



# 2024 MFF Beyblade Tournament

Hosted by: Ark, Simon Supronimo, Filtho

**Taking place: TBD**

Hello! This document lists rules and information about the tournament and free play area. Please read through this so you know the rules, and what to expect at the panel.

It makes our jobs as organizers much easier and helps ensure everything goes smoothly, and that everyone has fun!

**Attention! The Beyblades allowed in the tournament will only be X-generation beys, and the stadiums we, the organizers, will provide in the free-play area will be for X-generation beys as well.**

## General Rules

- **Be respectful of other players and staff. We do not tolerate bigotry, unplayful rowdiness, or other bad behavior.** If you are warned multiple times, you will be made to leave the panel.
- **Be respectful of the game and the rules. Do not rage or tilt.** This is a fun and relaxed gaming environment.
- **Be respectful of the equipment and environment around you.** Please keep your belongings in check, and ensure any garbage is picked up and thrown away in trash cans.

- **If you have any questions or issues, please talk to one of the panel staff.**  
There will be one judge at every stadium making sure everyone is having a good time and following the rules!

## Rental Rules

- We know not everyone has Beyblades to bring to the panel. So we will be providing Beyblades and launchers for use in both the tournament and free play area.
- To rent a bey, you must provide us with **a legal ID**, such as a driver's license, to hold onto until you return the bey. This is to ensure that everything gets returned.
- Please be respectful and take care of the bey you rent. These are personal items owned by the organizers! **If you break the one you rent [pieces chip, shatter, lose a piece], you may have to pay for it.** If you are seen purposefully obstructing the rental Beyblade, or attempting to steal it, you will be asked to leave.
- **Do not take apart any rental Beyblades.** If your Beyblade bursts or has a loose part, you may rebuild it but do not take apart a Beyblade with the intent to mix and match parts or for any other reason other than the above.
- Please do not lose any of the Beyblade parts. Beyblades can be taken apart (again, do not intentionally take them apart unless for a reason above) and burst during battles. Be conscious of this and do not lose pieces.
- With rentals, **you will not be allowed to build your own Beyblade** by mixing and matching different bey pieces. This is to keep rentals easy to keep track of.

## BYOB (Bring your own bey)

- While not necessary, we encourage you to bring your own beys, launchers, and stadiums if you can.
- If you do not own an X bey, or any other beys, and want to buy one for yourself, here are some recommended shops!

## U.S Sites:

[Beyblade Premier](#) (Based in Florida)

[Beys&Bricks](#) (Based in California)

- Beyblades can also be found at many domestic U.S. stores like Target, Walmart, and Gamestop. The U.S. release of beyblade X products are identical to Japanese releases.

## Beyblade Use

- If you are new to Beyblades, **ask one of our panel staff at the rental table to learn how to use them correctly.** This will include how to set up the launcher, attach the bey to the launcher, ripping the launcher, and reassembling any bursted Beyblades.
- **Do not use the Beyblades for any other use they are not intended for.** If you are seen doing this, you will be warned. If you are warned multiple times, you will be asked to leave.

## Launching Rules

(These apply to both the tournament and free play area)

- A battle begins with the call of “3-2-1 *Let it rip!!*”
- **Both players must simultaneously launch their Beyblades as the word “rip” is called.**
- Keep your Launcher held within your half of the Beyblade stadium. **Never attempt to obstruct your opponent’s launch.**
- **Do not touch the Beyblade stadium at any time.** If you think the stadium should be adjusted, ask a judge.
- If a player’s Beyblade misses the stadium when launching, their launch is obstructed, or they encounter a clear mechanical function with their launcher that impacts their launch, they can request a relaunch, which will end and void the current battle. The decision to allow a relaunch will be up to the call of the judge.

## Prizes

- What's a tournament without prizes? We have prizes for the top three winners in the tournament!

## Freeplay Area Rules

- No cross-generation battles. There are various generations of Beyblades that are intended to battle with their respective systems. Battling beys from different generations, such as battling an X bey with a Burst bey, can cause major damage to them.
- Use the respective stadiums for the appropriate generation of beys. Only use X beys in the X stadium as it is specially designed for X beys. Every other type of stadium, however, is okay to battle in with every other generation.
- Please do not hog up stadiums. We want everyone to get a chance to play, so please be respectful and allow others to take turns as well.

## Tournament Rules

### Signup

- We are using the tournament website, Challonge, to keep track of the tournament brackets. If you want to participate, while not mandatory, we suggest you sign up for one of the tournaments before it starts using **these links**:

**Day 1:** <https://challonge.com/MFF2024BBX1>

**Day 2:** <https://challonge.com/MFF2024BBX2>

- You do need to make a **free** challonge account to do this, but it saves a lot of time on our end so we can start sooner!
- If you pre-register and have to drop out, **please unregister** by going to the tournament page, clicking on the "Your settings" tab, and clicking unregister. Before we start we will do roll call, and drop anyone who is not present.

- In-person signups will start at 2 pm on the day of the panel, and close at 2:15. We will start promptly after.

## General info

- The tournament will exclusively be using X generation beys and the X rules.
- The tournament will be run using the swiss system format. You will have 5 opportunities to win as many matches as possible, and the top 8 players will move onto the finals.
- The matches will be following the 3 on 3 format. You will have a deck of 3 beys with no repeating parts that you will show to your opponent, and then secretly put them in an order you want to run them in from 1-3. After each battle you will go to the next bey in line, and the first person to win 4 points wins. If no one reaches 4 points before using all 3 beys, you will reshuffle your deck and proceed to the next battle.
- There will be a dedicated judge at each stadium for every match to ensure the rules are followed, and to make decisions on the match.
- At the start of each match, both players choose heads or tails, and a judge will do a coin toss. The winner will choose which side of the stadium they wish to be on. The stadium will be rotated to the other side every battle.

## Points

There are 5 ways to get points:

- **Spin finish** (1 point): The opponent's bey stops spinning before yours does.
- **Burst finish** (2 points): The opponent's bey disassembles (bursts) via the bit (tip) being knocked out, or the ratchet being disconnected from the blade.
- **Over finish** (2 points): The opponent's bey is either knocked into one of the two side pockets (over zones) or out of the top hole of the stadium.
- **Xtreme finish** (3 points): The opponent's bey is knocked into the large middle pocket (extreme zone).

- **Own finish** (1 point): The opponent's bey self KO's itself into either the over or extreme zones without hitting your bey.

### **Clarifying rules**

- If a bey is knocked into any of the knockout zones but returns to the play area before it stops spinning, it counts as still being in play and the match continues.
- When launching, if a bey bursts mid-air before it hits the stadium floor, it does not count as a win for the opponent, and both players will relaunch.
- If a bey is knocked out even without colliding with another, it counts as a self-ko, and the point will go to the opponent.

### **Battle Results**

- After each battle, players **cannot** touch their Beyblade until the judge has announced the winner.
- Both players and spectators must refrain from influencing the judge's decision by announcing their own opinion before the judge has rendered theirs.
- **If the match ends with both Beyblades tied in a win condition, the match will be redone.** The judge will determine if it is a tie or not.