

**About Beyblade**

- The only BEYBLADE (hereafter referred to as "Bey") that can be used is the BEYBLADE X Series, which was released and distributed in your own country from July 2023. No previous beys, launchers, stadiums, or tools may be used.
- All decisions on bey checks, battle losses and wins, etc., are subject to the judges.
- Unauthorized modifications or any misconduct deemed to be intentional may result in disqualification.

**Regarding Bey Checks**

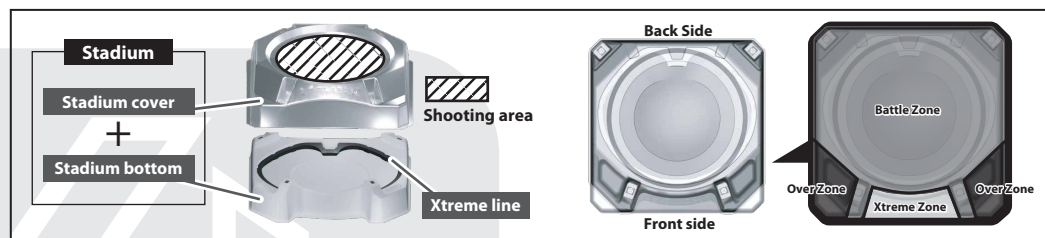
- Only recombination and modification of genuine BEYBLADE X<sup>®</sup> series parts will be permitted.
- Omission of parts that should be used, or combination or assembly of parts other than those originally intended for use, is prohibited.
- It is prohibited to "disassemble" and/or "modify", or to use any such disassembled and/or modified genuine Bey components.
  - ※ The following type of painting application is generally prohibited.
    - Change of performance ○ Damage or distain the opponent's Beyblade stadium
    - Coating of the contact areas of each part or the parts that come into contact with the launcher.
  - ※ The following type of sticker placement is generally prohibited.
    - Axing stickers that are not officially sold or distributed ○ Change of performance ○ Damage or distain the opponent's Beyblade stadium
    - Applying stickers to the contact areas of each part or the parts that come into contact with the launcher ○ Axing processed stickers such as cut-out stickers ○ Overlaying of stickers (However, only one sticker can be overlaid on another sticker, for example the Unique Line (UX line) gear chip/ the product or prize which is already pasted a sticker at the time of opening, etc.)
- The use of parts whose original performance has been altered or amplified is prohibited.
- After a Bey has been presented, it cannot be changed unless instructed to do so by a judge. If a Bey change is approved, both parties may exchange their Beys.
- After presenting the bey, the judge removes the "blades," "ratchets," and "bits" from each opponent's Bey, checks each part, and passes the Bey to the user without assembly.
- After receiving the Bey from the judge, the user reassembles it. Opponents check each other's Beys, then they return each other's Beys.
- After receiving the Bey from the opponent, if you would like to make any changes for the orientation of the parts assembly, you can do so on the spot by notifying the judge.
- Exchanging Beys or rearranging parts between battles is not permitted. When the match is over and your opponent changes, you can swap Beys.

**Regarding Launcher Checks (including grip, etc.)**

- Omission of parts that should be used, or combining parts other than those originally intended for use, is prohibited.
- The use of "disassembled" or "modified" genuine parts such as launchers and grips is prohibited.
  - ※ Coating of parts such as launchers and grips is generally prohibited.
    - Change of performance ○ Damage or distain the opponent's Beyblade stadium
    - Coating of the contact areas of each part or the parts that come into contact with the launcher.
  - ※ The following type of sticker placement on parts such as launchers and grips is generally prohibited.
    - Affixing stickers that are not officially sold or distributed ○ Change of performance
    - Damage or distain the opponent's Beyblade stadium
    - Applying stickers to the contact areas of each part or the parts that come into contact with the launcher ○ Overlaying of stickers
    - Affixing processed stickers such as cut-out stickers.
- The use of parts whose original performance has been altered or amplified is prohibited.
- If the judge determines that the launcher, grip, or any other part has been modified or is malfunctioning, the use of those parts will be prohibited.
- If the launcher, grip, or any other part has been replaced, a launcher check will be conducted by the judge.
- If any decorations on the launcher, grip, or other parts are deemed to interfere with the battle, they may be required to be removed.

