



BEYBLADE X MELBOURNE RULEBOOK v1.3

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I. Introduction

A. Purpose of this Document

This serves as the comprehensive guide to officiating Beyblade X tournaments held under BBAN (Beyblade Australia Network). It aims to provide consistent rulings, procedures, and interpretations of the rules to ensure fair and enjoyable competition for all participants. Judges are expected to be thoroughly familiar with the contents of this document and apply its principles in all tournament situations.

B. BBAN & Tournament Philosophy

The BBAN is dedicated to fostering a thriving competitive Beyblade X community where skill, sportsmanship, and fair play are paramount. Our tournaments are designed to be exciting and challenging events where Bladers can test their abilities and celebrate their passion for Beyblade. We strive to create a welcoming atmosphere for both experienced veterans and newcomers, encouraging a spirit of camaraderie and respect amongst all participants.

C. Judge Responsibilities

Beyblade X judges are integral to maintaining the integrity and smooth operation of tournaments. They are expected to uphold the highest standards of impartiality, professionalism, and knowledge of the game and its rules. Their primary duties include:

- **Enforcing the Rules:** Applying the rules consistently and fairly in all situations, ensuring a level playing field for all competitors.
- **Resolving Disputes:** Mediating disagreements between players, offering clear explanations of rulings, and ultimately reaching a fair resolution.
- **Maintaining Tournament Order:** Ensuring the event runs smoothly and on schedule, addressing any procedural issues that arise.
- **Promoting Good Sportsmanship:** Encouraging respectful conduct among players, spectators, and event staff, fostering a positive and inclusive tournament environment.
- **Facilitating a New Player-Friendly Environment:** Being welcoming and approachable to new players, taking time to explain rules clearly, and answering questions patiently to help them learn and enjoy the game.

Judges are ambassadors for the BBAN and should always conduct themselves with professionalism and integrity, remembering that their actions directly impact the players' experience and the perception of the tournament.

II. Beyblade X Specific Rulings

This section will contain detailed information about the expected flow of a match from the perspective of a BBAN Judge as well as clauses and amendments for situations both common and obscure that may arise during the course of gameplay that can create confusion for players and judges alike.

A. Match Type: 3 on 3 Match Format

1. 3 on 3 Battle:

1.1. Preparation:

1. Place the three Beys in the deck case in the order they will battle, and perform a Bey check.
2. A player cannot use the same part multiple times among the three Beys. Even if the colors differ, they are considered as the same part
3. During the match, you cannot change the order or combination of the three Beys without the judge's permission.
4. If you cannot prepare three Beys, you will receive one loaner Bey from the judge and use the loaner Bey for all battles.

1.2. Outcomes:

1. The blader who first accumulates a total of 5 points wins.
2. Battles are conducted one by one between Beys with matching numbers decided by both players.
3. In case of a draw, a rematch will be held with the Beys of the same number.
4. If the winner is not determined after three Beyblades have battled, players may choose to rearrange the order of their deck, and the match proceeds. **At this stage, a mandatory swap of the stadium orientation is conducted.**

B. Beyblade Selection Phase

The Beyblade Selection Phase is a unique element of Beyblade X tournaments, introducing a strategic layer before battles commence. This phase is governed by the following rules:

1. Positioning & Timing:

- Bladers will take positions on either the left or right side of the Beystadium on a **first-come-first-served/preferential basis**.
- If needed, '**Side Determination**' must be done by a fair method (e.g. judge coin flip, rock-paper-scissors, odds/evens dice roll, etc.)
- Once positioned, players have a maximum of **1 minute** to secretly select their 3 Beyblade(s) for the match.

1.1. Coaching Clause:

- Players may receive help (coaching, advice, equipment assistance) from others **only during the Beyblade Selection phase**.
- Any player can ask their opponent if they're receiving or have received help. The questioned player **MUST** identify anyone who has assisted them.

2. Presentation & Inspection:

- Once a player finalizes their deck they must notify the Judge that they are 'ready to present.'
- Players must show each other their 3 chosen Beyblades that form their 'Deck' for **approximately 30 seconds** (allow about **10-15 seconds on each side** so that all parts have been viewed by the respective opponent)
- Players **must** change one or more of the offending parts in their decks if it contains more than a single copy of a given part.
- Once the deck presentation is complete players are required to choose their deck's order.
- Players will order their deck from left-to-right at the base of the stadium shroud to obscure the view of their opponent, or place them in a deck box. Players must ensure the **full deck is visible to the Judge**.

