

Blood & Tears Perpetual Living Rulebook

Living Rulebook

“Living” is the key word here. The rules might change between seasons if need be. Once a season starts, the current version of rules are set until the season is complete. We appreciate all feedback pertaining to the Living Rulebook of B&T Perpetual, so if there is something you would like to discuss we are always open to hear from our coaches.

Divisions

The Perpetual Season competition is divided into multiple divisions. The number of teams per division is 8. The only division that will be allowed to have more or less than 8 is the lowest division. Depending on the numbers, the lowest division teams may play against each other twice or may have a shorter season.

Ranking

Rankings are determined by the previous seasons results. In the event that a Team is removed from seasonal play (quits the league, changes teams, breaks the rules, etc) all teams below will climb a rank upon season end.

Ranking Tiebreakers

In the case of ties between team records within a division (whether to determine promotion/relegation or bowl placement) the tiebreaker order will be 1) Head-to-Head record, 2) TD Differential (Scored minus Allowed), 3) Coin Flip.

Promotion and Relegation

Each Perpetual Season will have 3 relegations and 3 promotions per division. At season end the top 3 teams of each division (except Division #1) get promoted, and the bottom 3 teams of each division (except Division #4) get relegated.

Division Winner Prize

The winner of each division gets to rename the division in his or her honor. The division name will remain in effect until a new division champ is proclaimed the following season. The winner of each division will be awarded (2 TDs, 1 MVP and \$).

Bowls

At the end of the season, the top ranking teams within each division will qualify for Bowl games. These Bowls represent the ultimate reward of the Blood and Tears Perpetual Season competition. The Mega Bowl, the biggest and most prestigious, will seed 6 teams in a knockout format. The lower Bowls will seed 4 teams in a knockout format.

We will add or remove Bowls to fit the number of divisions.

Bowls Seeding

The Mega Bowl - Blood & Tears Cup

A) #1 Division 1	B) #2 Division 1	C) #3 Division 1
D) #1 Division 2	E) #2 Division 2	F) #1 Division 3

1st Round : A and B have a bye. C play F, D play E.

2nd Round : A play lowest seed. B play highest.

3rd Round : Final

The Ancillary Bowl - Cup of Blood

A) #4 Division 1	B) #3 Division 2
C) #4 Division 2	D) #2 Division 3

1st Round : A play D, B play C.

2nd Round : Final

The Tertiary Bowl - Cup of Tears

A) #3 Division 3	B) #4 Division 3
C) #1 Division 4	D) #2 Division 4

1st Round : A play D, B play C.

2nd Round : Final

Bowl Rewards

All Bowl participants gets to choose his MVP at the end of the match. All Bowl winners (Mega Bowl, Ancillary Bowl and Tertiary Bowl) will be awarded prizes. Cup of Tears winner gets money to upgrade his stadium or get a stadium enhancement. Cup of Blood winner gets the same reward as Cup of Tears, plus 5 SPPs to spread amongst his team. Cup of Blood and Tears winner gets all of the above, but 10 SPPs instead of 5.

Call-Ups

Perpetual teams may perform a single call-up during the off-season (after your season is complete (including bowl games) up to the start of the next season). The call-up player must come from a Battlefield Team or Retired Team. The team must pay cash for the Call-up. Perpetual teams can not sell, trade or exchange players.

The following limitations apply to all call-up players:

20 SPPs **and** 40 Team Value from skills Maximum, No Stat Ups, No doubles on Big Guys*.

* Mummies and Tomb Guardians are considered Big Guys.

Rules

Competition Rules

League rules apply at all time. They are listed at the bottom of the LRB, in the Extra section. Willfully conceding a match is not allowed. In the event that a match results in a concede due to "Blue Screen", a replay shall be granted by the Division Admin.

Inducements & Treasury

You are **NOT** allowed to spend any of your team treasury money during the inducement phase, whether you are the overdog or underdog. The only money allowed to be spent is the inducement money itself.

New Coaches

Teams for new coaches will enter league play at the bottom of lowest division.

Creating a New Team

Coaches that are already in the league can create a new team if they want. These teams will be ranked below everyone who is already in the competition, but above newcomers. Coaches have one week after the end of the season to announce that they are creating a new team. Under **extreme** circumstances, Admins may allow a coach to create a new team during the season.

New teams entering seasonal play are limited to a maximum amount of 10 games played in Battlefield.

