

# Spring Open 2026 Ruleset

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# Where, when and who?

## When

7. – 8. March 2026

## Where

Sport Hall Hagibor ( <https://sportovnihalahagibor.eu/> )

Map: <https://maps.app.goo.gl/Prr91guj37esfc2T7>

## Who

Team of **two** players as a „Tag Team“. Maximum number of Tag Team is 40 (meaning 80 players in total). If more Tag Teams will be registered, waiting list will be established.

# How to Register?

## Registering your team

You can register your Tag Team by sending us an email with these information:

- Tag Team Name
- Both Tag Team Coaches with NAF Names and NAF Numbers (if you are not yet registered, write "NEW" instead)
- If your Tag Team want to join us in the evening and how many
- Full name and Address of Both Registered Coaches

Please send these information to [registerace@opus-storio.com](mailto:registerace@opus-storio.com)

By registering to this tournament you agree with [General Terms and Conditions](#), [Operation Rules](#) and [GDPR](#) of this tournament. Data provided in your registration will be used for purposes supporting organization of this tournament. Organizers may create photos and/or audio and/or visual material for documentary and propagation purposes of organizers.

Full name and address will be used for pairing of a payment and registration as well as for sending receipts for paying registration fee.

## Registration Fee

Registration Fee is **30 Eur per player** (meaning 60 Eur for Tag Team). If a registering player is under 18 years old, the registration fee for this player is 25 Eur instead.

If you are not NAF registered, you can do it on [The NAF](#) website by yourself or during scheduled registration on the first day of the tournament. This will cost an additional **5 Eur per player registering**.

More details will be provided after registration.

Unfortunately **refunds cannot be offered** due to the financial planning involved in running the event.

If the team member drops out, you should replace him / her with another willing participant. If you have any difficulty in finding a replacement team member, please contact us on [info@opus-storio.com](mailto:info@opus-storio.com)

## Important Dates

<https://praguegt.com/> - more information

## Tournament Schedule

All times are in the current Central Europe Timezone (CET).

### Day 1 - Saturday

What is happening?	From when?	Until when?
Registration Check-In	8:30	9:00
Match 1	9:15	11:30
Match 2	11:40	13:55
Lunch Break	13:55	14:55
Match 3	14:55	17:10
Match 4	17:20	19:35

Player Meetup will take place after the fourth match, most likely from **20:30**. More information will be provided in email.

### Day 2

What is happening?	From when?	Until when?
Admission	8:45	9:00
Match 5	9:00	11:15
Lunch Break	11:15	12:00
Match 6	12:00	14:15
Award Ceremony	14:30	15:15

*Match 2 and 5 can be finished during lunch break with referee or organizer agreement.*

## Tournament modification for different amount of players

### Less than 16 Tag teams registered

This tournament will have only 5 matches, meaning Match 1, 2 and 3 on Saturday and Match 5 and 6 on Sunday if there are less than 16 teams registered until the beginning of the tournament.

### Less than 10 Tag teams registered

This tournament will have become a single player tournament, meaning not „Tag Team“ and „Tag Team“ prizes will be distributed in single player format if there is less than 10 teams registered until the beginning of the tournament. Teams already created will stay the same for single player options.

## Registration Deadline

Players have until **14. February 2026 to register** Tag Teams for Registered Teams and / or waiting list. If the Tag Team is registering after 1. February 2026, registration will not be completed until it is also paid.

## Registration Fee Payment Deadline

Registration Fees must be paid for all Tag Teams not in waiting list **until 1. February 2026**. If not, team will substituted for Tag Team in the waiting list

### **Where to pay registration fee:**

Payments should be made to account in Euro currency:

Account number: **365214626/0300**

IBAN: **CZ09 0300 0000 0003 6521 4626**

Currency: **EUR**

Benefactor Name: **Opus Storio, s.r.o.**

Benefactor Street: **Dlouhá 715/38**

Benefactor **City: Prague**

Benefactor Country: **Czech Republic**

When making registration fee payments for this tournament, please **put your Tag Team a/or registered Player name to note for the benefactor**. It will ease up pairing payments with registered teams.

## Roster Submission Deadline

Rosters must be submitted for all teams until **22. February 2026** to email [registrace@opus-storio.com](mailto:registrace@opus-storio.com). All changes to roster submissions will be communicated via email a/o tournament webpage.

