



BeyJaxel Rulebook 2025

Intended to be used with **Beyblade X** gatherings and tournaments hosted by BeyJaxel. Adopted from Takara Tomy & the WBO Rulebook.

How to Win

To win a match, a Blader must score enough points **(4)** to meet the victory requirement of the 3G Match Type being used. Or **7 Points** for a 5G Match.

You score point(s) when:

- The opposing Beyblade **stops spinning**. (1 Point)
- The opposing Beyblade **bursts**. (2 Points)
- The opposing Beyblade is **knocked out**. (2 to 3 Points)
 - If it is knocked out into an **Over Zone**, you score 2 Points.
 - If it is knocked out into an **Xtreme Zone**, you score 3 Points.

Legal Equipment

Only official **Beyblade X** products produced by **Takara-Tomy** can be used.

(**Hasbro exclusive** products are **banned**).

No parts may be **repeated** between your selected Beyblades.

All matches must take place in the **Takara-Tomy Xtreme Stadium**.

Game Components

Bey

1. A *Bey* (often referred to as “a Beyblade”) is the spinning top used to battle.
2. Each blader needs at least one complete Bey to battle.
3. A complete Bey consists of a *blade*, *ratchet*, and *bit*.
 - a. For CX system blades, the blade must contain all three parts: a *lock chip*, *main blade*, and *assist blade*.

Deck

1. A *deck* is a set of 3 Beys that is required for certain match types.
2. Only one copy of each part (except for lock chips) may be used per deck.
 - a. Parts are considered the same part when they share the same name.
 - b. Regional variations in a name (such as *Phoenix Wing* / *Soar Phoenix*) are considered the same name.
 - c. Derivative designs — such as *Optimus Prime*'s design being derived from *Knight Shield* — are unique parts with unique names.
 - d. *Lightning L-Drago* (upper type) and *Lightning L-Drago* (rapid-hit type) are both considered to be named *Lightning L-Drago*.
 - e. Lock chips with the same name can be used multiple times within a deck.
3. Parts cannot be exchanged between Beys within a deck at any point during a match.

Launcher

1. The *launcher* is used to launch the Bey into the stadium for battle.
2. Launchers fall into two categories:
 - a. *String launchers*, which are powered by an internal string mechanism.
 - b. *Winder launchers*, which are powered by an external *winder*.
3. Any accessories attached to the launcher are considered part of the launcher.

Beyblade Selection

Bladers will be stationed across from each other on the Left and Right sides of the BeyStadium. Which side each Blader takes must be decided by playing rock-paper-scissors, with the winner getting to pick their side first. Once both bladers are set, the match begins.

Launching

A battle is prompted with the call of “3-2-1 Goo Shoot!” and begins when both Beyblades have made contact with the Battle Zone of the stadium at least once. If a Beyblade is launched directly into an Over/Xtreme Zone instead, it is considered to be *mis-launch*. *Each player may have up to 1 mislaunch. 2nd mislaunch, the blader will be penalized 1 point.*

Both bladers must simultaneously launch their Beyblades as the word “shoot” is called.

Relaunching

If your launch is obstructed or noticeably underpowered (soft launch) due to an event beyond your control or contact is made in mid-air, you can request a *relaunch by raising your hand*, which will **immediately void and end the current battle**.

Bladers must request a relaunch / Mislaunch during the countdown or immediately afterwards. The judge may deny the request if they determine that you were at fault or requested too late.

Battle Results

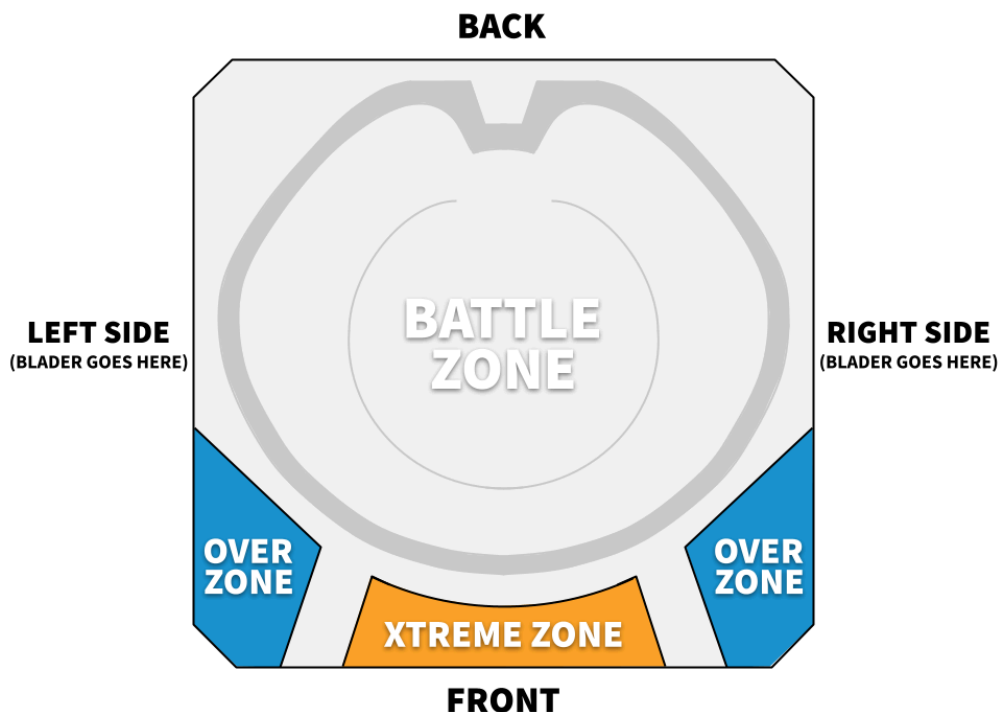
After each battle, bladers **cannot** touch their Beyblade until the judge has announced the winner. Both bladers and all spectators must also refrain from influencing the judge’s decision by announcing their own opinion before the judge has rendered theirs.

