



# PITCH FORMATIONS

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The following is a test document that outlines the rules for using 'Pitch Formations' within Guild Ball. Pitch Formations are an alternative set of deployment rules intended for use by coaches that have a more limited amount of time to play a match. Using Pitch Formations, a game of Guild Ball dives straight into the action from the beginning by allowing a small number of players to be deployed closer together than they normally would.

We fully encourage Guild Ball coaches to try these rules or even run an event using them. If running an event, a Tournament Organiser (T.O.) should use the rules here alongside those outlined in the Regional Cup document to provide a wider event framework.

Try them out, have some fun with Pitch Formations and tell us what you think on our forums!

## PITCH FORMATION KICK-OFF

(in addition to the Kick-Off rules within the Guild Ball Rule book)

During a Kick Off action, models cannot gain possession of the ball using Snap To. A Kick Off action cannot be intercepted.

## PITCH FORMATION PRE-MATCH SEQUENCE

- 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 (if you choose to use them) for each Player.
- C. Deal and select Guild Plots from a shared Guild Plot deck as per the rulebook.
- D. In secret, both Players select [1] [Captain] model and [1] [Mascot] model for use in the match. Both Players simultaneously reveal their selected [Captain] and [Mascot] models.

- E. Determine the Receiving and Kicking Player. The Kicking Player starts the chess clock and selects a model from their roster, which may be the Captain or the Mascot, this model is the kicker. This model must be deployed completely within 10" of their chosen table edge in base contact with the deployment line. Once deployed, this model is given possession of the ball-marker. From this point onward the active Player must have their chess clock running.
- F. The Receiving Player selects [2] models from their roster, which may be the Captain and/or Mascot, and deploys the model on the Pitch. Deployed models must fulfil the **Formation Criteria**.
- G. The Kicking Player selects [2] models from their roster, which may be the Captain and/or Mascot, and deploys the model on the Pitch. Deployed models must fulfil the **Formation Criteria**.
- H. Repeat Steps F. and G. until each both Players have [6] models deployed on the table, including their chosen Captains and Mascots. Both deployed teams must fulfil the **Formation Criteria**. Remember that only one version of a single named model may be selected for each team.
- I. The Kicking Player performs a kick-off action.
- J. The Receiving Player allocates their Influence.
- K. The Kicking Player allocates their Influence. The Kicking team gains [1] MP.
- L. The Receiving Player takes their first activation.
- M. Follow the Normal Turn Sequence as outlined in the Guild Ball rulebook.

## FORMATION CRITERIA

During the course of setting up the match, both players' teams must fulfil the following:

- 2 models must be deployed completely within [18"] of their chosen table edge in base contact with the halfway line, a model cannot be deployed within [2"] of an enemy model
- 2 models must be deployed completely within [10"] of their chosen table edge in base contact with the deployment line
- 2 models must be deployed completely within [6"] of their chosen table edge in base contact with the Goal line
- Additional models, such as Greede or Memory, must be deployed on the same line as their counterpart, Avarisse or Brainpan, and in base to base contact

## PITCH LINES