# Tournament Rules

Spring Open is a NAF Tournament therefore it will be played with „[Rules for NAF Tournaments](#)“.

These include:

- [Rules of NAF Tournaments](#)
- Blood Bowl The Official Rulebook Third Season Edition (2025 Edition)
- [Blood Bowl - Designer's Commentary November 2025](#)
- [NAF Recommendation and Clarifications 2025](#)
- [Blood Bowl Teams of Legends](#) are allowed
- [NAF Regulations For Tournaments 2026](#)
- Slann team is not allowed

*Organizers reserve the right to change rules according to current changes of all rules listed above.*

**All miniatures must be painted** as well as additional players. Unpainted miniatures are considered as team standard journeyman players.

## What does painted player mean?

Reasonable used paints. Miniature only primed black or painted just with two other colors while parts that are still not touched by paint are not suitable and are not allowed. We would like to appeal on the coaches' senses to have miniatures painted.

**Proxy of players from other teams are not allowed.** (Meaning Human Lineman miniature is not suitable for Chaos Goat Player, Wood Elf Wardancer miniature is not suitable for Elven Union Blitzer Player etc.)

All positionals must be easily recognizable and determined before starting each match.

All added skills need to be easily identified on each miniature.

All conditions must be properly marked during the match. Meaning that Eye Gouge, Dodgy Snack, Distracted, Chomped conditions on players should be represented visually by markers not only verbally.

If any misunderstanding will occur, please do not hesitate to contact referees or organizers.

If you are not sure that paintjob a/o chosen miniatures a/o positional recognition of your team is enough or not please contact organizers.

## Dice sharing / Playing with same dice

If at any time during the match the opponent asks you to share dice, both coaches have to play with the same set of dice for the rest of the match. Please decide on your own which set to choose. If you need any help, please come to the referees or organizers.

It is advised to use a dice cup or a dice tower.

## Note on player behavior

This tournament respects [NAF Good Habits Guide](#), rules named above in Tournament Rules and Code of Conduct. By registering to this tournament you accept these rules.

When attending this tournament please behave respectfully and keep a friendly atmosphere. Players tossing dice, cups, chairs or anything else in premises of the tournament will not be tolerated and banned from the tournament without refunds. The same goes for cheating.

## Tournament Settings

Spring Open is a „Resurrection“ format tournament, meaning all players and skills are returned to their starting status after each game regardless of injuries, send-offs, other teams inside trading or any other post match changes.

Each Coach competes against one another in six rounds of a Blood Bowl game. Drinking competitions are not viable score resolutions.

## Raise-the-Death

Extra linemen added by Masters of Undeath Special Rule will only last for the game and cannot be permanently added to the roster after the match

## Too many player set up by accident

In case a coach accidentally sets up too many players on the pitch, it will be ruled by rule „Too Many Players“ from page 47 of Blood Bowl the Official Rulebook Third Season Edition with exception that players put into reserves will be randomly selected.

No turnover is caused.

## Casualties

Only Block Action Casualties including Ball and Chain and Chainsaw and Throw Team-mate count. All other casualties by Kick-Off, Crowd Surf, other Secret Weapon actions, Fouls, failed Dodge and failed Rush do not count to score.

## Game Time

This tournament is „No Overtime“ tournament. Draw is a draw.

Each match will be **2 hours 15 minutes** long. When time for the game is up, it is dice down time and no further actions allowed. That means even if you did not finish a turn, it will not be played until the end. The only allowed action after the time limit is to finish the current called action and / or action currently being performed with one player.

**We highly suggest using Chess Clock** during your matches to prevent any further disputes.

### Explanation:

- Move action is one action determined even if it will take place with any number of dodged and / or Rushes.

- Blitz action is still allowed with finishing the whole action including movement after Block action.
- Pass action is still allowed with finishing the whole action including movement and attempt to catch the ball.

For further explanation needed do not hesitate asking organizers or referees

## Scoring System

### Tag Team Scoring

Team Victory	+ 0.5 pts
Team Draw	+ 0.25 pts
Team Defeat	+ 0 pts

### Coaches Scoring

Flawless Victory	Winning by 2 or more TDs	5 pts
Victory		4 pts
Draw		2pts
Loss		1 pt
Flawless Loss	Losing by 2 or more TDs	0 pts

This means that with the single player rating and the additional "Tag Team" rating per round, 5.5 maximum points are possible to earn for the "Tag Team".

