



BJX CUP feat Team ONIC PH

Nov 7th 2026 @ BandarKopi, South Jakarta



BeyJaxel Cup 2026 Team Battle 5v5 Rules and Format

Tournament Details

The **Last Dance** of BJX Season 3, JX1 Beyblade X Tournament will be held on **November 7th 2026** at Bandar Kopi, Lebak Bulus, South Jakarta, Indonesia

Tournament Format

The format will be

- **3G battles, 4pts to win**
- **Team battles (5v5) with max 2 substitutes.**

Gameplay Rules

- **Ruleset:** Takara Tomy Rules 12th Ed. (<https://beyjaxel.com/beyblade-x-rules>)
- **Beyblade Customizations: Repeating parts is ok between teammates.**
- **Match Format:**
- **3 Waves**
 - **Swiss Round (4 rounds)**
 - **All 5 players will compete, Race to 4 points. 3 Set wins = match win. All players must play for the tiebreakers.**
- **Test Launch:** Test launches are permitted only once and must be done within the first three Beys.
- **Aerial Call Rule:** An aerial call includes cases where a Bey hits the opponent's hand, any part of the body, launcher, or Bey before landing.

Scoring System

- **Extreme Finish:** 3 points
- **Over Finish:** 2 points
- **Burst Finish:** 2 points
- **Spin Finish:** 1 point

Part & Deck Rules

- No repeating parts (individual) , Repeating Parts is ok between teammates.
- Only official Takara Tomy and Hasbro products will be allowed.
- Metal Needle is banned.
- Players may change parts ONLY DURING the Swiss rounds.
- 3D attachments, custom stickers are allowed.
- Parts that become unusable due to damage during battle will be replaced in the next round with the same part (recolor is ok).
- All players are expected to comply with the official deck rules at all times. Deck checks will be conducted by judges before the start of a match.
- The Tournament Organizers may also conduct random deck checks at any point during the tournament as an additional measure to protect competitive integrity.
- If a violation is found during a deck check prior to the match, the player/team will automatically be disqualified for that round.
- During Top Cut, where decks are locked in, any deck rule violation will result in disqualification from the rest of the tournament.
- Intentional violations, such as the use of modified or tampered parts, will result in disqualification from the tournament and may lead to a ban from future South Side Spinners events.



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@ Swiss Round Qualifiers:

- 5v5 Team Battle: All 5 players must compete in each match.
- Race to 4 Points: Each player must reach 4 points to win their individual set.
- First to 3 Set Wins: The team that wins 3 sets first wins the match.
- Tiebreaker Requirement: All 5 players must complete their sets, regardless of the match result, to ensure all necessary tiebreaker statistics are recorded.

The Tiebreaker

For Swiss format, the tiebreakers will be applied in the following order:

1. Set Wins
2. Points Difference
3. Points Scored (Total points)

Participants (Teams) advance from each group:

- **1-15 teams:** 4-round Swiss format with top 4 double-elimination playoffs.
- **16-31 teams:** 4-round Swiss format with top 8 double-elimination playoffs.
- **32-47 teams:** 4 round Swiss format with top 16 double-elimination playoffs.
- **48-63 teams:** 4 round Swiss format with top 24 double-elimination playoffs.
- **64-95 teams:** 4 round Swiss format with top 32 double-elimination playoffs.
- **96-127 teams:** 4 round Swiss format with top 48 double-elimination playoffs.
- **128 or more teams:** 4 round Swiss format with top 64 double-elimination playoffs.

**Swiss rounds are still subject to change depending on the schedule of the event.*

@ Top Cut Playoffs Double Elimination (Win 3 sets to win the match)

- **Double Elim Format:** Teams in the Double Elim 5v5, each player must reach **4 points** to win their individual set.
- **Early Victory (3–0):** If a team wins the first three sets consecutively, the match ends immediately. The remaining players do not need to play.
- **FINAL:** In Best-of-5 Finals, the Team who wins 3 matches will be declared the winner. In final, the team must win 3 set match each round for 3 times to win the game (Best of 5).

Judge Decisions and VAR Rule:

- The Judge's decision is final and must be respected by all participants.
- If a player believes the ruling is incorrect, they may submit an objection by presenting their own Video Assistant Replay (VAR) (e.g., footage recorded on their phone).
- The Judge will review the submitted video if it clearly captures the relevant moment.
- After reviewing the VAR, the Judge has the authority to uphold or change the original decision.
- The Judge's decision after the VAR review is final and cannot be appealed further.
- Players are responsible for recording their own matches if they wish to use VAR as evidence. Tournament organizers are not obligated to provide video recordings.



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Tournament Fee & Registration

3 Waves + Top Cut
Wave 1 starts: 10AM

Pre-register rate per Wave (Includes Goodie bag):

Online Rate: Reg Pass **IDR 150.000**/person/wave, Season Pass **IDR 100.000**/person/wave.
Walk-in rate: Reg Pass **IDR 175.000**/person/wave, Season Pass: **IDR 125.000**/person/wave.
Minimum 5 persons in 1 team, maximum 7 persons (2 Subs).
You can register your team again each wave, but only 1 team per wave (Same team).
Each player may register for only one team and cannot join multiple teams.

Registration link: <https://beyjaxel.com/bjx-cup>

Prizes and Awards

Progressive Prize Pool (Depends on registered teams)

10 Podiums, up to 8th place + Swiss Wolf King (*Undeclared in SR) + Alpha Wolf (Most points scored in SR)**

@ 100 Teams & more – IDR 30.000.000 + Trophy + Medal + Certificate (champ), IDR 12.000.000 (2nd), IDR 5.000.000 (3rd), IDR 5.000.000 (Swiss Wolf King)

@ 60-99 Teams - IDR 20.000.000 + Trophy + Medal + Certificate (champ), IDR 7.000.000 (2nd), IDR 3.500.000 (3rd), IDR 3.500.000 (Swiss Wolf King)

@ 40-59 Teams – IDR 10.000.000 + Trophy + Medal + Certificate (champ), IDR 4.000.000 (2nd), IDR 2.000.000 (3rd), IDR 2.000.000 (Swiss Wolf King)

@ up to 39 Teams - – IDR 7.000.000 + Trophy + Medal + Certificate (champ), IDR 3.000.000 (2nd), IDR 1.500.000 (3rd), IDR 1.500.000 (Swiss Wolf King)

**The undefeated team from each Swiss group will advance to a tiebreaker battle to determine the ultimate Swiss Wolf King.*

***Alpha Wolf tiebreak: Points difference, Set Wins*

Code of Conduct

- **Sportsmanship:** Players must exhibit good sportsmanship. Unsportsmanlike behavior will result in warnings and potential disqualification.
- **Equipment Handling:** Players are responsible for the maintenance of their own Beys and launchers.
- **Judge Decisions:** A player may contest a judge's call once per round. **Head judge decisions are final.**