



event guide

TOURNAMENT FORMATS

All BeyBattles must follow a best-three-out-of-five-rounds system.

Round Robin

*This format is only permitted for **less than 12 entrants**.*

In a Round Robin format tournament, each Blader is to BeyBattle each other Blader once. Once everyone has BeyBattled, the top three Bladers have a Round Robin with each other. The amount of BeyBattles won by each Blader in this final, smaller Round Robin will decide the placement for the tournament.

Round Robin Block System

*This format is only permitted for tournaments with **12 or more entrants, but with a maximum of 28 entrants**.*

In a Round Robin Block System event, Bladers are grouped into "blocks" of Bladers. These blocks have Round Robin tournaments within themselves, with the winners of each group moving onto the final.

The preferable amount of blocks is **three** because it makes placement for the final easier. The most amount of blocks possible is four. There is a maximum of **six or seven Bladers allowed in each block**. An extreme exception can be made for one block of eight Bladers, but it should be avoided. Between six and eight Bladers are to move to the finals, ideally a maximum of two per block, only those with the top scores in each group.

The final for Round Robin Block System is the same as standard Round Robin.

Tie-Breaking

It is likely that two or more Bladers will have the same amount of victories. In this situation, the Bladers with tied victories are to play a Round Robin amongst themselves (in the case of just two Bladers, this would obviously be a single BeyBattle).

Double Elimination

*This format is only allowed if there are more than **twenty entrants**. It is obligatory when there are at least 28 entrants.*

A double-elimination tournament is broken into two sets of brackets, the Winner's Bracket and Loser's Bracket (W and L Brackets for short). After the first round, the winners proceed into the W Bracket and the losers proceed into the L Bracket. The W Bracket is conducted in

the same manner as a single-elimination tournament, except of course that the losers of each round "drop down" into the L Bracket.

Each round of the L Bracket is conducted in two stages, the first stage consisting of the winners of the previous stage (or losers of the very first round of competition) playing their matches, the second stage consisting of the winners of the first stage against the losers of that same round of the W Bracket playing their matches. This is to allow the losers of each stage of the W Bracket to "filter down" into the L Bracket.¹

Once a winner for each bracket is decided, the losers of the final for each bracket BeyBattle each other, and the winner of that BeyBattle will be awarded Third Place. Then, the winners of each bracket are to BeyBattle each other for the First Place. The loser of this BeyBattle will be the Runner-Up for the tournament.

Swiss (Modified Swiss)

*This format is only allowed if there are more than **20 entrants**. When there are **37 entrants or more**, either Double Elimination or Swiss **must be used**.*

A Swiss tournament is run very much like a large Round Robin tournament, the primary differences being that not all Bladers will battle each other, and that the pairings for each round are determined by tournament match record rather than a block or bracket. After the first round, Bladers with a 1-0 record will be paired up with other Bladers who have a 1-0 record for the second round, and Bladers with an 0-1 record will be paired up with other Bladers who have an 0-1 record for the second round.

Each subsequent round will proceed with Bladers being paired up with other Bladers who have the exact same (or similar) record. For example, in a typical WBO Swiss tournament the pairing groups would look like the following:

Round	# Undefeated	Pairings
1	32	Random or Seeded
2	16	1-0 vs 1-0, 0-1 vs 0-1
3	8	2-0 vs 2-0, 1-1 vs 1-1, 0-2 vs 0-2
4	4	3-0 vs 3-0, 2-1 vs 2-1, 1-2 vs 1-2, 0-3 vs 0-3
5	2	4-0 vs 4-0, 3-1 vs 3-1, 2-2 vs 2-2, 1-3 vs 1-3, 0-4 vs 0-4

After round 5 (or round 4, 6 or 7, etc. depending on the size of the tournament) the Bladers with 1 loss or less are moved to the tournament final. The goal is to have a final of approximately 6 Bladers, but 5 to 8 Bladers is acceptable.

If after the final (planned) round of Swiss there are more than 8 bladers who would have moved to the finals, 1 additional round of Swiss will be run with the Bladers who have 1 loss only. This will eliminate ½ of the 1-loss Bladers, and the surviving 1-loss Bladers will join the undefeated Bladers in a Round Robin final.

¹ Text in this section was adapted from the Wikipedia entry on [Double-Elimination Tournament](#).

It is highly desirable that the final not solely consist of undefeated Bladers, so that Bladers do not become discouraged and leave early.

Tournament hosts are strongly encouraged to use an online computer program like **Challenge** to automate the pairings in a Swiss tournament. If mobile internet devices are not available for use at the tournament site, it is certainly possible to use a manual paper-based pairing system like the one appended to this tournament guide.

Team Format

*This format is only permitted for tournaments with **12 or more entrants (4 or more teams)**.*

Teams of 3

In this format variant, Bladers will begin by registering in teams of three.