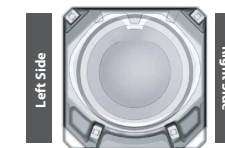
**Regarding the Stadium**

- Only "Beyblade X" series stadiums can be used.
- The stadium is comprised of the stadium bottom and stadium cover.
- The shooting area is the hole in the center of the stadium cover.
- Xtreme lines are rail parts affixed to the stadium bottom.
- The Over Zones are the two pockets in the front, left and right, of the stadium.
- The Xtreme Zone is the hole in the front center of the stadium.
- The Battle Zone is the area of the stadium bottom excluding the Over Zones and Xtreme Zone.



**Shooting Method**

- When shooting Beys, please shoot from a height of lower than 20 cm from the stadium bottom.
- It is forbidden to obstruct an opposing player's shot. In any situation, touching the stadium with the player's body, launcher, decorations, or any other objects during a shoot is prohibited. If the judge determines that intentional contact was made, it will result in disqualification.
- Please decide the shooting position (left side or right side) through fair means such as rock-paper-scissors. You are not permitted to change shoot positions during a match once your position has been chosen.
- Shoot with the call, "Three, two, one, go shoot."
- Shoot to the shooting area.
- When the judge calls "Three, two, one, go shoot", launch your Beyblade during the call of "shoot".
- Do not shoot with the Bey touched to the stadium. If the judge determines that a touch was intentional, the player will be disqualified.



## Regarding Battle

- 1 Players should take a step back when they have finished shooting.
- 2 Do not look into the stadium.
- 3 If the Beyblade does not detach from the launcher during the shoot, or if the Beyblade falls off after the judge has called "Three, two, one, go shoot" or if the Beyblade is shot outside the designated shoot area and touches the exterior of stadium or the stadium cover, it will be considered a shooting error.
- 4 A shoot before the judge calls "shoot" is considered a premature launch (false start), while a shoot after the call has been completed is considered a delayed launch.
- 5 Missed shots, false start, and late shot will be determined by the judges and the offending player will be cautioned.
- 6 The battle begins when all Beyblades pass through the shooting area and touch the stadium. If the battle does not initiate before touching the stadium for reasons such as the Beys touching in the air or the parts coming off, the battle will be restarted.
- 7 If any questions arise regarding the battle, the players should inform the judges immediately. No comments will be accepted after the start of the next battle or from anyone other than the players.
- 8 Touching the stadium and the Beys inside the stadium is prohibited until the judge authorizes it.
- 9 The judge will stop and re-start a battle if the judge determines that an incident has occurred that prevents a fair match, such as the use of a Bey or method of shooting that is considered dangerous.

## Regarding Battle Results

- 1 The victory is determined by a Bey that continues to spin inside the Battle Zone longer than the opponent's Bey.
- 2 The winner and the winning technique will be decided by the judges.

Winning techniques performed after a battle has begun without missed shots, false start or late shots shall be awarded point as described below. **The first to score 4 points shall be declared winner of the match.**

	Points earned
<b>Xtreme finish</b> When your opponent's entire Bey enters the Xtreme Zone and cannot return to the Battle Zone. ※Subject to judge's discretion.	3 Points earned
<b>Over finish</b> When your opponent's entire Bey enters the Over Zone and cannot return to the Battle Zone. ※Subject to judge's discretion.	2 Points earned
<b>Burst finish</b> When your opponent's Bey parts detach and break apart before your own Beys. (Blades, ratchets, bits, etc.)	1 Point earned
<b>Spin finish</b> When your opponent's Bey's speed in the natural direction of rotation drops to zero in the Battle Zone before your own Bey.	1 Point earned

