



## BURST GT FORMAT RULEBOOK

Intended to be used with **Beyblade Burst** tournaments hosted by the [World Beyblade Organization](https://worldbeyblade.org) Platform.

**Questions?** Email [events@worldbeyblade.org](mailto:events@worldbeyblade.org).

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## How to Win

To win a Match, a Blader must score enough points (**3-5**) to meet the victory requirement of the Match Type being used.

You score point(s) when:

- The opposing Beyblade **stops spinning**. (*Recommended: 1 Point*)
- The opposing Beyblade **exits the Beystadium**. (*Recommended: 2 Points*)
- The opposing Beyblade **bursts**. (*Recommended: 2 Points*)
- The opposing Beyblade **separates**. (*Recommended: 1 Point*)

Consult the [Win Condition Point Values](#) section of the Match Types Guide for more details on the points given for each Win Condition.

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## Beyblade Selection

Bladers will be stationed across from each other on the Left and Right sides of the Beystadium. Which side each Blader assumes must be decided by fair means (ex. Judge's coin flip/dice roll, or rock-paper-scissors), with the winner getting to pick their preferred side. This positioning lasts for the duration of the Match.

Once across from each other at the Beystadium, the Match begins and each blader is to turn their backs and select their Beyblade(s) in secret within **3 minutes**. The amount of Beyblades to be selected depends on the [Match Type](#) in use.

Bladers may receive help (coaching, gameplay advice, or equipment) during this phase. **At any time, players may ask their opponent if they are receiving or have received help from others while at the stadium.** If asked, the questioned player must identify to their opponent who helped or is helping them at the stadium. Once

informed, the blader who initiated the inquiry may request a time extension to the Beyblade Selection phase.

**Once a blader selects their Beyblade(s), they must announce that they are “set”** and present their launcher and Beyblade to the judge for inspection. This ends the Beyblade Selection Phase and **bladers are no longer allowed to receive help from anyone.**

Beyblades should preferably be unassembled for inspection, or the judge will do it themselves.

**Once a blader is set, they may not change their Beyblade(s) or launcher(s) for the duration of the Match.** Bladers must clearly announce the spin direction of their Beyblade(s) to their opponent and the judge. Beyblades must be launched in the direction that is fully compatible with the launcher being used. Once both bladers are set, the Match begins.

**During Beyblade selection, bladers are forbidden from:**

- getting up and/or leaving the Beystadium
- turning around before both bladers are set
- attempting to spy on or gain information about the opposing blader's selection
- attempting to switch their equipment after announcing they are set

**During Beyblade selection, people offering help to a player are forbidden from:**

- attempting to spy on or gain information about the opposing blader's selection

## Launching

A Battle is prompted with the call of “3–2–1 Go Shoot!” and begins when both Beyblades have made contact with the stadium floor at least once.

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

- A legal launch must have the Beyblade enter the Stadium within the [Launch Area](#), with the Beyblade released from the launcher less than 20cm above the Stadium floor.
- Keep your Launcher held within your KO half of the Beystadium. **Never attempt to obstruct your opponent's launch.**
- Bladers cannot shoot their Beyblade onto the opponent's Beyblade mid-air.

- **Do not touch the Beystadium at any time.** If you think the Beystadium should be adjusted, ask a judge.
- If a winder-based launcher is being used, a legal launch consists of the winder being **pulled out** of the launcher, rather than pushed in.

## Relaunching

If your launch is obstructed or noticeably underpowered due to an event beyond your control you can request a relaunch which will **immediately void and end the current Battle**.

Alternatively, if video review is available for your Match you may request a review call, which will not void/end the current Battle, but result in the Judge **reviewing relevant video captured at the end of the Battle** to determine if a change in outcome or reMatch is required.

The primary reasons you'd want to request a relaunch are:

- Your launcher malfunctions in a way that causes your launch to be underpowered
- You are accidentally hit or shoved by the opposing player or a spectator

The primary reasons you'd want to request a review call are:

- Contact was made before both Beyblades touched the stadium floor once, and the video footage may show that
- You believe outside interference or an improper launch occurred, and the video footage may show that

Bladers are entitled to a single relaunch or review call per Battle, though judges may freely invoke relaunches/reviews for Bladers outside of their allocation if they have a valid concern.

