BEYBLADE X Regulations (Asia ver.)

These "Beyblade X Regulations" apply to all participants in events and tournaments.

12th edition (March 2026)

※Battle: The smallest unit in which the outcome is determined by winning or losing in Beyblade.
※Match: The process of conducting multiple battles until a winner is determined.

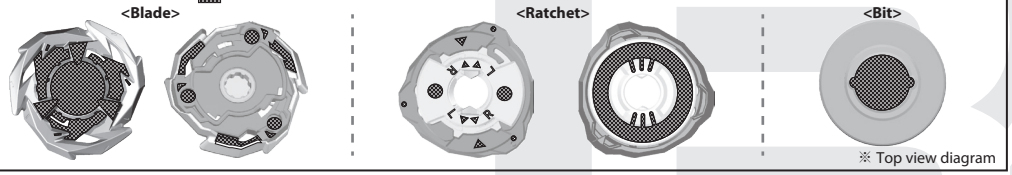
About Beyblade

1. The only BEYBLADE (refferred to as "Bey" onwards) that can be used is the BEYBLADE X Series, which was officially released and distributed from July 2023. No previous Beys, launchers, stadiums, or tools may be used.
2. Beys inducted in the "Hall of Fame" cannot be used in battles where only one Bey is used. They can be used in battles where multiple Beys are used, such as 3 on 3 battles and team battles.
3. All decisions regarding Bey checks and battle outcomes must be followed according to the judge's rulings.
4. Any unauthorized modifications or cheating deemed intentional may result in disqualification.

Regarding Bey Checks

1. Only customization using official parts from the "Beyblade X" series are allowed.
2. Omitting parts that should be used, or combining and assembling parts in ways other than their intended use, is prohibited.
3. Disassembling or modifying official Bey parts, and the use of such parts, is prohibited.
   ※ The following forms of paint coating is generally prohibited.
   ○ changes the performance ○ Damage or distain the opponent's Bey/stadium ○ Coating of the contact areas of each part or the parts that come into contact with the launcher. ○ Modifications that the judge determines infringe or could infringe the intellectual property rights, honor, credibility, image, privacy, or other rights of third parties. ○ Modifications that the judge determines contain content that is against public order and morals.
   ※ The following types of sticker placement are generally prohibited.
   ○ Applying stickers that are not officially sold or distributed ○ Changes the performance ○ Damage or distain the opponent's Bey/stadium ○ Applying stickers to the contact areas of each part or the parts that come into contact with the launcher ○ Applying processed stickers such as cut-out stickers ○ Overlaying of stickers (However, it is permissible to place one sticker on top of items such as gear chip of the Unique Line, or on a sticker that is already attached to the product/prize at the time of opening.)

※ **Painting is allowed on the ▩ areas of each part as long as it does not violate the prohibitions.**



