



# official rule book

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# INTRODUCTION

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Beyblade is a competitive spinning top game where two players -- known as *Bladers* -- shoot their Beyblade into a small arena -- known as a *BeyStadium* -- in a competition referred to as a BeyBattle. Beyblades are spinning tops that can be customized to give them different attributes. The last Beyblade spinning inside of the BeyStadium wins!

There are three basic types of Beyblades: **Attack**, **Defense** and **Stamina**.

**Attack-type** Beyblades are designed to move quickly and aggressively in order to knock the opposing Beyblade out of the BeyStadium. The tradeoff for this aggressiveness is that the Beyblade can only spin for a very short amount of time. If it doesn't win early in the BeyBattle, it will generally lose.

**Defense-type** Beyblades are designed to take powerful hits without being knocked out of the BeyStadium. They are best used to fight Attack types. If the Attack-type cannot knock the Defense type away quickly, it will lose.

**Stamina-type** Beyblades are designed to take constant hits and remain spinning. Unlike Defense types, Stamina Beyblades are designed to keep spinning through consistent damage but do not deal well with single, heavy hits. Due to their parts, they are generally lightweight.

The fourth type, **Balance**, is a combination of two types of Beyblades.

Bladers can take apart their Beyblades and customize them with different parts. By designing your own Beyblade, you can build one that suits your own strategy and battle style!

The **World Beyblade Organization** is the unofficial sanctioning body for Beyblade all over the world. We offer a comprehensive ranking system, the **Beywiki** -- a Beyblade encyclopedia with comprehensive information -- and the largest Beyblade discussion community anywhere in the world!

In this book are the official rules that must be adhered to in WBO BeyBattles. Please read them carefully before playing.

*This is just a rule book! For more information about Beyblade and the World Beyblade Organization, visit our official website at **worldbeyblade.org**!*



# BEYBATTLE

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BeyBattles are divided into rounds. To win a BeyBattle, the Blader must win three individual rounds.

- **Conditions for winning a single round:**

- Out-spinning the opposing Beyblade.
- The opposing Beyblade exiting BeyStadium.

- **Penalty Conditions:**

- If a Blader touches either Beyblade or the BeyStadium during an active round, the round immediately ends and the opposing Blader wins the round.
- If a Blader shoots too early or too late, the round immediately ends and the opposing Blader wins the round.

In the case of a draw, neither Blader is awarded a victory for that round.

The opposing Beyblade breaking or separating **ends the BeyBattle and affords you a automatic win for the BeyBattle.** (*Knocking the Bit Chip off of a Plastic Beyblade does not constitute separation.*)

## Selection of Beyblade and Launcher

- The Blader's Beyblade selection is to be considered undecided until the Beyblade is attached to the Shooter. Once the Beyblade is attached to the Launcher, that Beyblade must be used for the duration of the BeyBattle.
- The Blader is free to select a different Shooter or, in the case of a Dual Shooter, Spin Direction, unless they have already attached the Beyblade or inserted a Winder. Once either of these actions have been performed, the Shooter cannot be changed. In the case of the Dual Shooter, the spin direction can be changed between rounds.

## Rules of Shooting

- Both Bladers must be kneeling on the floor adjacent from each other at the Beystadium. If under some circumstance the BeyStadium must be placed on a table, both Bladers are to stand adjacent to each other.
- The point at which the Beyblade leaves the shooter must be no further than 30 cm away from the BeyStadium.
- The Bladers count down, "3! 2! 1! Go Shoot!" For a launch to be legal, the Beyblade must be launched as the word "shoot" is called.

*Be sure to practice safety during BeyBattles! Always keep your distance and don't lean over the BeyStadium! While the WBO does not mandate the use of BeyStadium fences, we recommend their use for young children.*

# FORMATS

## Metal Fight Beyblade Format

In this format, only Beyblades from the *Metal Fight Beyblade* system are legal.

## Heavy Metal System Format

In this format, only Beyblades from from the *Heavy Metal System* are legal.

## Plastic Format

In this format, only Beyblades using the original Plastic system are legal.

## Open Format

In this format, all official Beyblades that are not banned under a universal restriction are legal.

