



- The 'Regular Season' will consist of 9 rounds.
- Each round will be played within a two week window and will consist of 5 fixtures.
- During the 'Regular Season' each team will play each other once.

### Play offs

- On completion of the 'Regular Season', the top six teams will enter the play offs.
- The play offs will be as follows:
  - **Quarter Final One** - 3rd placed team vs 6th placed team
  - **Quarter Final Two** - 4th placed team vs 5th placed team
  - **Semi Final One** - 1st placed team vs winner Quarter Final Two
  - **Semi Final Two** - 2nd placed team vs winner Quarter Final One
  - **Final** - Winner Semi Final One vs Winner Semi Final Two

### Rules

- The first named team in the fixture is playing at home.
- The weather table appropriate for the home team (see below) will be used for the fixture. These tables can be found in the Death Zone supplement.
- 3 points will be awarded for a win.
- 1 point will be awarded to each team for a draw.
- No points will be awarded for a loss.
- Regardless of the result, 1 point will be awarded for scoring 3 or more touchdowns.
- Regardless of the result, 1 point will be awarded for inflicting 3 or more casualties.
- Regardless of the result, 1 point will be awarded for conceding no touchdowns.
- League position will be decided by; Points, TD difference, TDs scored, TDs conceded, Total Bonus Points.
- MVP - Pick three players and select one based on the roll of a D3.

### Weather tables

- *Jomssons - Winter Weather*
- *Moonlight Death Runners - Graveyard Weather*
- *Red Zharr-Hellgrade - Desolate Wasteland Weather*
- *Da Red Rock Stompaz - Mountainous Weather*
- *The Bad Moon Bouncers - Mountainous Weather*
- *Middenheim Wolves - Autumn Weather*
- *Khazad-dûm Kings - Mountainous Weather*
- *Aristorats - Subterranean Weather*
- *The Green Vile - Mountainous Weather*
- *The Hambledown Hotdogs - Spring Weather*