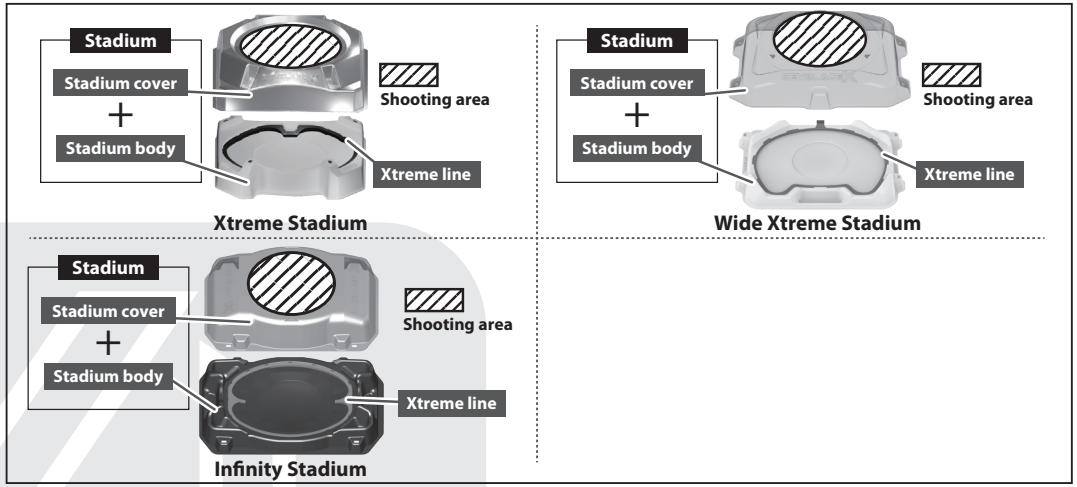
4. The use of parts where the original performance has been altered or enhanced is prohibited.
5. After presenting your Bey, you cannot change it unless instructed by the judge. If Bey change is permitted, both parties may change their Beys.
6. After presenting you Bey, the judge will remove the "Blades" "Lock chips", "Main Blades", "Over Blades", "Metal Blades", "Assist Blades", "Ratchets", and "Bits" from each competitor's Bey, check each part and return the Bey to the user without reassembling it.
7. Competitors will show each other the front and back of their Beys without handing them over to each other for confirmation.
8. Switching the mode of parts with the Mode-Change function or changing the orientation of parts such as ratchets, etc. can be done in each battle after showing the Beys to each other and after the request to the judge.
9. When a Bey transforms after launching, you must reset it to its original form before launching again. Please note that these actions involving Beys's separation must be completed within the time limit set by the judge.
10. You cannot exchange Beys or parts between battles. However, once a match is over and the opponent changes, you may exchange Beys and parts.
11. If you have any questions regarding the Bey check, please inform the judge on the spot. Opinions after the match has started or from anyone other than the player will not be accepted.

Regarding Launcher Checks (including grip, etc.)

1. Omitting parts that should be used, or combining parts in ways other than their intended use, is prohibited.
2. The use of "disassembled" or "modified" official parts such as launchers and grips is prohibited.
   ※ Coating of parts such as launchers and grips is generally prohibited.
   ○ Changes the performance ○ Damage or distain the opponent's Bey/stadium ○ Coating of the contact areas of each part or the parts that come into contact with the launcher. ○ Modifications that the judge determines infringe or could infringe on the intellectual property rights, honor, credibility, image, privacy, or other rights of third parties. ○ Modifications that the judge determines contain content that is against public order and morals.
   ※ The following types of sticker placement on parts such as launchers and grips are generally prohibited.
   ○ Applying stickers that are not officially sold or distributed ○ Changes the performance ○ Damage or distain the opponent's Bey/stadium ○ Applying stickers to the contact areas of each part or the parts that come into contact with the launcher ○Overlaying of stickers ○ Applying processed stickers such as cut-out stickers
   ※ The use of Battle Pass Sheet that falls into the following categories is generally prohibited.
   ○ Items that the judge determines infringe or could infringe on the intellectual property rights, honor, credibility, likeness, privacy, or other rights of third parties. ○ Items that the judge determines contain content that is contrary to public order and morals.
3. The use of parts where the original performance has been altered or enhanced is prohibited.
4. If the judge determines that the launcher, grip, or any other parts have been modified or are defective, the use of those parts will be prohibited.
5. If the launcher, grip, or any other parts have been replaced, the judge will conduct a launcher check.
6. If decorations on the launcher, grip, or any other parts interfere with the battle, you may be asked to remove them.

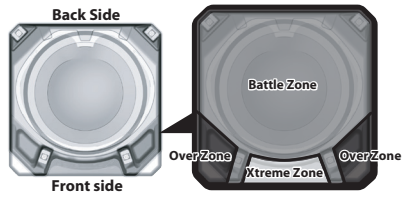
Regarding the Stadium

1. Only stadiums from the "Beyblade X" series can be used.
2. A stadium consists of the stadium body and the stadium cover.
3. The shoot area refers to the hole in the center of the stadium cover.
4. The Xtreme Line refers to the rail parts fixed to the stadium body.



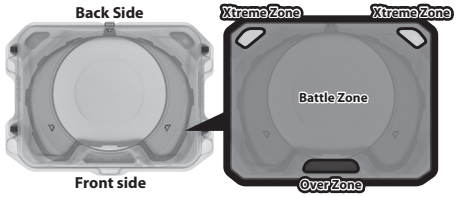
Regarding the Xtreme Stadium

1. The Over Zone refers to the two pockets located at the front left and right of the Xtreme Stadium.
2. The Xtreme Zone refers to the hole located at the center front of the Xtreme Stadium.
3. The Battle Zone refers to the parts of the Xtreme Stadium body other than the Over Zone and Xtreme Zone.



