



FIGO CUP LEAGUE PLAY RULES & REGULATIONS

SEASON 1 - LAST UPDATED 21 OCTOBER 2015

*Everyone loves a winner you say?
Yeab, winning is great but it ain't everything laddie, I can tell you.*

*Maybe it's important if you're the ones on the podium, basking in the fame and glory of the crowd.
Maybe it's important to the fans who travel from one end of the realm to another just for braggin'
rights. We definitely know how important it is to the Guilds that's for sure. But me? I ain't so sure
it's the whole pitcher. I mean, I ain't ever clapped or cheered another team just for winning a
game...anyone can do that. for me it's the how you do it that's important.*

*Puzzled? Don't be, it's simple really. Look at our trade yeab? We provide high quality beverages
to a discerning public. Said public needs an excuse to imbibe such high quality beverages and what
better reason than to wet their throats while they talk about the game? 'Pretty quick conversation
if all there is to talk about is whether you won or not right? But you get some fans talking about this
tackle and that shot and that time Friday got slammed into the crowd and come out starkers! You
see everyone loves a story. Everyone loves a tale they can tell. Winning ain't nothing if no-one can
tell a story about it.*

*Can you tell me who made the tackle that led to the winning goal in the Cup 5 years ago? Be
surprised if you could...but I bet you can tell me who it was that cut up Mist so bad last year that
his cloak fell to pieces and everyone thought he looked better suited to the Beggars Guild right? 'Poor
old Misty. For months he suffered the crowds pelting him with pennies when he tried to play.*

*You see there's romance in a story and there's stories to be made in the Cup. The romance of the
cup is what they call it. And the crowds love it. So it's not only about winning, that's important
of course...but if you want to be remembered, if you want to make a name for yourself then there
ain't no better place than the in the Figo Cup laddie.*

*Now hop to and fetch me an ale an' i'll tell about you the time I broke Ox's nose with the ball from
about 30 yards away...*

Tapper, The Brewers Guild



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INTRO

The Figo Cup is a Guild Ball mini-league designed for players who regularly meet at a local gaming store or club. It is designed as a great starting point for any club or group who are interested in exploring the game by providing a relaxed and fun introduction to the world of Guild Ball. While simple to run, the League system is designed to provide enough depth to ensure players are recognised for more than just winning the Cup. Players are rewarded for adapting their style of play and trying new things rather than just sticking to winning.

The Cup works best for a pool for 6-12 players and involves each player having one game against every other player. The concept of the Cup is a quick and fun system to give everyone a game against the widest range of players possible.

GETTING STARTED

To run the Cup you need at least 6 players. Once a player is signed up they should be given a Team Entry Sheet (at the end of this document). One week before the Cup starts all the players should hand their sheets into the Head Referee so that they can organise the games for week 1 of the Cup.

It is up to the Head Referee how the games are organised. The only restriction is that each player must play every other player the same number of times as everyone else. For purposes of time and sustainability is recommended that this is once but if you have a smaller number of players and want to play everyone twice then the system will still work.

WEEKLY PROCESS

At the end of each game the two players complete the scoresheet on their Team Entry Sheet. Once the score sheet is completed both players hand them to the Head Referee, who will then log the score and maintain a weekly record of the placing. It is again up to the Head Referee how this is carried out. A weekly score sheet is included in the pack should the Head Referee want to provide a paper copy of the results on a weekly basis.

THE SCORING SYSTEM

The Head Referee can select any number of scoring conditions from the table below. It is recommended to have enough Awards for around one third of the places in the Cup. The Figo Cup Winner is the only Award that should always be selected

At the start of the league the Head Referee confirms the active Awards and marks on each player's league sheet which information should be collated at the end of each game.

Be creative! Feel free to make your own Awards and come up with alternative conditions. If you think it will be fun and encourage mad moves on the pitch, try it out!

AWARD	CONDITION
The Figo Cup Winner	Has the highest 'League Points' score at the end of the Cup.
The Artisan	Awarded to the best painted team (Judged on the final week of the Cup)
The Game Keeper	Has the highest 'Mascots Taken Out' score
The Show Boat	Scores the most number of goals
The Iron Curtain	Concedes the least number of goals
Infamous	Has the highest 'Infamy' score

Note to Head Ref: You can refer to the [Organised Play document](#) for suggested team selection, terrain, etc. Look at Section 3. Tournament Rules for more information.

