a 12 VP win condition.

Chess Clocks will be set to 45 minute per Player, with 20 minutes of admin/clocked out time and the round length will be 110 minutes total.

Players will select team rosters of 9 eligible models before the event.

Players will use 6 of their 9 eligible models for every match. Remember that 1 Mascot and 1 Captain are mandatory choices for every match.

Section C
Steamforged Tournament Design Recommendations

In this section you will find a brief selection of Steamforged Designs for tournament play. These standardised designs provide an easy, pre-chosen format for the T.O. to use.

Local Friendly

Local Friendly tournaments emphasis fun and a relaxed atmosphere.

We recommend the following options for a Local Friendly tournament:

Tournament length - A) 'It's not over, 'til it's over'.

Match Win Conditions - B) 'Play to the final whistle'.

Round Length - C) 'Thinking Time'.

Team Roster Selection - A) 'The First Team'.

Match Roster Selection - N/A.

Regional Cup

This is the standard expected level for tournament play in Guild Ball. Regional Cup events require Players to have a good general knowledge of the game's rules. While experienced Players will come to these tournaments to compete for prizes, understanding should always be given to novice entrants. Players can come to these events expecting a consistent experience from tournament to tournament.

Tournament length - A) 'A Champion is crowned'.

Match Win Conditions - B) 'Play to the final whistle'.

Round Length - B) 'Team Tactics'.

Team Roster Selection - B) 'Strength in Depth' (8 model roster).

Match Roster Selection - A) 'Hide the team sheet!'.

National Championship

Championship tournaments are the highest level of competition for Guild Ball; all Players, judges, and tournament organisers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest Errata and tournament documents. They should expect all rules to be strictly enforced. Championship tournament sanctions will be granted at the discretion of Steamforged Games.

Tournament length - A) 'A Champion is crowned'.

Match Win Conditions - B) 'Play to the final whistle'.

Round Length - B) 'Team Tactics'.

Team Roster Selection - C) 'Championship Events'

Match Roster Selection - B) 'Move and Counter Move'.

Season Two Guild Plots

IMMEDIATE RESPONSE

REQUIREMENT

An enemy model inflicts the **taken-out** condition on a friendly model <u>or</u> scores a goal.

REWARD

The friendly team gains [2] MP.

SEASON II

TOO FLASH

REQUIREMENT

An enemy model uses a Teamwork momentous action.

REWARD

Mark the enemy model with a **flash-token**. A friendly model that declares a **Charge** against the marked model may remove the **flash-token** to pay [2] less Influence for the **Charge**.

SEASON II

GET IT BACK!

REQUIREMENT

A friendly model suffers a **Tackle** and loses possession of the ball-marker.

REWARD

The friendly team gains [1] MP.

SEASON II

STEAMROLLER

REQUIREMENT

A friendly model declares a **Charge** against an enemy model.

REWARD

The Charging model gains *Anatomical Precision* <u>or</u> *Forceful Blow* for the **Attack** action.

[*Anatomical Precision*]
During an **Attack** *from this model enemy models suffer* [-1] *ARM.*

[*Forceful Blow*]
During a **Charge**, *in addition to one or more Playbook damage results, the targeted enemy model suffers a* [2"] **Push** *directly away from this model and* [2] *DMG.*

SEASON II

HUSBANDRY

REQUIREMENT

A friendly [Mascot] suffers the **taken-out** condition.

REWARD

In the next Maintenance Phase return the friendly [Mascot] to play as if it had removed an Icy Sponge token. The [Mascot] returns with [1] HP.

SEASON II

NUTS!

REQUIREMENT

An enemy model declares a **Parting Blow**.

REWARD

The friendly model targeted by the **Parting Blow** gains *Close Control* for the remainder of the turn.

[*Close Control*]
Once per turn this model may ignore the first **Tackle** *Playbook result against it.*

SEASON II

GIVE AS GOOD AS YOU GET!

REQUIREMENT

A friendly model declares a **Counter-Attack**.

REWARD

The friendly model gains [+2] TAC for the duration of the **Counter-Attack**.

SEASON II

DAMAGE SPONGE

REQUIREMENT

An enemy model declares an **Attack** against a friendly model.

REWARD

The friendly model gains [+1] DEF for the duration of the **Attack**.

SEASON II

HOME CROWD

REQUIREMENT

You lose an initiative-roll and do not have the first activation of the turn.

REWARD

At the end of the current Maintenance Phase the friendly team gains [1] MP.

SEASON II

ONE TOUCH FOOTBALL

REQUIREMENT

A friendly model receives a successful **Pass** and does not use a Teamwork momentous action.

REWARD

The friendly model may immediately make a **Pass** without spending Influence.

SEASON II

TRACKING BACK

REQUIREMENT

A friendly model ends its activation within [4"] of the friendly **goal-post**.

REWARD

The friendly model gains *Goal Defence* for the remainder of the turn.

[*Goal Defence*]
An enemy model that makes a **Shot** *suffers* [+1] *TN to the* **Shot** *while this model is within* [4"] *of the friendly* goal-post.

SEASON II

TAP IN

REQUIREMENT

A friendly model makes a **Shot** while within [4"] of the enemy **goal-post**.

REWARD

The friendly model gains [-1] TN to the **Shot**.

SEASON II

Guild Ball Player Record Sheet

Player Name

Guild

Vote for Best Goal Design

Vote for Best Painted Team

Round	Result	Your Scores			Opponent's Name	Opponent's Scores		
		Goals	Body Count	Total VPs		Goals	Body Count	Total VPs
1	W|L|D 10|0|1							
2	W|L|D 10|0|1							
3	W|L|D 10|0|1							
4	W|L|D 10|0|1							
5	W|L|D 10|0|1							
6	W|L|D 10|0|1							
7	W|L|D 10|0|1							

Team Roster	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
Captain							
Mascot							
Model 1							
Model 2							
Model 3							
Model 4							
Model 5							
Model 6							
Model 7							
Model 8							