## BeyStadiums

The following chart shows which BeyStadiums are legal in which formats, with the formats listed along the top and the BeyStadium names on the left side. **Hasbro BeyStadiums are illegal for WBO-sanctioned play.**

	Metal Fight Beyblade	Heavy Metal System	Plastic	Open
Attack Type (MFB)	✓	✓	✓	✓
Balance Type (MFB)	✓	✓	✓	✓
Stamina Type (MFB)	✓	✓	✓	✓
Wide Square Type (MFB)	✓	✗	✗	✗
Super Attack Type (MFB)	✓	✗	✗	✗
Tornado Attack	✗	✓	✓	✓
Tornado Balance	✗	✓	✓	✓
Tornado Balance Type S	✗	✓	✗	✗

## Restricted Format

Restricted Format is an **optional** rule that can be applied to any of the existing formats (Plastic, HMS, MFB and Open). Under the Restricted Format, there are certain Beyblade parts that are banned from play. Below, you will find the parts that are disallowed under the Restricted Format.

### Plastic Restricted List

- **Attack Rings**

- Gyros AR (*Bearing Gyros*)
- Tiger Defender (*Driger S*)
- Triple Wing (*Trygle*)
- Upper Dragoon (*Kid Dragoon, Master Dragoon*)
- War Lion (*BBA Balancer, Galeon*)
- Wing Cross (*Bistool, Gekiryu-oh, Ultimate Frostic Dranzer*)

- **Weight Disks**

- Spark Disk
- Wide Defense
- Wide Survivor

- **Spin Gear**

- Bearing Version (*Wolborg*)
- Bearing Version 2 (*Wolborg 2*)
- CG Free Shaft Version (*Zeus*)
- Double Bearing Version (*Burning Kerberus*)
- Heavy Metal Core (*Metal Driger*)

- **Blade Bases**

- Bearing Base (*Metal Dragoon Bearing Stinger*)
- Grip Base (*Dragoon Grip Attacker*)
- Metal Ball Base (*Draciel Metal Ball Defender*)
- SG Grip Change Base (*Uriel 2*)
- SG Spiral Change Base (*Dranzer S*)

- **Other Restrictions**

- You may not have more than two metal balls in a BB that is designed to carry them.

### Heavy Metal System Restricted List

- **Attack Rings**

- Circle Upper (*Death Gargoyle MS*)
- Samurai Upper (*Samurai Changer MS*)
- Metal Ape (*Magical Ape MS*)

- **Weight Disks**

- Customize Weight Disk (17g Version) (*HMS Random Booster ACT 2*)

- **Running Cores**

- ▶ Bearing Core (*Wolborg MS*)
- ▶ Bearing Core 2 (*Jiraiya MS*)
- ▶ Grip Flat Core (*Dragoon MS*)
- ▶ Grip Flat Core (Ultimate Mode) (*Dragoon MS UV*)
- ▶ Metal Change Core (*Death Gargoyle MS*)

- **Other Restrictions**

- ▶ You must use the same spin direction for the entire BeyBattle.

## **Metal Fight Beyblade Restricted List**

There is currently no Restricted List available for Metal Fight Beyblade.

# GENERAL RULES

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## In-Play and Out of Play Clarifications

- **When is a Beyblade considered no longer spinning?**
  - A Beyblade is considered to still be spinning as long as the Beyblade is still able to complete a full revolution. In the case of Engine Gear Beyblades, they are considered to still be spinning as long as the upper half is still capable of completing a full revolution. Once a Beyblade stops spinning, that Beyblade is out of play, and the BeyBattle ends.
- **When is a Beyblade considered knocked-out?**
  - A Beyblade is considered out of play once it exits the play area, *not* when it touches the floor/ground outside of the BeyStadium. The moment a Beyblade exits the play area it is considered out of play.
- **A Beyblade exits the play area, but is still sitting on the edge of the BeyStadium.**
  - Some BeyStadiums have design features outside of the playing area that Beyblades can become trapped in. If a Beyblade is knocked past the edge where it can feasibly return to the playing area of the BeyStadium, it is considered out of play and the round ends. However, if it continues to spin in an area where it can still re-enter the playing area, it is in-play.
- **One Beyblade stops spinning at the same time another Beyblade is knocked out.**
  - If it is indiscernible which Beyblade lost first, the round is a draw.
- **A Beyblade starts spinning again after it has stopped.**
  - The moment a Beyblade stops spinning, the round ends. Once a Beyblade is considered out of play, it cannot become "in-play" again.
- **A Beyblade returns to the BeyStadium after being knocked out of play.**
  - Once a Beyblade is knocked out of play, the round ends. Once a Beyblade is considered out of play, it cannot become "in-play" again.