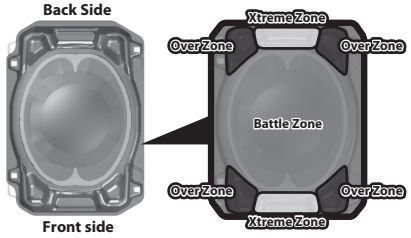
Regarding the Wide Xtreme Stadium

1. The Over Zone refers to the hole located at the center front of the Wide Xtreme Stadium.
2. The Xtreme Zone refers to the two holes located at the back left and right of the Wide Xtreme Stadium.
3. The Battle Zone refers to the parts of the Wide Xtreme Stadium body other than the Over Zone and Xtreme Zone.



Regarding the Infinity Stadium

1. The Over Zone refers to the pockets located at the four left and right positions in front and back of the Infinity Stadium.
2. The Xtreme Zone refers to the 2 holes located at the central positions in front of and back of the Infinity Stadium.
3. The Battle Zone refers to the parts of the Infinity Stadium main body excluding the Over zone and Xtreme Zone.

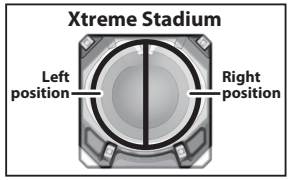


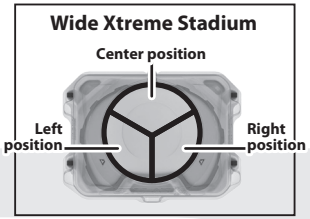
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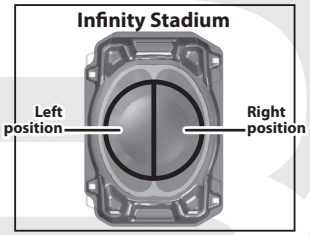
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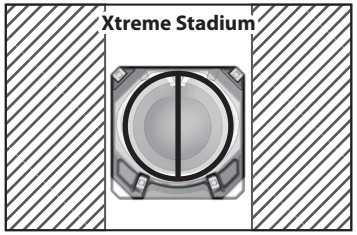
Shooting Method

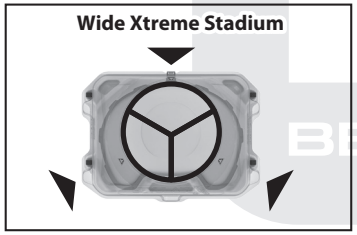
1. When launching your Bey, shoot from a height of 20 cm or less above the stadium body.
2. Decide the Shooting position (left position, right position, center position) by a fair means such as rock-paper-scissors. The chosen shoot position cannot be changed during that match.
3. Generally, players must prepare to shoot only when part of their Beyblade is within their chosen shoot position. However, this rule does not apply if the judge determines that neither player's shooting stance interferes with the opponent's launch or preparation.
4. It is prohibited to interfere with an opponent's launch or stance through your shooting posture. Under no circumstances may a player's body part / launcher / accessories be in contact with the opponent or the stadium during the launch. If an opponent's hand, arm, launcher body, or accessories enter your shooting position and interfere with your shot or stance, you may report this to the judge. If the judge confirms there was interference, players will be required to adjust their launch stance, and the battle will begin. If contact occurs during a shot and the judge deems it dangerous, the judge may specify the shooting stance. Intentional contact with the opponent or stadium, as determined by the judge, will result in disqualification.
5. Shoot with the call "Three, Two, One, Go Shoot".
6. Shoot your Bey so that it passes through the shoot area.
7. When the judge calls "Three, Two, One, Go Shoot", launch your Bey during the call of "Shoot".
8. Do not shoot your Bey while keeping it grounded in the stadium. If the judge determines that contact touch was intentional, it will result in disqualification.
9. Prepare your shooting stance within the designated hatched area. For the Wide Xtreme Stadium, position your body directly in front of the shooting position marker.