- When registering, teams must provide a team name and e-mail that will be used to create a Team Account on the WBO. The e-mail provided must not be associated with any current WBO accounts.
- Team Accounts can only be created by attending a Team Format tournament and registering with your team. They will have a special "Team" user group applied to them to set them apart from regular users. Do not attempt to make Team Accounts outside of tournaments or you will be warned; the "Team" user group can only be applied by Committee Members anyways.

Team Captains

- Each team must designate one member as the "Captain".
- Captains have the right to remove members from their team in order to recruit new ones at any time, except during a tournament.
- Captains can only lead one team, for life. So, be sure players at your tournament think carefully before they decide to form their own team; in many ways you have more freedom as a regular team member. This is important to prevent the possibility of a team of three slowly removing/adding members and then one day ending up with three entirely different members. This way, three new members can't take over a highly ranked team as their own. There is always a link back to the 'soul' of the team if the Captain remains.
- Should a Captain choose to dissolve a team, their ranking will be nullified entirely and the team will cease to exist. One exception that will be made is if a Captain chooses to retire from Beyblade. In this case, he or she can pass on the leadership to another member, but only if the team has 50+ Team BeyBattle wins at that point in time.

Which WBO Organized Play Formats can be used?

Depending on the amount of teams who register, the tournament will be hosted one of the following formats:

- 4-6 Teams: Round Robin
- 7-12 Teams: Block Round Robin
- 12+ Teams: Double Elimination
- 20+ Teams: Single Elimination

And the Team Format can be played using any regular WBO Organized Play Format: Burst, Standard, Zero-G, Limited, Plastics, or HMS.

"Team BeyBattles"

The Team Format introduces a new concept known as the "Team BeyBattle".

- Each "Team BeyBattle" will consist of three regular best 3 out of 5 BeyBattles.
- The team with the most round wins (which means a maximum of 9 "points" for a team if they won all three BeyBattles 3-0) will be the victor of that particular round. This means that two strong Bladers won't necessarily be able to carry one weak Blader on their team.
- Each Blader will play one BeyBattle against one of the opposing three team members.

Example Team BeyBattle:

Team A: Kei, Blader DJ, The Boss

Team B: Kai-V, rooneyt, bugturtles

Kei vs. bugturtles - Kei Wins 3-2

Blader DJ vs. Kai-V - Blader DJ Wins 3-0

The Boss vs. rooneyt - rooneyt Wins 3-1

Final Score: 7-5 Team A

What happens in the case of a tie?

Team BeyBattle Tie Example:

Team A: Beholder, Uwik, Khel

Team B: SK, Alice, Bey Brad

Beholder vs. Bey Brad - Beholder Wins 3-2

Uwik vs. Alice - Uwik Wins 3-1

SK vs. Khel - SK Wins 3-0

Final Score: 6-6

In this case, one final BeyBattle will be played to determine the winner. However, the opposing teams will select the member that represents their opponent in the tiebreak. Each team will select a member, the Captains will notify the judge privately, and then the judge will announce the match up.

Determining the order of Bladers for a Team BeyBattle

Before each Team BeyBattle begins, teams will automatically be placed into a Stalling Clause (two minutes maximum) to decide the order in which each team member will battle. Once both lists have been secretly submitted to the judge, the latter will announce the competitors for the first battle and ask them to step forward to the Beystadium. If at any point a player from one team attempts to listen to the discussion of the opposing team prior to selecting their order, or if a player attempts to look at the order of Bladers from the opposing team that the judge has written or typed, the judge holds discretionary power to grant an automatic single 3-0 BeyBattle loss to the offending player. And the team offended may then proceed to choose both who the offender gets the automatic loss against, and who the two remaining Bladers will play against for the remainder of the Team BeyBattle.

Team Size: Unlimited!

Teams must play in groups of three during Team Format tournaments, but this doesn't mean that teams are limited to three Bladers!

- Teams are unlimited in size, but can have only one Captain.
- Teams can be represented anywhere globally. For example: Team Kai-V can play in an event in the UK against Team Blitz, with members who have been approved by Team Captain Kai-V.
- Teams, and individual Bladers may only participate in one Team Format event per month. This means that Team Kai-V cannot play in an event in both Montreal and the UK on the same week, for example.
- If the Team Captain is not present to participate in a given tournament, a "provisional Captain" must be designated for that tournament to represent his/her team.
- If new team members are representing a pre-existing team in a tournament, they must ask the Team Captain to PM the host to inform them that they have been approved to join their team and represent them.

Download Tournament Brackets

The website www.printyourbrackets.com has great tournament bracket downloads for Round Robin and Double Elimination. However, please make sure to always keep track of each battle in chronological order on a WBO BeyBattle Record! Also, in the case of Double Elimination brackets, the brackets available from this site require that for the final, the finalist of the L Bracket win twice and the W Bracket only once. In the WBO, the final battle is winner-take-all regardless of bracket.

Make sure you always do practice brackets before the actual event so you're sure you understand it! If you have any questions, don't hesitate to ask them in the [WBO General](#) forum.

WHY HOST THROUGH THE WBO?

Hosting your Beyblade event as an official WBO has loads of advantages!