Bladers must request a relaunch or review call during the countdown or immediately afterwards. The judge may also deny the request if they feel it is invalid.

## 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.

# Optional Rules

Optional Rules are a set of rule modifications and banlist variations approved by the World Beyblade Organization for Ranked Play, as an acknowledgement of the range of valid ways to play Beyblade, and to empower Organizers to make informed choices to suit their own communities.

Optional Rules, if used, vary from event to event. If any Optional Rules will be used for an event they will be listed on the event page.

For information on Optional Rules, as well a list of available rules, please see the [Optional Rules Guide](#).

# Legal Equipment

Only official **Beyblade Burst** tops produced by **Takara Tomy, Hasbro, and Youngtoys** may be used for **ranked** matches. Official accessories and stadiums are *recommended* for **ranked** matches.

The following stadiums are recommended:

- Takara Tomy “Beystadium Standard Type”.
- Takara Tomy “Dash Beystadium”.
- Takara Tomy “Beystadium DB Standard Type”.
- Hasbro Pro Series “Elite Champions Beystadium”.

<b>BANNED PARTS</b>	
As a Limited format, Burst GT restricts a number of parts to maintain a healthy metagame.	
<b>Layers</b>  ✗ All Superking, Dynamite Battle and Burst Ultimate System Layers (Takara Tomy & Hasbro Pro Series)	<b>Forge Discs</b>  ✗ All Superking, Dynamite Battle and Burst Ultimate Forge Discs (Takara Tomy)  <b>Chassis</b>  ✗ All Chassis (Takara Tomy & Hasbro Pro Series)

## Driver Wear Regulations

While we cannot show picture examples of every single Driver, these are the general guidelines which must be followed:

LEGAL	ILLEGAL
<ul style="list-style-type: none"><li>✓ The Driver is brand new.</li><li>✓ The tip of the Driver is worn but still remains the primary point of contact with the stadium floor, including to the point of changes in performance.</li></ul>	<ul style="list-style-type: none"><li>✗ The tip has been worn down to the point that other structural parts of the Driver become the primary point of contact (ex. If the rubber on Jolt wears down completely and is parallel with the plastic casing surrounding it) or if structural parts such as screws are exposed.</li><li>✗ Tips which have obviously been damaged or intentionally worn down to affect shape or performance through methods other than repeated launching in a Beyblade stadium (ex. sanding down a pointed tip to a flat surface or launching a Beyblade on concrete).</li></ul>

## Additional Equipment Regulations

- ✗ **Foreign Substances:** Beyblade and launcher parts cannot be painted or coated in any way that affects their performance except in the methods explicitly outlined in the green section below. Bladers who intentionally modify the performance illegally of their equipment *will be disqualified and potentially banned from future Events*.
- ✗ **Physical Modification:** Unless explicitly stated otherwise by another rule, Beyblade and launcher parts can only be physically modified through:
  - Battle with other Beyblades of the same series.
  - Launching a Beyblade into a Beyblade stadium.
  - Assembling a Beyblade or launcher with parts that fit and are intended to be used together based on the part composition of the series in question.
  - Displacement of part components that have give to them by hand.

Minor physical modifications caused by other means (such as accidentally dropping a Beyblade onto the floor) may be permitted with judge approval. Please ask a judge if you are unsure if your part is legal.