## BeyBattle Clauses

### Stalling Clause

If it becomes clear that both Bladers are waiting for their opponent's Beyblade and Launcher selection before making their own, both Bladers are to turn their backs to each other and make their selections in secret.



## Re-Shoot Clause

If there is an issue shooting a Beyblade that is clearly caused by a technical issue (e.g. a Beyblade falls apart immediately after shooting, a Beyblade is launched weakly due to it "slipping" off the Launch), the Blader may invoke what is known as the *Reshoot Clause*. The *Reshoot Clause* must be invoked immediately after the Beyblade is released from the Launcher.

At this point, the Blader is free to examine both his Beyblade and Shooter and replace any parts as long as they are the *exact same model of part*. If there is a significant mold variation in the part, the replacement must be of the same mold. Color variations are negligible. Once the proper adjustments are made, the Blader is free to test it *solo* in the BeyStadium. The Blader may only invoke the Reshoot Clause once per Bey BeyBattle, and a maximum of twice during an event.

## Legal Modification

While almost all modifications are considered illegal, there are some modifications you may use that are considered legal.

- Painting or clear-coating parts for aesthetic reasons. The coat must be light, non-textured and not affect the Beyblade's performance.
- Many Dual Shooters have a manufacturing fault which prevents them from grasping the Bit Protector firmly. To rectify this, you are allowed to use the following modification: Unscrew the assembly on the bottom of the launcher to get the black prongs. Warm the plastic with hot water, to soften it, then it can be adjusted i.e. pinched. To make it permanent run under cold water, which will set the plastic again.
- Coating the inside of a Launcher with a lubricant.
- Straightening Winders.
- You may exchange the parts between launchers as long as you do not modify the original technical design of the launcher.

## BeyStadium Condition

BeyStadiums tend to wear down over time. Cracks on the walls or outside of the play area are acceptable if they are repaired with tape attached to the underside of the BeyStadium. However, cracks within the playing surface are not acceptable and BeyStadiums with such damage are illegal for WBO play.

# UNIVERSAL RESTRICTIONS

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This section contains activities that are illegal in all WBO play, regardless of which format the BeyBattle is played under.

## **ONLY OFFICIAL TAKARA/TAKARA-TOMY, HASBRO, AND SONOKONG BEYBLADES ARE LEGAL FOR WBO PLAY.**

Most official Beyblade tops are declared legal by the WBO. However, there are several special parts that are not allowed in sanctioned WBO BeyBattles.

- Gyros Weight Disk (included with Beyblade Bearing Gyros packages)
- Hidden Spirits Beyblades (any parts)
- Electronic Beyblades
- Remote Control Beyblades
- Burger King and Kellogg's Promotional Beyblades (these are considered unofficial)
- Any Beyblade sideline/promotional product that is not compatible with the mainline Beyblade series of tops.

Parts from one system cannot be used with a system they were not designed to be compatible with, e.g. using HMS parts with Plastic parts, using an MFB Launcher with a Plastic Customize Grip.

## **Illegal Modification**

The following practices are considered illegal modification by the WBO. If a Beyblade part has been subjected to any of the following treatments, it may not be used in WBO-sanctioned BeyBattles.

- The addition, application, insertion, etc. of any foreign substance that affects the performance of a Beyblade in any way is illegal unless otherwise stated.
- The wearing down of parts in **any** way that is not natural wear (that is, through regular BeyBattle practices).
- The wearing down of parts, even through natural wear, that significantly alters the shape or performance of the part.
- The tuning/seasoning of NSK shield bearings. Tuning is a process in which NSK shield bearings are stripped of their lubricant using paint thinner or other chemicals to increase Stamina capacity. Seasoning is connecting the tip of a shaft connected to NSK shield bearings to a motor and making it spin in order to reduce the friction.
- Applying stickers on locations of the Beyblade that are not designated for stickers, e.g. around the edge of a Weight Disk or on an Spin Gear to tighten it.
- Any modification of the Launcher or Launcher Grip that affects it in any way that is not explicitly approved in the "Legal Modification" section of this guide.

# PART RULINGS

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## Golden Rule about Absence of Parts

The golden rule is that if there is room for type of part on your Beyblade, aside from the Bit Chip, it is necessary.