### Conceding

If the coach concedes a game, result of the match will be set according to the **Conceding Rule from page 101 Blood Bowl The Official Rulebook Third Season Edition** with exception that Dedicated Fans value will not change and no players will leave the team.

Conceding Without Penalty Rule applies.

## Results and Winner determination

### Tag Team Tiebreakers:

Points -> Direct Comparison after last round -> Opponent Score -> Net TD -> Net Injuries

### Single Player Tiebreakers:

Sum of Single Player points + Team Points -> Direct Comparison after last round -> Opponent Score -> Net TD -> Net Injuries

### Results Awarded – Tag Team:

Spring Open Tag Team Champions (1st Place)

Spring Open Tag Team Runner-Up (2nd Place)

Spring Open Tag Team Catching-Up (3rd Place)

### **Results Awarded – Individual Coach:**

Best Individual Coach

Best Stunty Coach – If there is more than 5 Stunty Teams (Tier 5) registered and participating on the tournament

Most Casualties Coach

Most Touchdowns Coach

Best Painted

### **Additional Rules**

- Stalling Rule from page 80 of Blood Bowl Rulebook Third Season Edition is not applied in this tournament

### **Roster Building**

Each team in Tag Team must consist of at least 11 players excluding Star Players.

Star Players are allowed only for Tier where it is specifically defined.

Each player in the coach roster is allowed to have one additional skill. The number of additional skills is determined by race tier in Team Tierlist.

Tag Team Tier is determined by the sum of Team Tiers of each coach in Tag Team. Sum of 2 is not allowed, meaning both coaches in Tag Team cannot have Tier 1 Race.

### **Team Money**

Each team in Tag team will have **1 150 000** to build their rosters. This includes Star Players and Allowed Inducements as additional to standard roster building. This money cannot be spent on skills.

Skill disposition for buying skills is determined by tier list.

Random skills are not allowed.

### **Team Tier list**

#### **Tier 1**

Amazons, Lizardmen, Necromantic Horrors, Old World Alliance, Wood Elves, Underworld Denizens

- only primary skills allowed, 6 primary skills disposition

#### **Tier 2**

Dark Elves, Orcs, Shambling Undead, Skaven, Tomb Kings, Norse

- only primary skills allowed, 7 primary skills disposition

### **Tier 3**

Bretonnian, Dwarves, Elven Union, High Elves, Humans, Nurgle, Vampires, Imperial Nobility, Chaos Chosen

- primary and secondary skills allowed, 6 primary skills disposition + 1 primary / secondary skill disposition

### **Tier 4**

Black Orcs, Chaos Dwarves, Chaos Renegades, Gnomes, Khorne

- primary and secondary skills allowed, 6 primary skills disposition + 2 primary / secondary skills disposition

### **Tier 5**

Halflings, Ogres, Snotlings, Goblins

- primary and secondary skills allowed, 6 primary skills disposition + 3 primary / secondary skills disposition

- Allowed to buy Star Players

## **Team Bonuses**

Team bonus means that Tag Team gains some extra money and options on how to handle their rosters. This additional money can be freely distributed between coaches in the Tag Team.

Except of Tag Team Tier 3 every Tag Team must spend Team Bonuses by both coaches

Each Primary skill costs 20 000 and it is equal to 1 primary skill disposition.

**Tier 1, 2 and 3 can obtain just 1 additional primary skill disposition** from Team Bonuses

Skills taken as results of Team Bonuses cannot be Elite skills as they are defined in Blood Bowl The Official Rulebook Third Season edition pg. 120

### **Tag Team Tier 2**

- Not Allowed

### **Tag Team Tier 3**

- Additional 20 000 to Tag Team bank
- Money can be spent as 1 additional primary skill disposition per player

### **Tag Team Tier 4**

- Additional 30 000 to Tag Team bank
- Money can be spent as 1 additional primary skill disposition per player

### **Tag Team Tier 5**

- Additional 40 000 to Tag Team bank

- Money can be spent as 2 additional primary skills disposition per player

### **Tag Team Tier 6**

- Additional 50 000 to Tag Team bank
- Money can be spent as 2 additional primary skills disposition per player