- ✗ **Broken Parts:** Beyblade parts that are broken in any way are considered illegal and may not be used in Events unless otherwise explicitly specified in this rulebook. See “Breakage During Play” in the Gameplay Appendix for detail on how to proceed if your part breaks during a Match.
- ✗ **Brand Incompatibility:** Hasbro *Energy Layers* cannot be used with Takara Tomy *Drivers*, and Takara Tomy *Layers* cannot be used with Hasbro *Performance Tips*.
  - For the purposes of this regulation, Hasbro’s Pro Series *Energy Layers* and *Performance Tips* are considered the same as Takara Tomy *Layers* and *Drivers*.
  - This regulation also applies to any Hasbro *Energy Layers* previously used with Takara Tomy *Drivers*. The slopes of Hasbro *Energy Layers* that have been used with Takara Tomy *Drivers* are damaged and considered broken parts.
- ✗ **Sticker Placement:** Stickers cannot be placed anywhere where two parts of the Beyblade come into contact with each other. You must respect the legal sticker positioning as outlined by the instructions included in each product. In other words, these are the only placements accepted: for Layers, follow the sticker guide of that specific Layer; for the Disc, apply star stickers only on the bottom, outward ring, not inner, and ideally just on the embossed stars; for the Driver, only on the small center with the embossed letter. As the only **exception** to this rule, you may place one star sticker on the top of a Layer near the center and on the outward perimeter on the bottom of a Driver for identification purposes.
- ✗ **Homemade/Unofficial Stickers:** Only stickers included with officially released Hasbro or Takara Tomy products (or products licensed by these companies such as stickers by ensky for Beyblade Burst, or stickers included in Coro Coro magazines) may be used on your Beyblade. If a judge determines you have used homemade/unofficial stickers, you will be obligated to switch out the part for another version of the same part with no homemade/unofficial stickers applied. If you cannot, you will be given a Match loss.
- ✗ **Playing Surface Stadium Cracks:** Cracks within the playing surface of Stadiums are not acceptable and Stadiums with such damage are illegal for WBO play.
- ✗ **Using No God Chip:** In Layers which accept them, a God Chip must be used.
- ✗ **Product Restrictions:** Beyblade Micros, Rip Fire Beyblades, Digital Control Beyblades, the Mugen and Mugen L Drivers, and any Beyblade sideline/promotional product that is not compatible with the mainline Beyblade Burst series of tops are illegal

- ✓ **Outer Wall Stadium Cracks:** Cracks on the walls or outside of the play area are acceptable if they are repaired with tape attached to the underside of the Stadium.
- ✓ **Applying Nail Polish to Stickers:** Applying a thin coat of clear nail polish to protect the stickers of your Beyblade for aesthetic purposes is permitted. However, if a judge determines you have applied a copious amount of nail polish to the point where it might significantly impact the weight of your Beyblade, you will be obligated to switch out the part for another version of the same part with no nail polish applied. If you cannot, you will be given a Match loss.
- ✓ **Marking Parts:** Parts may be marked in order to differentiate parts from your opponent's in the event of a double Burst Finish, or to maintain the orientation of your combination's parts should it burst and need to be re-assembled. Stickers may be used to do this, but must follow the rules outlined under "Sticker Placement" above. Alternatively, you may apply minor markings (single lines or dots) to them with a pen or marker. Marking parts in this manner is permitted, but you may not draw on your parts for aesthetic purposes. Other methods of marking not explicitly outlined here are not permitted and will be considered a "foreign substance" as defined by the section above.
- ✓ **Custom Launchers/Grips/Accessories:** Painted, decorated, modified, or entirely custom-made Grips and Accessories may be used, as well as painted or decorated Launchers. The mechanical operation and performance of the Launcher may not be directly affected in any way, and your equipment should not obstruct your opponent's ability to launch properly in any way. If a judge determines your customized launcher, grip, or accessory alters the performance of the Launcher itself, obstructs your opponent, or poses a safety hazard, they may tell you to remove or replace the offending equipment.
- ✓ **Swapping Launcher Components:** Components of a launcher that have been worn down over use may be replaced with an *identical substitute* from another launcher.
- ✓ **Swapping Layer Components/Disassembling Layers:** Components of a Layer may be replaced with an *identical substitute* from another Layer.
- ✓ **Broken BeyLauncher Handle:** BeyLaunchers may be used with broken handles.

# Launcher Regulations

Launchers should approximately match the listed rotations per launch, within 0.5 rotations.