- Hosting a WBO event gives you access to the **BeyPoint Ranking System**, a comprehensive ranking system that compares Bladers all over the world! Battles in your event will be submitted and Bladers will gain points for every battle they win!
- Your event will be posted and scheduled on the WBO website, meaning Bladers from all over the world will hear about it!
- If necessary, we will design promotional posters and logos for your event.
- You can have prizing costs for your event reimbursed.*
- All participants will gain Credits for our Blader Rewards campaign, and successful hosts and judges will get the DJ Face. (Each Blader can only gain a maximum of 8 Credits per weekend however, except during special celebrations such as BeyDays and HMS & Plastics Remembrance Day when it is explicitly mentioned.)

* Once your event is approved, all reimbursements should be **discussed with the treasurer, Kei, before anything is purchased.**

PROPOSING AN EVENT

An event cannot be considered an official WBO-sanctioned event until it is approved by the WBO Committee. To get approval, you must first propose your event.

To propose an event, you should post a new topic in the [Event Proposals](#) sub forum of the Official Events forum. Any topics posted in this forum can only be read by WBO Committee members and yourself, so you can speak openly about your plans and rest assured they will not be seen outside of that group (however, users can see who made a topic).

Information you should include in your proposal:

- **Name:** The proposed name of the event.
- **Date:** Approximate date you would like the event to take place.
- **Venue:** Where the event will be held. If it's at a convention or other similar event, be sure to specify that!
- **Expected Turnout:** How many people you expect to attend the event. *You must have at least 7 confirmed participants when proposing, and this minimum must be met at the event itself otherwise it's anceled.*
- **Format:** What play format you want to run the tournament as.
- **Additional information:** Any other information you can provide us. Tell us about yourself, your history with Beyblade, why you want to run a tournament ... generally, the more information you give us, the more likely we will approve your proposal (and the less likely we'll be to ask more questions).

If you submit all of this information correctly and have a strong plan, there's a great chance that your event will be approved.

NECESSARY CONDITIONS

There are certain criteria that obligatorily must be met for an event to happen on the day it is supposed to be held:

- There must be at least seven players (judges can play too).
- At least one legal BeyStadium must be at the host's disposition at the location of the event.

If any of these requirements are not met, the event necessarily needs to be **canceled**.

WBO ACCOUNTS

To enter a WBO event, the Blader needs to have an account with the WBO. If they do not, there are two options.

If you have internet access at your location, you can allow the entrant to register for the WBO on the spot.

If you do not have internet access at your location, you can have the user fill out a form with their e-mail address, desired username, and desired password, and an account can be created for them after the event. They will then be e-mailed the details of their account.

WBO FEES

The WBO charges an entry fee of \$5 USD to any entrant who does not have a Blader Passport. The fee is \$5 USD regardless of region; you can convert the currency using www.xe.com. Players who cannot pay this fee cannot enter WBO events.

Bladers can purchase Blader Passports for \$10 from WBO Officials at WBO events. The money is collected and a note is made to be PMed to a Committee member that the Blader has paid for a Passport. You can find more information about Blader Passports [here](#).

It is the responsibility of the person running the event to make sure that all money is collected and sent to the WBO, with all purchases correctly accounted for. All payments are to be sent via Paypal to donate@worldbeyblade.org. The WBO is not-for-profit; all money from fees goes towards funding the WBO's supplies and activities!

RECORDING AND SUBMITTING RESULTS

At a WBO event, it should not be assumed that Bladers will report BeyBattle results for themselves. WBO officials should keep track of BeyBattles using the included **WBO BeyBattle Record**; however, you may record the results any way you wish, as long as they are all recorded accurately.

When recording the results, make sure that you track users by their **WBO username**.

If you do not have the ability to process BeyBattles yourself, you should **PM the results to a Committee Member** on the WBO website **and obligatorily post them in the official topic for your tournament**. As of July 10th 2015, all results submitted must be formatted in the following Excel spreadsheet template: [Result Spreadsheet](#)
This way, it is easier to archive and process all tournament results in the WBO's history. When sharing the spreadsheet in the thread dedicated to the event, make sure to save it on Google Drive in "View Only" mode to avoid unwanted modifications!

When submitting typed results, you should submit them in this format:

Winner's Username / Loser's Username
Winner's Username / Loser's Username
Winner's Username / Loser's Username

etc ...

Make sure to submit results in chronological order!

In addition, it is **mandatory that the top three winners' successful combinations be submitted** to the WBO Committee. This can be done simply by posting those customizations in the [Winning Combinations topic](#), inside the Beyblade General forum of the World Beyblade Organization website. When national or international competitions are upcoming however, winners who qualified for the final championship event may hide their combinations until after the event, but they must still send their list of winning customizations to a Committee Member by private message right after the qualifier tournament.

WBO BeyBattle Record

This sheet is for recording wins and losses for BeyPoints **only**. It is **not** to be used to measure progression in an event.

Winner	Loser

WBO Username of Judge: _____

Sample Swiss Format Organizing Grid