- 3 If the judge determines that Xtreme Finishes, Over Finishes, Burst Finishes, or Spin Finishes, etc., have occurred at the same time, the match will be considered a draw and a rematch will be held.
- 4 If multiple outcomes occur within the same battle, the following timing of occurrence will be considered, and the outcome that occurred first will determine the win or loss of the battle.  
Xtreme Finish : The moment when the entire Bey enters the Xtreme Zone.  
Over Finish : The moment when the entire Bey enters the Over Zone.  
Burst Finish : The moment when the parts of the Bey detach and break apart.  
Spin Finish : The moment when the speed in the natural direction of rotation of the Bey reaches zero.
- 5 Touching the Beys in the stadium before the judge declares the winner is prohibited. If you touch them, the judge reserves the right to decide that you lose the match.
- 6 Malicious interference with the battle will result in disqualification at the judge's discretion.
- 7 Under no circumstances will players' bodies, launchers, decorations, etc. be allowed to come in contact with the stadium during battles. If the judge determines that a touch was intentional, the player will be disqualified.  
※However, this shall not apply only in cases where the string launcher handle or string touches the stadium after a shot, if the judge determines that it has no effect on the battle.

- 8 In the event of disqualification, past match results will not be overturned for any reason. Disqualification takes effect at the point it is discovered.
  - ◎ In cases where it is impossible to determine any decisive factor, such as when a Beyblade exits the stadium from a location other than the Over Zone or Xtreme Zone and cannot return to the battle zone, the battle may be replayed at the discretion of the judge.
  - ◎ If the rules vary depending on the tournament, the information provided for that specific tournament may take precedence.
  - ◎ In the same battle, if there are a total of two shooting errors, premature launches, or delayed launches, one point is awarded to the opponent, and the battle will be replayed.
  - ※ Once a point is scored, any previous shooting errors, premature launches, or delayed launches will be nullified.
  - ※ However, if all players in the same battle simultaneously perform the action for the second time, the second occurrence will be invalidated, and the battle will be replayed with all players considered to have performed the action for the first time.

### Regarding the 3-on-3 battles:

#### Preparation:

- 1 Place the 3 Beys in the deck case in the order, for battle and conduct a Bey Check.
- 2 A player cannot use the same part multiple times among the three Beyblades. Even if the colors differ, they are considered as the same part.
- 3 During the match, you cannot change the order or combination of the 3 Beys without permission from the judge.
- 4 If you are unable to prepare 3 Beys, you will receive 1 loaner Bey from the judge and use only the loaner Bey for all battles.

#### Winning:

- 1 The blader who reaches a total of 4 points first will be the winner.
- 2 The battles will be conducted one by one between Beys with matching numbers decided by both players.
- 3 In the event of a tie, a rematch will be held with the Beys of the same numbers.
- 4 If the outcome is not determined after 3 battles, the order of battles will be rearranged, and the match will continue.

## Others

- 1 When participating in an event or competition, it is assumed that you understood about the regulations.
- 2 Providing advice that hinders fair play and excessive cheering that intimidates players is prohibited.
- 3 Acts of verbal abuse, defamation, or other harmful behavior towards people such as players, spectators, staff, judges when participating in or spectating a tournament/event is strictly prohibited.
- 4 Actions that inconvenience to others or disrupt the operation of the event or tournament are prohibited.
- 5 Using inappropriate names that violate public order and morals, or names (full names) that can identify personal information for Blader names when participating in a tournament/event is prohibited.
- 6 When sharing videos or photos of tournaments or events on video streaming sites or social media, actions or content that could lead to identification of personal information of players or spectators, or that could result in defamation, are strictly prohibited.  
※ In the event of a dispute with a third party arising from the posted content (including videos and images), the poster is responsible for resolving the conflict at their own expense. Please note that Tomny Company Limited will not accept any responsibility.
- 7 Let's participate in events and tournaments with enjoyment while adhering to the regulations. Failure to comply with the regulations may result in disqualification.
- 8 If you do not use "BEYBLADE X" according to the judgment of B4 staff and judges, you may not be allowed to participate in the event or competition.