Launcher	Legal Number of Rotations
<b>Light Launcher/Light Launcher L + Standard Winder</b>	5
<b>Light Launcher/Light Launcher L + Long Winder</b>	6
<b>Light Launcher/Light Launcher L + Phoenix Winder</b>	7
<b>Light Launcher LR</b>	5
<b>BeyLauncher/BeyLauncher L</b>	7
<b>Long BeyLauncher/BeyLauncher L</b>	8.5
<b>BeyLauncher Speed Ver.</b>	9
<b>BeyLauncher Heavy Ver.</b>	6.5
<b>BeyLauncher LR</b>	7.5
<b>Long BeyLauncher LR</b>	10
<b>Sword Launcher</b>	5.5 (Regular) 6.5 (Power)
<b>Digital Sword Launcher</b>	8
<b>Proto/Entry Launcher</b>	3.5
<b>Regular/Supergrip Launcher - Short Winder (Hasbro)</b>	5
<b>Regular/Supergrip Launcher - Long Winder (Hasbro)</b>	5.5-6



# Beyblade/Part-Specific Rulings

## Gatinko Layers

- Gatinko Layer combinations **cannot** be disassembled and reconfigured during a Match in order to use a different part or mode.

## Hasbro Pro Series

- Hasbro Pro Series Layers/Drivers are not allowed to be combined with regular Hasbro Burst Layers/Drivers.
- Hasbro Pro Series Layers/Drivers are allowed to be combined with Takara Tomy Layers/Drivers.

## All Dual Spin Parts

- For **1on1, P3C1 and Deck Match Types:**
  - The mode of any dual-spin Layer or Layer Base **must be** selected during the Beyblade Selection phase before submitting it to the judge for inspection.
  - After a combination has been submitted for inspection, the mode of a dual-spin part **cannot** be changed for the duration of the Match.
- For **3on3 and 5G Match Types:**
  - A maximum of **one** dual-spin Layer configuration may be used per Deck.
  - After a combination has been submitted for inspection, the mode of a dual-spin part may be changed in line with the rulings for **Parts with Multiple Modes**.

## Dead (Dread)/Perfect/Unperfect/Revive Phoenix & Phoenix P4

- **Dead (Dread) & Revive Armor:**
  - Armor pieces **cannot** be picked up during Battle.
  - The Revive Phoenix “Revive Armor” or Dead Phoenix “Dead Armor” (the outer ring of the Layer Body which can pop off mid-Battle) **must be** used with one of the Layer Body pieces from either Beyblade.
  - When the armor comes off during Battle it is considered an active piece in the stadium as part of the "Phoenix" combination in use. Any hits, KO, or Burst it inflicts on the opposing Beyblade are considered to belong to the "Phoenix" combination which inflicted it.

- The armor piece attached to the Layer Body at the beginning of the Battle must be reattached after each Battle it comes off.
- **First & Final Stage:** The configuration of "Phoenix" Layers **cannot** be changed during a Match to use a different Layer Body or Armor piece.
- **Final Stage (Deck Match Type):** None of the Layer Body or Armor pieces associated with each of the "Phoenix" Layers may be repeated within a deck.
- **Dread Phoenix P4 & Phoenix P4:** Hasbro's "Phoenix" Energy Layers may not be mixed with pieces from Takara Tomy's "Phoenix" Layers and vice-versa.

## Bullet Driver

- **Bullet Driver Components**

The Bullet Driver consists of two pieces:

- a. **Driver Body:** The piece attached to the Layer/Disc.
- b. **Bullet:** The piece which can detach from the Driver Body during Battle.

### Bullet Driver Regulations

- Both the Driver Body and Bullet **must be** assembled before the Match or Battle begins.
- A combination using Bullet loses immediately if the top half (the combination of the Layer/Disc/Driver Body) stops spinning, is knocked-out, or bursted.
- When Bullet detaches from the Driver Body during Battle it is considered an active piece in the stadium as part of the Bullet Driver combination in use while the top half is still spinning.
- If the Bullet deploys and is knocked-out or stops spinning while the top half continues spinning in the play area, the Match continues.
- Any hits, KO, or Burst that Bullet inflicts on the opposing Beyblade are considered to belong to the Beyblade using the Bullet Driver.
- The Layer, Disc, Driver Body or Bullet **cannot** be picked up during Battle.