Migrating Teams

Coaches who wish to bring over an existing team from another league may do so with the following limits. 1) All games played must be versus human opponents (no AI games), 2) A maximum of 2 double rolls on the roster (No Big Guy double rolls), 3) No Stat Ups & 4) Maximum amount of games allowed per Battlefield rules, which is currently 10 games.

Scheduling Matches and Deadlines*****

There is a weekly deadline. The week is Monday to Monday. Each coach is responsible for arranging their weekly match with the coach they are playing via your **Division Chat on PSN Messenger**. If one coach makes an effort to schedule the match and the other coach does not, they will be awarded a **League Managed win**. If both coaches make an effort to schedule the match but are unable to play it before the deadline, a **League Managed draw** will be awarded. In any case, inform the Division Admin if you struggle to meet the deadline.

In the case of a dispute, the match result will be determined by League Management and all feedback from the coaches involved will help determine the outcome.

Inactivity

As long as you inform League Management ahead of time, inactivity due to “real life” issues (Vacation, work, emergency, etc) is generally acceptable.

Extras

League Rules

These rules apply to any competitions played in the league.

- 1) No throwing games or SPP farming.
- 2) No offensive remarks or name calling.
- 3) Keep the clock moving, finish your actions then end your turn.
- 4) Treat your fellow coaches with respect.
- 5) Any procedures written in the Living Rulebook to enhance gameplay (Call-Ups, Hall of Fame, Recovery Matches, etc) must be performed under the supervision of an administrator.
- 6) Perpetual Teams cannot play games outside of the Perpetual content.

We will not tolerate anyone who doesn't follow the league rules. First action will be to kick the offending team. If the coach does it again, we kick the coach. Live or die by the rules.

Overtime Coin Toss

There is currently a glitch within the game that when you choose to receive during the overtime coin toss you end up kicking. There is no workaround for this so if this happens unfortunately you just have to accept the glitch and play on. No replay will be offered. This glitch has been raised to Cyanide.

Match Announcements

Please try to make some short announcement (even if right before the match) in the **Perpetual League Chat on PSN Messenger** that you and your opponent coach are playing your match - often there are people that will want to see the game. Also, it would be nice to share the score afterwards.

Petitioning a Rule Violation

If you are in a match and feel a rule violation has occurred you are required to concede the match immediately and request via PSN chat an official review from management. Failing to concede and continuing to play past Turn 3 will be viewed as acceptance and no violation will be cited.

Resetting a Match

In the event that a match is reset by League Management the game must be played in the exact manner it was at first. **No adjustments to roster or treasury are permitted.**

Retired Teams

Teams retired from seasonal play may return to the Battlefield.

Hall of Fame

The Hall of Fame system is merit based. Teams, as well as individual Players, can qualify for the Hall of Fame based on their accomplishments.

HoF Teams (30 Pts to qualify as a Hall of Fame Team):

- 10 Pts Mega Bowl Winner
- 5 Pts Ancillary Bowl Winner
- 3 Pts Tertiary Bowl Winner
- 1 Pts Bowl Playoff Win
- 4 Pts Division 1 Winner
- 3 Pts Division 2 Winner
- 2 Pts Division 3 Winner
- 1 Pts Division 4 Winner

(Rewards T.B.D. with LE)

HoF Players:

- 5 Pts Made Dream Team

At 15 Pts the player is consider worthy of the Hall of Fame and gets a reward.

Reward : The player is allowed to change one of its skill*, earn pro or heal an injury.

*The skill can be changed according to the original roll. A double can be changed for another double, movement can be changed for armor, and any non normal skill ups can be reverted to normal skill up.

Off-Season and Bye Week Recovery

During the off-season, or when a team is awarded a bye week in the Mega-Bowl tournament, each team will be granted a “free” match to recover from injuries. Technically, it qualifies as an admind concede loss (the team will not gain any SPPS or money), but the players will get a game worth of recovery time.

Replacing Dropped Teams

Teams removed from seasonal play (quits the league, changes teams, breaks the rules, etc) will be replaced by an AI team for the duration of the current season.*

*This takes effect upon release of LE.

Blood & Tears Seeding Tournament

4 Groups of Teams. Randomly placed with Racial Diversity in mind.*

*Teams of the same race will be evenly spread out amongst the groupings.

Fresh Teams (1000 TV, No Games Played).

This tournament determines the placement for Perpetual Season 1.

Groups: A, B, C & D

Teams #1 & #2 of each Group go to Division 1

Teams #3 & #4 of each Group go to Division 2

Teams #5 & #6 of each Group go to Division 3

Teams #7 & #8 of each Group go to Division 4