2.1. Inspection Nuances

- **Use subtle design elements** to quickly identify parts e.g. the *protruding flared plastic rim* of the 80 ratchets or the *hexagonal design of the Bit hole* on the 70 ratchets.



- **Be mindful of counterfeit products** and the subtle indicators of them. (e.g. a Flame Brand Beyblade X string launcher will have a **WHITE string** and does not require a strength/power test launch to spot and parts that should be using rivets or tri-winged screws will often use philips-head screws.)
- **Players CAN mix and match Ratchet parts** to create new/unreleased colour combinations but **NOT** custom versions of nonexistent parts (e.g. players cannot use a '1' from a 1-60 and a '70' from a 9-70 to create a 1-70 which is unreleased at the time of writing).
- Be up-to-date with Takara Tomy's official guidelines for legal customizations.

3. Prohibited Player Actions:

- **No Spying:** Attempting to observe or gain information about the opponent's Beyblade selection is strictly prohibited.
- **No Equipment Changes After Players Have Presented Their Decks:** Once a Blader announces "Set", their Beyblade(s) and launcher are locked in for the match and cannot be changed.
- **No Hiding Your Deck From Judges:** Players must have their deck and the order they have chosen for it visible to the Judge throughout the course of the match. *Players are not allowed to put Beyblades in their pockets* or have them arranged in a manner or with a method that may create ambiguity in the Judge's understanding of how the player's deck is ordered.

4. Judge Responsibilities:

- Judges are responsible for clearly explaining these rules to players.
- They must ensure fair side determination, monitor time limits, and address any requests for time extensions.

- Judges will inspect each Beyblade and launcher to ensure they meet legality requirements.
- Any attempts at spying or rule violations should be immediately addressed with appropriate penalties.

C. Launching Procedures

Proper launching is crucial for fair Beyblade X battles. Judges must carefully observe and enforce these procedures:

1. Launch Command & Simultaneity:

- The judge will initiate battles with the call: **“3, 2, 1, Go Shoot!”**
- Both Bladers **MUST** launch their Beyblades simultaneously as the word **“Shoot!”** is called.

1.1 Command Timing

- Call: “3, 2, 1, Go Shoot!” in **approximately 110-120BPM timing for each step of the countdown (including ‘Go’ and ‘Shoot!’)**. This uniformity allows for the smoothest player experience possible.
- The following is a list of songs with the intended 110-120BPM timing:
 - Wrecking Ball. · Miley Cyrus.
 - Borderline. · Madonna.
 - Around the World. · Daft Punk.
 - DJ Got Us Fallin' In Love (feat. Pitbull) · USHER, Pitbull.
 - Stayin' Alive. · Bee Gees.
 - YouTube Playlist:
<https://www.youtube.com/watch?v=rY0WxgSXdEE&list=PLUhj0ZmT8rR-bz4Zymy7fNwNFxWhELzLB>

2. Legal Launch Criteria:

- **Launcher Position:** Keep your launcher held fully within your half of the Beystadium during the launch. Never obstruct the opponent's launch trajectory.
- **Launch Area:** Beyblades must be launched from within the designated Launch Area of the Beystadium.
- **Stadium Contact:** Beyblades must make contact with the stadium floor at least once within the Launch Area for the launch to be legal.

3. Mislaunches:

- **A mis-launch occurs** if a Beyblade fails to meet the Legal Launch Criteria including; an under-powered launch, making contact with the judge/opponent/spectators and launching too early, too late, on the stadium shroud, or directly into an Over/Xtreme Zone.
- **Penalty:** Each player is allowed up to TWO mis-launches per round, consecutively. Further mis-launches result in awarding 1 point to the opponent and a redo. Mislaunches DO NOT stack up over the duration of the match, once that round has concluded with a standard win condition, the mis-launch counter resets.

4. Relaunch Requests:

- **Bladers can request a relaunch** if their launch is significantly obstructed or underpowered due to factors beyond their control OR if a mid-air collision occurs.
- Each player is entitled to a **request of ONE relaunch request per match**. However, judges may grant additional relauncheds if deemed necessary.