## 12 Core Disc

- The 12 Core Disc **must be** used with a Frame.

## Left αpollos, Right αrtemis, Left αeclipse, Right αeclipse & Fusion αether

- **First Stage:** The configuration of la, ra, lae, or rae during a regular first stage Match **cannot** be changed.
- **Final Stage (Deck Match Type):**

- Both Left apollo and Right artemis (one or both together) plus Left aeclipse OR Right aeclipse (you cannot include both) may be included in a deck as all or part of the three Layers in your Deck Match Type combos.
- If multiple configurations are selected for a Deck, Players may disassemble the Layer(s) during the Battle to switch to the other selected Layer Configuration(s) if they do not have multiple copies of each.
- **Hasbro Version (Fusion aether):**
  - The above rulings also apply for Hasbro's Fusion aether.

## duo apollo, duo artemis, and duo aeclipse

- **First Stage:** The configuration of da during a regular first stage Match **cannot** be changed.
- **Final Stage (Deck Match Type):**
  - Any number of the configurations: duo apollo, duo artemis, or duo aeclipse may be included as all or part of the three Layers a Deck.
  - If multiple configurations are selected for a Deck, the player may disassemble the Layer(s) during the Battle to switch to the other selected Layer Configuration(s) if they do not have multiple copies of each.

## Part Attachments (e.g. Xtend+ Chip, Xceed Chip, Zone Chip, Evolution Gears)

- All Attachments to be used for the Match must be attached when submitted to the judge for inspection.
- +X, +Z, Disc Frames, Armor Tips and Level Chips, Union Swords, Infinite Sword, Infinite Shield, and Zest Armor may be removed or re-added before or between Battles, and doing so is treated as a Mode Change in line with the rulings for **Parts with Multiple Modes**.
- Other Attachments (e.g. Xtend+ Chip, Evolution Gears) cannot be removed from a Beyblade for the duration of a Match once it has been submitted to the judge for inspection.
- If an Attachment comes off during Battle, this is considered a **Separation**.

## Event Code of Conduct

Events posted on the WBO are run by volunteers so that bladers of all ages can play in competitive Beyblade tournaments that are fair and fun.

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

### **ALWAYS:**

- ✓ Be honest with 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, and potentially banned from future Events.**

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## **If you disagree with a judge's decision ...**

You're entitled to dispute the decision, but must accept the judge's final call.

**If you still disagree**, document the incident to the best of your ability and email the details to [events@worldbeyblade.org](mailto:events@worldbeyblade.org). We take all incident reports seriously.

If the dispute is related to a particular Match result, it must be submitted before it is processed into the rankings.

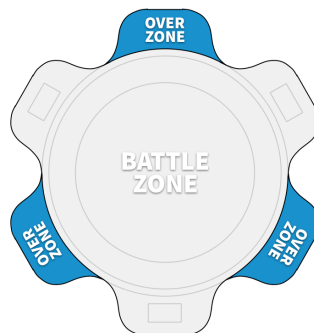
If the evidence submitted is found to prove a particular result should have been reversed, the Match will be voided entirely.

Match winners may only be reversed if it is proven that a judge colluded with someone to fix a particular result.

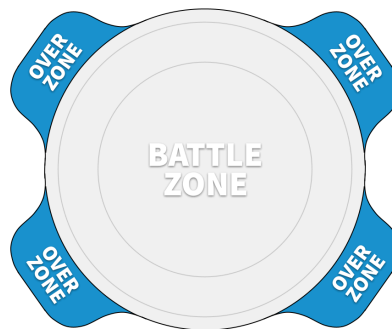
# Gameplay Appendix

## Play Area

- The Play Area is considered to be the entire Stadium.
- This area is divided into the Battle Zone and the Over Zones.
- The Battle Zone is the area of stadium floor and space above it, bounded by stadium walls and exits (gaps in these walls through which Beyblades can pass into a pocket or out of the stadium entirely).
- Over Zones are considered to be exits of stadiums (including areas under a cover where there is no stadium floor underneath) or Pocket structures built into a stadium.