Gameplay Appendix

Play Area

The Play Area is considered to be the entire BeyStadium, which is divided into three types of zones.

- The **Battle Zone** consists of the area of stadium floor bounded by stadium walls and exits (which are gaps in these walls where Beyblades can pass through into an Over Zone or Xtreme Zone), as well as the space above it.
- **Over Zones** and **Xtreme Zones** are pockets into which a Beyblade can be *knocked-out* (and include any areas under a cover where there is no stadium floor underneath).



(fig. 1: the Xtreme Stadium with Zones marked)

Launch Area

The Launch Area is the area of the stadium's floor directly below and bounded by the top opening in its shroud. Beyblades must be launched inside the Launch Area. Launch your Bey from within a distance of 20cm from the stadium body.

Spinning

A Beyblade is still considered to be spinning so long as the top half of it is visibly moving the same spin direction it was launched in. If a Beyblade starts spinning again after it has stopped, the round does not resume as the round has already concluded.

Mis-Launch Clause

In Beyblade X, a 'mis-launch' refers to an incorrect or faulty launch of the Beyblade. This can occur to a variety of reasons, such as improper handling of the launcher, a malfunction of the launcher itself, or a lack of coordination during the launch process. An example is if the Blader mistakenly launched their Beyblade directly into the Over or Xtreme pocket, or if the launch was underpowered due to user error. In this instance, the ruling judge will call out 'Mislaunch!', and a redo would be conducted. Players are allowed a maximum of 1 mis-launch per match, Second mis-launch result in the opposing Blader being awarded 1 point.

Knocked-Out Over the Roof of the Stadium

A Beyblade is *knocked-out* when it exits the BeyStadium's Battle Zone **and does not return**, or makes contact with a foreign object in any area aside from the floor directly below an Over Zone or Xtreme Zone. Beyblades knocked-out of the stadium from the entry point are awarded **ZERO** points, and a redo is conducted. Beyblades stuck on an element of a BeyStadium's Battle Zone are still considered in-play.

Snipes/ Mid-air Collision

A Beyblade is considered 'sniped' if there is a mid-air collision which results in one Beyblade either being knocked-out OR burst. In this instance, zero points are awarded and a replay is conducted. Bladers should always ensure that they launch at the correct time to minimize this from occurring.

Win Condition Priority

Knock-Outs (both *Over Finishes* and *Xtreme Finishes*) take priority over *Spin Finishes*. If a collision between two Beyblades results in one being *knocked-out* and the other *no longer spinning at the same time*, the *no-longer-spinning* Beyblade is the winner (as it lands the deciding blow before being out-spun).

Burst Finishes take priority over all. If a collision between two Beyblades results in one being *burst* and the other being *knocked-out at the same time*, the *knocked-out* Beyblade is the winner (as it leaves the BeyStadium a fraction of a second after the burst occurs).

If a collision between two Beyblades results in one Beyblade being *knocked-out* into an Over Zone and the other being *knocked-out* into an Xtreme Zone **at the same time**, it is a draw. Since both Beyblades in this scenario exited the Battle Zone simultaneously, and neither managed to return to it, there is no clear winner.

Breakage During Play

If a Beyblade part or launcher breaks during battle or while launching, the battle is voided and the owner must produce an identical replacement to continue the match, or they will be declared the loser of the match.

"Identical" is defined as a same named component, regardless of color or the product it originated from.

Tournament Code of Conduct

BeyJaxel Gatherings and Tournaments are run by professional bladers so that bladers of all ages can play in competitive Beyblade events that are fair and fun.

It's expected that all bladers attending the tournaments follow the rules, display good sportsmanship, and act with integrity.

ALWAYS:

- ✓ Be honest with BeyJaxel event judges
- ✓ Ask a judge before doing something you think could be against the rules
- ✓ Be kind and respectful to judges and other bladers
- ✓ Welcome new bladers and help them learn the rules of the game

NEVER:

- ✗ Taunt or "boo" other bladers
- ✗ Throw a match – if you want to stop playing, tell a judge
- ✗ Disrupt an in-progress match, be it yours or another blader's
- ✗ Touch or take the equipment of other bladers without permission

Bladers who break or attempt to circumvent any of these rules can be disqualified by the event host.
