



NAF Recommendations and Clarifications for BB2025

1. About this document

This document provides recommendations and clarifications for the Third Season ruleset (BB2025) in the context of NAF-sanctioned tournaments. Its purpose is to offer a quick, practical reference for coaches and tournament organisers (TOs) when rules are unclear, ambiguous, incomplete, or lead to undesirable outcomes.

The adoption of any errata or NAF rulings is optional. However, TOs should clearly state in their rules pack if this document, or parts of it, are in use!

Please refer to [the NAF website](#) (*Tournaments > BB2025 Recommendations*) for the most recent version of this document and additional context and instructions how to submit issues.

2. Legend

- 🔍 FAQ – A clarification of a commonly asked rule.
- ⚠️ Errata – A correction or clarification where the rule is ambiguous or produces an unintended result.
- 🔧 NAF Ruling – The rule is clear as written, but the NAF recommends a different handling.
- 🔄 Change – A rule that is different from BB2020 and potentially misplayed by experienced coaches.

3. General items

Category	Page(s)	Type	NAF Tournament Ruling
Apothecary	32, 68	🔄	Apothecaries may be used on any player, also Star Players.
Blitz Action	64	🔄	The declared target must be in reach.
Bribes	144	⚠️	Multiple Bribes may be used for a single Sent-off.
Catching the Ball	49, 72	🔄	No -1 modifier applies when catching the kick or an inaccurate pass.
Fouling	69	⚠️	Offensive and Defensive Assists are not optional.
Jumping over Players	56	🔄	Players fall in the square they Jumped from if they fail a Rush.
Jumping over Players	56	🔄	Jumping is not limited to once per activation.
Kick-off: Charge	48	🔄	Team rerolls and skills may be used as in a normal team turn.
Kick-off: Cheering fans	48	🔍	Bonus potentially transfers to next drive for receiving coach.
Kick-off: Dodgy Snack	48	🔍	Affected players with Secret Weapons are considered to not have taken part in the Drive.
Mascot	144, 154	🔍	If a Mascot reroll is “free” because of Team Captain, the 4+ roll has to be repeated next time the Mascot reroll is used.
Modifying Dice Rolls	33	🔧	Dice may be modified below 1, or above 6.
Passing Test	37, 71	🔧	If the Passing Ability Test is a 1 or lower after modifiers, or a natural 1, the Pass is Fumbled. PA1+ players pass the test on a modified 1.
Prayers to Nuffle	143	⚠️	If a Prayer would give a random player a skill they already have (e.g. Mighty Blow or Loner) or can’t use (e.g. no primary access), nothing happens and no other player is selected.
Rushing	58	⚠️	You may Rush only after regular movement.
Secure the Ball	46, 59	⚠️	The -1 modifier from Pouring Rain applies to Secure the Ball.
Secure the Ball	59	🔍	Standing opponents are considered at the time of declaring the Action.
Special Actions	121, 122	🔧	Prone players may Declare Special Actions allowed by Traits (e.g. Chainsaw, Throw Team-Mate, Hypnotic Gaze) as by Skills.
Stalling	33, 81	🔍	The Crowd Takes Action roll may not be rerolled.
Standing Up	48, 54, 58	🔍	Modifiers (e.g. from Dodgy Snack) are ignored to determine if a player with MA 2 or less needs to roll a 4+ to stand up.



Category	Page(s)	Type	NAF Tournament Ruling
Star Players	89		Star Players count towards the minimum of 11 players.
Star Players	148		Both teams may hire the same Star Player.
Take Backs	—		The last move may be taken back if no dice have been rolled.
Throw-ins	73		The square the ball was in last is counted as square 1.
Throw-ins	34, 73		A ball thrown-in by the crowd Bounces.
Too many players	47		Opponent chooses players (excluding ball carrier or Star) for Reserve.
Turnovers	35		A ball caught by an opponent after a failed Hand-Off is a Turnover.
Unstunning	39, 66		A Stunned player Stunned again will not roll over at end of that turn.