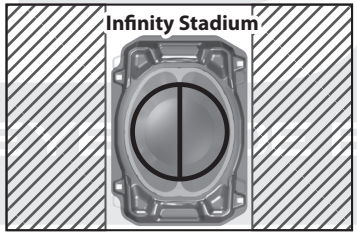












Regarding Battle

1. After shooting, step back one step.
2. Do not peer into the stadium.
3. If the Bey does not detach from the launcher during the shoot, or if the Bey falls off after the judge has called "Three, two, one, go shoot" or if the Bey 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. The judge will determine shooting errors, premature launches, and delayed launches, and will caution the respective players.
6. The battle begins once all Beys have passed through the shoot area and touched the stadium. If the Beys collide in the air before they touch the stadium, or if there are cases where parts come off, and the battle has not started, then the battle will be restarted.
7. If you have any questions regarding the battle, please inform the judge on the spot. Opinions after the next battle has started or from anyone other than the player will not be accepted.
8. Do not touch the stadium or the Beys inside the stadium until the judge grants permission.
9. If the judge determines that the way a player uses or launches the Bey is dangerous, or any event that disrupts fair play occurs, the judge will stop and restart the battle.

Regarding Battle Results

1. The Bey that continues to spin in the battle zone longer than the opponent's Bey wins.
2. Decisions regarding outcomes and finishing moves must follow the judge's rulings.

If the battle starts without any shooting errors, premature launches, or delayed launches, points are awarded based on the following finishing moves. **The first to earn 4 points wins the match.**

		Points earned
Xtreme finish	This occurs when the opponent's Bey completely enters the Xtreme zone and cannot return to the battle zone. ※Subject to judge's discretion.	3 Points earned
Over finish	This occurs when the opponent's Bey completely enters the over zone and cannot return to the battle zone. ※Subject to judge's discretion.	2 Points earned
Burst finish	This occurs when the parts of the opponent's Bey detach and separate before your Bey. (such as the Blade, Lock Chip, Main Blade, Over Blade, Metal Blade, Assist Blade, Ratchet, or Bit)	
Spin finish	This occurs when the spinning speed of the opponent's Bey in its original rotation direction becomes zero in the battle zone before your Bey.	1 Point earned

※ BULLET detached from the GRIFFON do not count toward the win/loss judgment mentioned above. The outcome is determined based on the main body itself.

3. If the judge determines that Xtreme Finish, Over Finish, Burst Finish, Spin Finish, or any combination of these occur simultaneously, it is considered a draw, and the battle will be restarted.
4. If multiple finishing moves occur in the same battle, the outcome will be determined by the finishing move that occurs first, based on the following timing.
   Xtreme Finish: The moment the entire Bey enters the Xtreme zone.
   Over Finish: The moment the entire Bey enters the over zone.
   Burst Finish: The moment a Bey's parts detach and separate.
   Spin Finish: The moment the Bey's spinning speed in its original rotation direction becomes zero.
5. It is considered as a Reverse if the entire Bey, after entering the Xtreme zone or over zone or after leaving the stadium once, returns to the battle zone while maintaining its rotation. In this case, the Xtreme finish, over finish, or restart is canceled, and the battle continues.
6. Do not touch any Beys inside the stadium before the judge announces the outcome. If you do, the judge may determine that you lose the match.
7. Malicious battle interference will result in disqualification, as determined by the judge.
8. Under no circumstances are players allowed to touch the stadium with their body, launcher, decorations, etc., during the battle.
   If the judge determines that a touch was intentional, it will result in disqualification.
   ※ However, this does not apply in cases where the handle of the string launcher or string touches the stadium after the shoot, provided the judge determines it does not affect the battle.
9. In the event of disqualification, past match results will not be overturned for any reason. Disqualification takes effect from the moment a ruling has been determined.
   ◎ **In cases where it is impossible to determine any finishing move, such as when a Bey 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.

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Regarding Results of 3on3 Battles

Preparation

① Place the three Beys in the deck case in the order they will battle, and undergo Bey check.
② A player cannot use the same part multiple times among the three Beys. Even if the colors differ, they are considered as the same part. However, among the lock chips in the Custom Line (CX), "Valkyrie" and "Emperor" are each limited to only one each, all other lock chips can be used in multiples.
③ During the match, you cannot change the order or combination of the three Beys without the judge's permission.
④ If you cannot prepare three Beys, you will receive one rental Bey from the judge. You must use the rental Bey for every battle.