*Fig. 1: The Burst Stadium Standard Type with Zones marked.*



*Fig. 2: The Hasbro Pro Series Elite Champions Stadium with Zones marked.*

## Launch Area

- Beyblades must be launched into the Launch Area.
- The Launch Area is the area of the stadium floor bounded by the stadium walls, or in the case of stadiums with shroud components, the stadium floor directly below and bounded by the shroud's top opening.

- In stadiums with entry ramp structures which slope towards the central Play Area (such as the Beystadium Triple Battle Type), these are also considered Launch Areas.

## Knocked-Out

- A Beyblade is *knocked-out* when it exits the Beystadium's Battle Zone **and cannot return**, or makes contact with a foreign object in any area aside from the floor directly below an Over Zone. Beyblades stuck on an element of a Beystadium's Battle Zone are still considered in-play.
- If a Beyblade exits the Beystadium through the Launch Area of a stadium with a cover or shroud, the Beyblade will be considered *knocked-out* if it lands outside of the Play Area, or makes contact with a foreign object.

## 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 Battle does not resume as the Battle has already concluded.

## Win Condition Priority

- *Knock-Outs* 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 other win conditions.
  - If a collision between two Beyblades results in one being *bursted* 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 being *bursted* 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).

## 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.

- If both players' Beyblades break at the same time and they both cannot produce identical replacements to continue the Match, the Match is reset and the selection phase begins again.
- "Identical" is defined as a same named component, regardless of colour or the product it originated from. (i.e: A Long Beylauncher LR, regardless of colouring, can be replaced with another Long Beylauncher LR, or an Xtreme, regardless of colour or release, can be replaced by another Xtreme).

## Parts with Multiple Modes

Unless specified otherwise under *Beyblade/Part-Specific Rulings* above, the following applies for all parts with multiple modes:

- Modes may be changed at any point before a Match begins, or between Battles within a Match.
- If two players wish to change modes at the same time, they must turn around and do so in secret before continuing the Match.
- Parts with gimmicks/mode changes that may activate or change post-launch – whether intentionally or not - must be reset after each Battle.

## Multiple Beyblade Tournament Type Advanced Rulings

The following rulings apply to all [Match Types](#) that require the selection of multiple Beyblades (P3C1, 3on3, 5G, and Deck Match Types):

- **Part Selection & Repetition:**
  - Layers and Layer Components may not be repeated across combinations except as outlined below.
  - Discs and Disc Frames may not be repeated across combinations.
  - Drivers and Driver Attachments may not be repeated across combinations.
  - Evolution Gears may not be repeated across combinations.
  - Including both Hasbro and Takara Tomy versions of a part is not permitted.
  - Including any combination of Regular/Dash/Metal/High/Bearing/SlingShock/HyperSphere/SpeedStorm/QuadDrive/QuadStrike versions of a Driver is permitted, as long as the same version is not repeated across combinations.
  - Including both the original version of a Disc and the HyperSphere/SpeedStorm/QuadDrive/QuadStrike variant is permitted.

- Within a Deck, a player is allowed to use multiples of each of the following:
    - Level Chip
    - All God Chip Types (Including Metal God Chips)
    - All Chip Core Types (Including Metal Chip Cores)
  - **Launchers & Accessories:**
    - Launchers and accessories must be chosen during the deck building phase.
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## Photography Policy

By attending any Event posted on the WBO Platform, you agree as either a organizer, participant, or spectator to potentially be photographed or included by video shot by staff members, organizers, or other participants/spectators.

If you would prefer to not be included in any photographs or videos, please notify the host of the event and they can make an effort to notify the person taking photos and video to minimize your appearance in them as much as possible. However, guarantees of complete exclusion cannot be made given the nature of shooting photos and video at our events (you may still appear in the background depending on the circumstances, for example). We thank you for your understanding in this matter.

If you are attending an event and plan on taking photographs or video, please ensure to do so respectfully and if you are asked to refrain from shooting someone, please make every effort to do so.