## Part-Type Rulings

- **Bit Chip (*Plastic*)**
  - If a Bit Chip is knocked off of a Beyblade during a BeyBattle, you are not to remove it from the BeyStadium. Leave it and allow the BeyBattle to proceed as normal.
  - You are not obligated to use a Bit Chip.
- **Attack Rings with Sub-Attack Rings (*Plastic*)**
  - You may not use an Attack Ring that has a slot for a Sub-AR without using a Sub-AR.
  - You may use the Sub-AR from one AR with a different AR.
- **Blade Bases with Support Part Slots (*Plastic*)**
  - You may not use a Blade Base that has slots for Support Parts without Support Parts.
  - You may use a different Support Part in each slot.
- **Interchanging Blade Base Tips (*Plastic*)**
  - You may not interchange tips from Blade Bases in which the tip is considered to be the same part as the BB. Two examples of this are **Driger S's SG Metal Change** and **Dragoon S's SG Storm Grip**.
  - You may interchange tips when they are considered to be part of the Spin Gear.
- **Weight Disks (*Plastic, Heavy Metal System*)**
  - You may not use more than one Weight Disk.
- **Bit Protector (*Heavy Metal System*)**
  - You must use a proper Bit Protector, not a special Bit Protector that was designed to serve another function, e.g. holding the RC of Shining God MS together.
- **Customize Weight Disks (*Heavy Metal System*)**
  - You may not use Customize Weight Disks without a plastic part.

## Beyblade/Part-Specific Rulings

- **Magical Ape MS (*Gyro Mode*)**
  - You may not change the metal bearing to an NSK shield bearing.
  - You may change the HMS AR.
  - You may change the Plastic AR.
  - You may not use the three interchangeable Gimmick tips.
  - You must place the Beyblade at the Tornado Ridge of the BeyStadium. If the BeyStadium does not have a Tornado Ridge, you must place it approximately 3 cm from the edge of the BeyStadium wall.

- ▶ Because Magical Ape MS (Gyro Mode) is not shot, but placed, you must be sure to release the Beyblade from your hand onto the BeyStadium floor during the word "shoot".

- **Rubber Weight Core (*Round Shell MS*)**

- ▶ Rubber Weight Core may not be used in Gimmick Mode.

- **Battle Change Core (*Samurai Changer MS*)**

- ▶ Battle Change Core may not be used without the plastic CWD part.

- **Bunshin Core (*Phantom Fox MS*)**

- ▶ If one part of a Beyblade using Bunshin Core stops spinning but the other continues to, the stopped piece must be left alone. The standard rules for touching the BeyStadium or a Beyblade during a BeyBattle still apply.

# BEYPOINTS

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The scoring system of the WBO is based on BeyPoints.

When you are approved to use the BeyPoints System you start off with a default of 1000 BeyPoints (BP). When you win a battle, you gain BP. When you lose a battle, you lose BP. The amount of BP won or lost depends on what the difference of BP is between you and your opponent.

BeyPoints are used to estimate the skill level of a Blader. It is assumed that a Blader with a high amount of BP is stronger than a Blader with less BP. When a Blader with high BP defeats a Blader with low BP, he will not gain much. However, if he loses to a Blader with much less BP than him, he will lose a lot of BP.

You will always gain the same amount of BP your opponent loses, and vice versa. Therefore, to continue to gain decent amounts of BP, you must battle Bladers at a similar level to you.

## Report BeyBattles in Order

You must always be sure to report your BeyBattles in order! Let's use Blader 1 and Blader 2 as an example.

- Blader 1 wins
- Blader 2 wins
- Blader 1 wins

You must report and confirm a win for Blader 1, a win for Blader 2, and a win for Blader 1 in that order! Because the awarding and taking of Bey Points is relative to the amount of Bey Points each Blader has at the beginning of the battle, recording in an incorrect order (e.g. reporting both wins for Blader 1 before reporting the win for Blader 2) will corrupt the rankings. **If you intentionally report battles in the incorrect order, you are violating WBO policy and will be banned if discovered.**

## Five BeyBattles per Month per Pair

To prevent the WBO from becoming unbalanced, you may only participate in **five ranked BeyBattles** with the same Blader every calendar month. If you have accidentally submitted too many BeyBattles, please contact a WBO staff member immediately. If you are found to be submitting BeyBattles above the approved limit, your account will be subject to punishment, up to and including banning from the WBO.

*This rule does not apply to BeyBattles that occur at WBO tournaments.*

For more information on the technical aspects of BeyPoint Rankings, such as how to report losses, see the Help section of the WBO website.