Outcome

① The Blader who first accumulates a total of 4 points wins.
② Battles are conducted one Bey at a time, following the user's assigned order.
③ In the case of a draw, a rematch will be held with the same Beys.
④ If a winner is not determined after three battles, you may rearrange your order of Beys. Afterwards, continue with the match, and the match continues.

Regarding Outcomes of 3-Blader Battles

Battle outcomes

① Three players battle, and the last person remaining is the winner.
② Until the last person remaining is determined, do not touch the Beys inside the stadium. If you do, the judge may determine that you lose the match. In that case, the match continues with the remaining players without changing the Shooting position or points earned.
③ If multiple finishing moves occur in the same battle for a single Bey, such as when a Bey that has already achieved a spin finish bursts after touching another Bey, the outcome will be determined by the finishing move that occurred first.
④ If a player accumulates two shooting errors, premature launches, or delayed launches in the same battle, the shooting position will not be changed and the battle will be restarted with two other players, excluding the player who got eliminated. After the battle, if the match has not been settled, the battle will continue with all three players.
※ If one player is eliminated due to shooting errors, premature launches, or delayed launches, and the other player also accumulates two shooting errors, premature launches, or delayed launches, the remained player will receive 1 point and the next battle will begin.
※ If two players are playing with the Wide XtremeStadium at the start of a battle, the player will receive 1 point when the opponent accumulates two shooting errors, premature launches, or delayed launches in the same battle, and the battle will be restarted.
⑤ In the same battle, if two players simultaneously accumulate two shooting errors, premature launches, or delayed launches, the remaining player receives 1 point, and the battle is restarted.
※ 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 Match Outcomes

5-point System	Start a 3-player battle. All points from the finishing moves of the other two players are awarded to the last person remaining. The player who first accumulates a total of 5 points wins the match.
Best of Two Wins System	Start a 3-player battle. The last person remaining, regardless of the finishing move, earns one win. The first player to achieve two wins is the overall winner. If a player earns points due to the opponent's shooting error, premature launch, or delayed launch, it also counts as one win.

About Team Battle Outcomes

About Preparation

① Form a team with the number of members specified by the tournament rules. Teams with a different number of members cannot participate.
② Place the Beyblades in each blader's deck case in the order they will battle and undergo Bey check.
③ The same part cannot be used across the Beyblades in a team. Different color variations of the same part are also considered as the same part. However, among the lock chips in the Custom Line (CX), "Valkyrie" and "Emperor" are each limited to only one each, all other lock chips can be used in multiples.
④ Decide the shooting order for your team.
⑤ During a match, you cannot change the order of Beys, their combinations, the shooting order, or team members without the judge's approval.
⑥ If a team cannot prepare the required number of Beyblades, the judge will provide rental Beyblades. In this case, all team members must use the rental Beyblade for every battle.

About the Outcomes

① Matches are conducted in an elimination format.
② Each battle follows a first-to-2-points rule.
③ The winning Blader continues to the next battle, while the losing Blader is replaced by the next team member.
④ The team that defeats all the opposing team's Bladers first wins the match.
⑤ When a battle is decided and a new opponent steps in, any points earned up to that point do not carry over.
(Example: If the first battle ends with a score of 2-1, the points earned by both teams' first Bladers do not transfer to the second Bladers, and the new battle starts from 0-0.)

Others

1. By participating in an event or tournament, it is assumed that you understand the regulations.
2. Giving advice that disrupts fair play or excessive cheering that intimidates players is prohibited.
3. Any acts of verbal abuse, defamation, or other harmful behavior against people such as players, spectators, staff, judges during participation in or spectating at tournaments and events are prohibited.
4. Acts that cause inconvenience to others or interfere with 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, any 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 uploader is responsible for resolving the conflict at their own expense. Please note that Tomy Company Limited is not responsible in the case of such occurrences.
7. Follow the regulations and enjoy participating in events and tournaments. Failure to adhere to the regulations may result in disqualification.
8. If you do not comply with the staff or judge's decisions regarding the use of "Beyblade X", you may be asked to refrain from participating in the event or tournament.

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