### **Tag Team Tier 7**

- Additional 60 000 to Tag Team bank
- Money can be spent as 2 additional primary skills disposition per player

### **Tag Team Tier 8**

- Additional 70 000 to Tag Team bank
- Money can be spent as 3 additional primary skills disposition per player

### **Tag Team Tier 9**

- Additional 80 000 to Tag Team bank
- Money can be spent as 3 additional primary skills disposition per player

### **Tag Team Tier 10**

- Additional 90 000 to Tag Team bank
- Money can be spent as 3 additional primary skills disposition per player

## **Allowed Inducements**

<b>Inducement</b>	<b>Allowed count</b>
Part-Time Assistant Coaches	0-3
Temp Agency Cheerleaders	0-5
Team Mascot	0-1
Blitzer's Best Kegs	0-2
Bribe	0-3 (0-6 for teams with „The Bribery and Corruption“ rule). Bribe cannot be induced for team with 1 or more „Sneaky Git“ except teams of Tier 5
Mortuary Assistant	0-1
Plague Doctor	0-1
Riotous Rookies	0-1
Halfling Master Chef	0-1
Star Players	0-2 only for Tier 5

Inducement prices are as per rules.

## Star Players

Star Players for this tournament are as per official [Star Players Set](#) and list of Star Players on pages 193 – 196 in Blood Bowl Official Rulebook Third Season Edition but with these Star Players not allowed:

- Bomber Dribblesnot
- Cindy Piewhistle
- Deeproot Stormbranch
- Dribl and Drull
- Estella La Veneaux
- Griff Oberwald
- Hakflem Skuttlespike
- H'Thark The Unstoppable
- Kreek Rustgouger
- Morg ,N' Thorg
- Skitter Stab-Stab
- Varag Ghoul-Chewer
- Zzharg Madeye

Star Players cannot gain additional skills

## Game Modifications during matches

This tournament is played in Prague. To get the mood of the city and get some more information about the city while playing each match. Each match will be thematically modified according to one city Sightseeing site you can visit by yourself while in the city of Prague

### Match 1 – Powder Gate

Additional information about sightseeing site [here](#).

Match modifier: **Greedy Crowd**

#### Greedy Crowd

If the player finishes round „*Stalling*“ as per *Blood Bowl Official Rulebook Third Season pg. 80* instead of said rules roll, the crowd action will be determined like this:

Roll **D6**. On result of 1, 2 and 3 the crowd is displeased with your actions and you are „*Booed!*“.

On a result of **1**, your player performance is so bad that *Ogre Fan* is taking action. A heavy can with a drink or measurable piece of refreshment food is thrown on the stalling player. Roll an Unmodified **Armor Roll**, if the player's Armor is broken, make an Injury Roll for them. Otherwise nothing happens. A turnover is caused.

On a result of **2** or **3**, your player is distracted by the crowd tossing food, drink and toilet paper on a player. If your player wants to remain in possession of the ball roll **Pick Up Roll** or **Catch Roll**, whichever is more suitable. Bonuses, Maluses and Sure Hands Skill may be applied. A turnover is caused.

On a result of **4**, **5** and **6**, your player is resilient to crowd actions.

## Match 2 – Old Town Square Tower

Additional information about sightseeing site [here](#).

Match modifier: **Stomp the Yard**

### **Stomp the Yard**

For the duration of this game, all players except journeymen gain **STOMP!** Trait.

#### **STOMP!**

When this player is activated, they can declare **STOMP!** Special Action as a replacement for Block Action. **STOMP!** Special Action may be used as a replacement for Block Action made as a part of a Blitz Action but activation still ends after performing **STOMP!** Special Action.

This action can be used once per turn per team.

Player cannot perform **STOMP!** Special Action on another player from opponent team if their raw Strength is lower than the raw Strength of this player.

Subtract raw Strength of a target player from raw Strength of player performing **STOMP!** Special Action.

On result of 2 and more player may proceed to resolve **STOMP!** Special Action.

On result lower than 2 roll a **D6**. On **2+** proceed to resolve **STOMP!** Special Action. On roll of 1 nothing happens and player activation ends.

#### **Resolving STOMP! Special Action:**

Roll **D6**. As this player is trying to literally squish the smaller ones with their legs, wheels or whatever they are standing on.

