



rule book
standard version

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*This rule book is for **Standard Format** (Metal Fight Beyblade/Beyblade: Metal Fusion) ONLY! Please download the Universal Version for information on Plastic and Heavy Metal System.*

INTRODUCTION

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

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

- **Conditions for winning a 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 touches the BeyStadium during **or prior** to an active round, the round immediately ends and the opposing Blader wins the round. **It is the Bladers' responsibility to position themselves correctly on the side of the BeyStadium that suits their needs, while still remaining adjacent to their opponent before the battle begins (see diagram to the right).**
- 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 **ends the BeyBattle and affords you an automatic win for the BeyBattle**. If both Beyblades are found to have broken at the same time, both Bladers may choose new Beyblades, and the BeyBattle will be reset. The opposing Beyblade separating **ends the round and affords you an automatic win for the round**.

Selection of Beyblade and Launcher

- The Blader's Beyblade selection is to be considered undecided until the Beyblade is attached to the Launcher. Once the Beyblade is attached to a Launcher, that Beyblade must be used for the duration of the BeyBattle. An attempt to attach a Beyblade to a launcher even if it does not fit also counts.

*Note: If using a Beyblade that has multiple modes, **it is illegal to change the mode of the part(s) if you have to separate or disassemble the Beyblade in any way to do so.** This means that parts such as Lightning L Drago and BD145—which require the Beyblade to be disassembled in order to change modes—cannot be changed during a single BeyBattle. However, you may legally change the modes of parts such as CH120, TH170, and HF/S as many times as you like during a single BeyBattle. On the countdown, both Bladers need to be ready to launch though.*

- The Blader is free to select a different Launcher unless they have already attached the Beyblade or inserted a Winder. Once either of these actions have been performed, the Shooter cannot be changed.

Beylauncher LR

- The Beylauncher LR must be used with its cap.
- Spin direction can be changed on the Beylauncher LR in between rounds, but it may not be changed when a Beyblade is already attached to one of its sets of prongs. This rule applies to all dual-spin launchers.

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.
- Each Blader is allowed only the space of half the BeyStadium while preparing to launch and while launching. The limit should be parallel to both Bladers.
- The point at which the Beyblade leaves the shooter must be no further than 30 cm away from the BeyStadium.
- If a winder-based Launcher is being used, a legal launch consists of the winder being pulled out of the shooter, rather than *pushed in*.
- 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. The same rule applies for "3! 2! 1! Let it rip!", where the Beyblade must be launched on "rip".

Rev-Up Launcher

- The Rev-Up Launcher must be used either in the same method as with a Beylauncher, or with its proper use, by revving it up.
- This launcher can only be revved during the countdown, before "Shoot!" or "rip!" are said.

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.

GENERAL RULES

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

Standard Format only allows the use of Beyblades from the **Metal Fight Beyblade/Beyblade: Metal Fusion** line of Beyblades produced from August 2008 onwards. Currently, **only the Attack Type, Balance Type and Triple Battle Type BeyStadiums** released as part of this series are legal for Standard Format play.

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. 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.

This clause can only last a maximum of four minutes, after which both Bladers must be ready to initiate the BeyBattle. Unless due to a technical issue (i.e. a Blader cannot find a Tool to assemble their Beyblade), any longer delay will be counted as an automatic loss of the BeyBattle by the Blader causing the delay. The judge should demonstrate reasonable discretionary power.

Reshoot 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 Launcher), 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. If the parts performance can be significantly altered through extensive use (ie. Rubber Flat), the replacement part must have a similar amount of wear. Color variations are negligible. When this clause is invoked, the Blader and their opponent may also change their launchers if the Blader invoking the Reshoot Clause chooses to do so him/herself. The replacement launchers must be of the same spin direction as the launcher that their Beyblade was previously attached to (ie. If the Blader was using a Light Launcher 2 previously, they must replace it with something such as the BeyLauncher, or the BeyLauncher LR in right spin mode). Once the proper adjustments are made, and a judge has approved the switch, the Blader is free to test it solo in the BeyStadium. The Blader may only invoke the Reshoot Clause once per BeyBattle, and a maximum of twice during an event.

If external accidental circumstances cause a Blader to mislaunch, such as another player involuntarily bumping into them while walking, the judge has the discretionary power to restart the round without it costing the affected Blader a Reshoot Clause.

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.
- 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.

BeyLauncher

Condition

It is widely accepted that the BeyLauncher -- the Launcher that has a self-rewinding string - has design flaws that can cause it to break or otherwise perform undesirably. The following rulings apply to the BeyLauncher:

- You may use the BeyLauncher with a broken handle.
- You **may not** use a BeyLauncher which has a broken prong (the piece that connects to the Beyblade).

BeyLauncher-L (Left Spin)

The BeyLauncher L is designed to be compatible with left-spin or dual-spin Beyblades **only**. You may not use the BeyLauncher-L to make other Wheels spin counter-clockwise.

Likewise, for any launchers with a set of single-spin prongs, you may not use left-spin prongs for right-spin-only Beyblades, , and vice-versa with left-spin only Beyblades on right-spin prongs. For instance, L-Drago and Lightning L-Drago pertain to the second category. Gravity Perseus and Vari Ares are the only Beyblades that can use both spin rotations.

UNIVERSAL RESTRICTIONS

Light Wheels

Light Wheels -- the plastic replacement for Metal Wheels that can be obtained from **Random Booster Light Volumes** are not legal for Standard Format play.

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 outside edge of a Wheel or on a Bottom.
- 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.

BEYPOINTS

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.