4. Skills

Category	Page(s)	Type	NAF Tournament Ruling
Always Hungry	123		It is only a Turnover when the eaten player carried the ball.
Animal Savagery	123		When lashing out, the player may perform the declared action.
Animal Savagery	123		When lashing out, Mighty Blow must be used on the Armour Roll.
Arm Bar	56, 123, 133		Arm Bar applies to players with the Pogo skill.
Ball & Chain	124, 136		Follow-up only if target is Pushed Back (cancelled by Stand Firm).
Big Hand	124		Big Hand works with the Secure the Ball action.
Bombardier	125		All skills applicable to resolving a Pass action (e.g. Catch) are applicable to the Throw Bomb action, except On the Ball.
Bombardier	125		Bombs immediately explode when hitting the ground, a prone or stunned player, or land in the crowd. They never bounce.
Bombardier	35, 125		Knocking Down team mates with the explosion causes a Turnover..
Brawler	126		Brawler can be used for both Frenzy and Multiple Block blocks.
Brawler	33, 126, 133		Brawler cannot be used together with Pro to reroll two dice of a pool.
Break Tackle	126		Break Tackle can be used after the Dodge roll, before Diving Tackle.
Chainsaw	126, 131		Mighty Blow can be applied to armor or injury roll when blocking a player with Chainsaw, in addition to +3 modifier.
Chainsaw	126		No +3 modifier applies on a failed Block against a Chainsaw player.
Claws	62, 127		Claws may be used in the opponent's turn.
Dauntless	127, 129		Dauntless is resolved before modifiers like e.g. Horns.
Diving Catch	70, 127		The +1 modifier applies if the player is in the target square.
Diving Tackle	127		Diving Tackle is used after deciding to reroll a Dodge.
Dodge	39, 62, 127		Distracted players cannot use Dodge against Stumble.
Dodge	39, 127		The use of Dodge is optional when being blocked.
Dump Off	128		Takes effect when performing a block, not when declaring it.
Dump Off	128		Can be used with any Special Action that targets the player (i.e. not Throw Bomb or Throw Team-mate that target a square).
Eye Gouge	63, 128		When Chain Pushing a player B with the Eye Gouge skill into a third player C, Eye Gouge is not applied to player C.
Eye Gouge	128		Foul assists are also affected by Eye Gouge.
Fumblerooski	128		The skill can only be used in the moment the square is vacated.
Foul Appearance	128		Takes effect when performing a block, not when declaring it.
Foul Appearance	128		Can be used with any Special Action that targets the player (i.e. not Throw Bomb or Throw Team-mate that target a square).
Grab	63, 128		Only the immediate Block target cannot use Sidestep.



Category	Page(s)	Type	NAF Tournament Ruling
Juggernaut	63, 129	⚠	A Chain Pushed opponent cannot use Stand Firm.
Jump Up	53, 130	↻	The Jump Up Block cannot be replaced with a Special Action.
Kick	47, 130	↻	The kicking player may be on the LoS with fewer than 4 players.
Kick	26, 130	⚠	The choice between a D3 or D6 is made after the roll.
Leader	48, 130	↻	Gain re-roll at the start of each half if a Leader is fielded; usable whenever a Leader is on the pitch (also returning from KO).
Leader	130, 155	?	Team Captain can be used with Leader rerolls.
Lone Foul	130	?	The player is not Sent-off for a double that is then rerolled.
Mighty Blow	62, 131	↻	Mighty Blow may be used in the opponent's turn.
Multiple Block	53, 132	↻	Multiple Block cannot be used with Special Actions.
Multiple Block	132	⚠	Targets of Multiple Block do not provide assists to each other.
Pile Driver	69, 133	?	Pile Driver does not count towards the limit of fouls per turn.
Pro	33, 126, 133	↻	Pro cannot be used together with Brawler to reroll two dice of a pool.
Projectile Vomit	133	⚠	Breaking own armor only causes a Turnover when carrying the ball.
Punt	33, 134	?	Team rerolls may be used to reroll direction or distance.
Safe Pair of Hands	135, 136	⚠	Cannot be used when knocked down by a Strip Ball player.
Shadowing	135	⚠	Takes place immediately after resolving a Dodge roll.
Stand Firm	128, 136	↻	Stand Firm prevents the use of Eye Gouge and Strip Ball.
Strip Ball	80, 136	⚠	No touchdown is scored if the ball carrier is pushed into the end zone.
Take Root	137	↻	The roll is only required if the player is Standing.
Tentacles	137	↻	Used when opponent attempts to Dodge, Jump or Leap.

5. Star Player Abilities (Best of)

Category	Page(s)	Type	NAF Tournament Ruling
Deeprout Strongbranch	PDF	⚠	When Bouncing into an occupied square, they still crash land.
Dribl and Drull	PDF	⚠	The +1 modifier is applied to the Injury roll.
Grak and Crumbleberry	PDF	⚠	If Grak goes down while carrying Crumbleberry, or ends his activation with no open square around, Bounce Crumbleberry from Grak's square (similar to a fumbled TTM).
Grak and Crumbleberry	PDF	⚠	Picking up Crumbleberry carrying the ball is not a Turnover.
Grim Ironjaw's Skills	194	⚠	Grim can only use either Multiple Block or Frenzy in one Block.
Puggy Baconbreath	195	⚠	This can only be applied to his personal dice rolls, not globally.
Ripper Bolgrot	195	⚠	This can only be applied to his personal dice rolls, not globally.
Scylla Anfingrim	PDF	?	When triggered, Scylla gets 4 Blocks in total (twice Frenzy).