THE AWARDS

The Figo Cup Winner – simply the true winner of the Cup. The person who has won the most games of Guild Ball. A player scores 3 league points for a win, 1 for a draw and 0 for a loss. In the case of a draw please refer to section ‘3.2 Tournament Scoring’ of the ‘*Organised Play Rules & Regulations Document*’.

The Artisan – This award should be judged on the last week of the Cup. Players are encouraged to paint through the Cup and have the final week to submit entries. The Head Referee should judge and declare a winner.

The Game Keeper – This award is for the most mascots killed during the Cup. You can score this more than once per game; Morticians beware if you keep bringing back that damn bird! In the event of a tie at the end of the league the players should have an additional game with the following condition(s) added:

*“If an enemy [Mascot] model suffers the **taken-out** condition as a result of an **Attack** or **Play** from a friendly model, the friendly team gains [12] VP’s. If a friendly [Mascot] model inflicts the **taken-out** condition on an enemy model or scores a Goal, the friendly team gains [12] VP’s.”*

The Show Boat – The award for the most number of goals scored during the Cup. In the event of a tie the two players have an additional game with the following condition added:

*“Any model that suffers the **taken-out** condition does not generate VP’s.”*

The Iron Curtain – The award for conceding the least number of goals. In the event of a tie the two players play an additional game of Guild Ball to decide a winner.

Infamous – At the end of each week all the players in the Cup have the chance to submit a ‘**Tale of Infamy**’ to the rest of the community. This should involve a short description of something that took place in their game which, in the world of Guild Ball, would have the Country of Figo talking about the incident in every Tavern and Bookmakers. As a Head Referee this is your chance to be creative and encourage your community to try exceptionally funny, exciting, risky and outrageous moves in the game. Ideally these tales will be submitted to the Guild Ball forum (*Under Painting and Hobby: Tales of Infamy*) where other members of the community can ‘Like’ the post to show their support and approval for their tales – or via *Facebook*, *Whatsapp* or ya know *IRL* tbh.

Each week you can award up to five Infamy points distributed however you want across the players. The only requirement is that the Tale must be made available to your community so that the process is transparent and players are encouraged to share the fun stories from their games. You must declare who has been awarded the Infamy and keep a track via the weekly standings (or whichever means you update the players on their placings).

In the event of a tie involving more than two players: In the unlikely event that a tie results in more than two players on the same score you have no choice but to organise an actual game of real life guild ball. Ensure all participants sign a waiver removing Steamforged and yourself from any liability claim, provide them with adequate weaponry, a pig’s bladder and one goal. You then play as the goal-keeper. First player to score three goals wins the tie-break. (Disclaimer: Do NOT try this at home! Although a suitably agreed upon method for deciding ties would be appropriate!)

AWARDS

Any registered Pundit can request a league pack via our Quartermaster and Community Manager Paul North – paul@steamforged.com

Any retail stores can contact distribution@steamforged.com

The league pack contains:

1x A3 League Poster for tracking games and promoting Guild Ball!

6x Hunters Patches for Participants

1x Model Prize Pack

GUILD BALL PLAYER LEAGUE RECORD SHEET

Player Name

Guild

Games Played	1	2	3	4	5	6	7	8	9	10	11	12						
Opponent																		
<table style="border-collapse: collapse; width: 100%;"> <tr> <td style="border-right: 1px solid black; padding: 5px;">W</td> <td style="border-right: 1px solid black; padding: 5px;">L</td> <td style="padding: 5px;">D</td> </tr> <tr> <td style="border-right: 1px solid black; padding: 5px;">3</td> <td style="border-right: 1px solid black; padding: 5px;">0</td> <td style="padding: 5px;">1</td> </tr> </table>	W	L	D	3	0	1												
W	L	D																
3	0	1																

Optional Award Scores

Show Boat <small>Goals Scored</small>												
Iron Curtain <small>Goals Conceded</small>												
Game Keeper <small>Mascots taken-out</small>												
Infamous <small>Infamy points</small>												