On Roll **1**, this player very much underestimated their victims and overestimated themselves resulting in losing its balance. The player is placed **Prone**, Roll **Armor Roll** same as if this player was successfully blocked. This does not cause turnover. If the player's armor is not broken and **Blitz Action** was determined, this player can use up the rest of its movement, if remaining movement is 3 or more, to stand up and finish its Move Action.

On Roll **2**, **3** or **4**, victim realizes what is happening and tries to leave the square in random direction. Roll **D8** for targeted player to Scatter(1). If the square is occupied, there is nowhere to move and victim is caught by **STOMP!**. Target player fall prone. Roll an Armor Roll and if armor is broken roll an Injury Roll. No modifiers on Armor Roll and Injury Roll are applied.

On Roll **5**, the victim is caught by **STOMP!**. Target player fall prone. Roll an Armor Roll and if armor is broken roll an Injury Roll. No modifiers on Armor Roll and Injury Roll are applied.

On Roll 6, the victim is caught by **STOMP!** Unprepared. Target player fall prone, armor is broken. Roll an Injury Roll. No modifiers on Injury Roll are applied.

Steady Footing on target player cannot be applied.

## Match 3 – Old Town Charles Bridge Tower

Additional information about sightseeing site [here](#). Part of [Charles Bridge](#).

Match modifier: **Will you be mine Valentine?**

### **Will you be mine Valentine?**

*Old Town Charles Bridge Tower is known for its astonishing view of surroundings and Prague Castle part of town. Especially right before dusk and in the following when night starts when you can see the city light cascade starting to glow. One of your players feels kinda romantic in the scenery...*

*Before the beginning of this match, choose a player from your team without the **Loner** trait. This player gains **Hypnotic Gaze(3+)** skill and **Loner(3+)** trait.*

*Either you're chosen for your Valentine and he/she will be mesmerised by your proposal and your eyes or you will be a Loner anyway...*

## Match 4 – New Town Charles Bridge Bridge Tower

Additional information about sightseeing site [here](#). Part of [Charles Bridge](#).

Match modifier: **Bridge Overcrowded**

### **Bridge Overcrowded**

*During the tourist season the city of Prague is known for being overcrowded by tourists. The Charles Bridge is no exception to this. It is said that in peak hours there can be over 10 000 people moving over The Charles Bridge every hour.*

*For this match Crowd is introduced to the game. Meaning A LOT of people on sidelines.*

*For this match when a player is standing on a side of the pitch or in the touchdown zone this player is susceptible to be “consumed” by the crowd. When a Block Action or Foul Action or Special Action that can be substituted by Block action is performed against this player, crowd counts as an assistance to the roll as if **Guard** skill or **Put The Boot In** skill are used.*

*The Crowd is not negated by any skills on other players of both teams. Crowd is not counted as Offensive or Defensive Assist for the purpose of **Lone Fouler** Skill.*

*Additionally, if a player performs Dodge Action, Jump Over Action or Leap Action on to a square on a side of the pitch but not in the touchdown zone, Crowd counts as an additional Tackle Zone to this Agility test.*

## Match 5 – St. Nicolas Tower

Additional information about sightseeing site [here](#).

Match modifier: **Too many stairs...**

## **Too many stairs...**

*You wanted to see Prague from the top point of St. Nicolas Bell Tower, but there are too many stairs. Way too many. 215 in fact. It is especially bad when the weather is too hot.*

For this match when **Rolling for Weather** and result 2 – *Sweltering Heat* or 3 - *Very Sunny* occurs, those results are adjusted by additional rule:

Whenever a player attempts to Rush, apply an additional -1 modifier to the roll.

## **Match 6 – Prague Castle**

Additional information about sightseeing site [here](#).

Match Modifier: **Honorable Castle Guard**

### **Honorable Castle Guard**

Before beginning of this match, two selected players from each team without **Loner** trait and / or **previously selected skill** are honored to be named *Honorable Castle Guards* gaining **Armor Up!** Trait.

### **Armor Up! (Passive)**

This player **gains +1** to **Armor (AV)** stat and **Thick Skull** until the end of this match. Players with this Trait cannot have the **Right Stuff** Trait. If a player with the **Right Stuff** trait is chosen to get **Armor Up!** Trait, they will lose the **Right Stuff** Trait.