

TEXAS BEYBLADE LEAGUE

Beyblade Burst Ruleset

To Win a Game

Your beyblade must still be spinning in play while your opponent's beyblade has stopped, bursted, or is put permanently out of play.

To Win a Match

A blader must score 3 points. Each match consist of multiple games for bladers to build up their points.

How You Score Points

Survivor Finish = 1 Point

Your beyblade remains in play after your opponent's beyblade stops spinning

Ring Out Finish = 1 Point

Your opponent's beyblade exits the stadium or is trapped in a stadium pit while yours is still in play

Mishap = 1 Point

Your opponent commits a mislaunch. (Each blader gets 1 free mislaunch = no point awarded)

Burst Finish = 2 Points

Your opponent's beyblade bursts while yours is still in play

Being In Play

A beyblade is considered in play when it is capable of getting +3 revolutions within the battle area of a stadium without it's energy layer contacting the stadium floor. A beyblade is considered out of play the moment it is trapped in a stadium pit or it's main body touches the ground outside of the current battle stadium. A beyblade in a stadium pit that returns to the battle area on its own is considered back in play.

Draws

If no beyblade spins in play clearly enough to claim a victory then that game is a draw and another game is to be conducted. It is the judges call for accessing the clarity to earn points. Games that are to contentious will be voided out as a draw. Neither blader receives any points when a draw occurs.

Tournament Variation Type

Locked Tournament – You select one beyblade to use for the entire tournament = No changing beyblades

Semi-Locked Tournament – You can have a limited number of beyblades (3 or 5) that you can pick between for each round = You can use one beyblade out of your limited selection to be used during your next match

Open Tournament – You can change your beyblade or its parts in between tournament rounds = Build or select one beyblade to use in your next match

Once a blader is ready, they may not change out their beyblade or parts for the duration of the match with the exception of replacing a damaged piece. These instances pend on the Judges approval. Mode changing is allowed within a match as long as no parts are changed out.

Being Ready

When a blader steps up to the stadium they must present the beyblade they are going to use for the match to the judge. After an inspections, if the judge approves, the blader must prepare their beyblade for launch and wait for the the judge to ask for a ready update. When the judge sees both bladers are prepared they will ask if the bladers are “ready”. Acknowledge your ready status with a quick reply (yes, yeah, I'm ready, etc..) and await the launch countdown.

Launching

Each blader must keep their launcher to their own half of the stadium during launch (It is recommended to hold your launcher about 4 inches above the top of the stadium rim). Do not touch the stadium before, during, or after gameplay. Never attempt to disrupt or obstruct your opponent's launch. When both bladers are ready the judge will call off “3-2-1-Go!” Both bladers must launch their beyblades as the word “Go” is called. Launching your beyblade significantly before or after the call of “go” may result in a mislaunch call from the judge.

Mislaunch

A mislaunch occurs if a beyblade bounces out or into the stadium pit, bursts, exits the stadium, or enters the stadium at an under-powered speed **BEFORE** contact is made. A mislaunch, can happen from a launcher malfunction or blader mistake. A mislaunch may also be called if the blader launches significantly before or after the call of “go”, or if the blader interferes with their opponent's launch. During a match each blader can mislaunch one time without their opponent receiving a point per mislaunch. After that, whenever another mislaunch happens, the opposing blader wins 1 point. Only the judge can make the final decision as to if a mislaunch occurred, or if a point is awarded.

Relaunching

If your launch is obstructed or interfered with then you can request the judge allow a relaunch. If approved by the judge, the current match will immediately be voided and end. You must request a relaunch immediately after your beyblade leaves the launcher, and the judge may deny your request if they determine that you were at fault with the mishap.

Launchers

Any Hasbro or Takara Tomy burst launcher that is unmodified may be used in any TBBL burst tournament. Your launcher may include accessories (grip, trigger, optics, etc...) and decorations (stickers, paint, drawings, charms, etc..), but cannot be modified to improve launching power outside of any Hasbro or Takara Tomy launcher support parts. Digital, sword, and string launchers are allowed. Homemade or “fake” launchers are not allowed.

Beyblades and Parts

All parts must be Hasbro or Takara Tomy approved beyblade burst parts.

Rip Fire Beyblades, Digital Control Beyblades, Electric Beyblades, Moded Beyblades, and any sideline/promotional beyblade product that is not compatible with the mainline Beyblade Burst series of tops are illegal to use at TBBL tournaments.

Restrictions

Active bey lock systems are prohibited. A beyblade with a bey lock system or a bey lock mode can be used as long as it is **NOT** in the bey lock position. All beyblades used in the burst tournaments must be able to burst. Modifications that lock or increase the difficulty of a beyblade bursting is prohibited.