4.1. Self-Call Timing

- Relaunch requests from players must be made **immediately after the launch attempt**. **Judges can and should aim to deny late requests to avoid abuse of the rule.**

4.2. Valid Relaunch Reasons

- Launcher or cord malfunction causing an underpowered launch.
- Accidental interference by the opponent or a spectator.
- Beyblades making significant contact before both have touched the stadium floor that results in an unexpectedly fast battle outcome **i.e. a 'Snipe'** (See s.II.E - Snipes).

5. Judge Responsibilities:

- Judges must clearly announce the launch command, ensuring a fair and simultaneous launch attempt from both Bladers.
- They must closely observe each launch, identifying any violations of the Legal Launch Criteria and calling mislaunches promptly.

D. Battle Results Determination

Determining the correct outcome of a Beyblade X battle is crucial for fair play. Judges must possess a comprehensive understanding of win conditions, point values, and priority in complex scenarios.

1. Battle Results: Point Allocation

If the battle starts without any shooting errors, premature launches, or delayed launches, points are awarded based on the following finishing moves. The first to earn 5 points wins the match.		Points earned
Xtreme finish	This occurs when the opponent's Bey completely enters the Xtreme zone and cannot return to the battle zone. ※Subject to judge's discretion.	3 Points earned
Over finish	This occurs when the opponent's Bey completely enters the over zone and cannot return to the battle zone. ※Subject to judge's discretion.	2 Points earned
Burst finish	This occurs when the parts of the opponent's Bey detach and separate before your Bey. (such as the blade, ratchet, or bit)	2 Points earned
Spin finish	This occurs when the spinning speed of the opponent's Bey in its original rotation direction becomes zero in the battle zone before your Bey.	1 Point earned

2. Simultaneous Outcomes:

- **Simultaneous Burst:** If both Beyblades burst at the exact same time, the battle is a **draw**, no points are awarded, and the round is replayed.
- **Simultaneous Knockout - Over/Xtreme Tie:** If both Beyblades are knocked out simultaneously, with one in an Over Zone and the other in an Xtreme Zone, the battle is a **draw**, and a replay is required.
- **Burst vs Dramatic Finish:** If a Beyblade is knocked OUTSIDE of the Battle Zone (from the entry point) and the opponent simultaneously bursts, the Beyblade that exited the Battle Zone is the winner via Burst.
- **The KO Superposition:** If BOTH Beyblades are initially knocked out (or one is on a Roof Rail Ride) and still spinning, but one returns to the Battle Zone while still spinning, THAT Beyblade is considered the winner by Over Finish, despite its initial knockout.
- **A tie:** If both Beyblades stop spinning at the same time, the match is replayed. Maximum of TWO ties before both players move onto their next Beyblade.
- **Important Note:** A Beyblade (#1) that has been knocked into the Over/Xtreme Pocket is considered out-of-play, regardless if it is spinning or not. If the opposing Beyblade (#2) self-bursts or gets knocked out, and the initial Beyblade DOES NOT return to the Battle Zone, the winner is #2 by Over Finish. The first win-condition ALWAYS takes priority, unless it is a Burst Finish.

4. Judge Responsibilities:

- **Observational Accuracy:** Judges must closely observe battles to determine the precise sequence of events, especially in cases of simultaneous outcomes. Use replay cameras where possible.
- **Prompt & Clear Rulings:** Judges must swiftly announce the win condition ("Spin Finish", "Over Finish", "Burst Finish", etc.) and the points awarded to ensure transparency and understanding. Judges should be vigilant in ensuring they do not spend too long when deciding on a ruling without consultation as this can be disruptive to the flow of a match.

- **Consultations:** In cases of doubt or extremely complex outcomes (e.g., a disputed No-Contact Self-KO or difficult-to-determine priority), judges SHOULD consult with senior judges for a final, binding decision.

E. Stadium Side Switching

To ensure fairness and mitigate potential stadium-side advantages, a Stadium Side Switch will occur after every third battle in a match when players are given the option to shuffle the order of their decks.

1. Procedure:

- The Side Switch happens *after* the completion of the third battle when players have been given the choice to shuffle the order of their decks.
- Two methods are permissible:
 - **Stadium Rotation:** The judge can rotate the stadium 180 degrees, keeping the players in their positions.
 - **Player Side Swap:** The players can physically swap sides of the Beystadium.

III. Equipment Legality

A. Bootlegs/Counterfeits

Like the generations before it, Beyblade X is a popular product of choice for bootleggers seeking to make a quick profit by providing an inferior (and potentially dangerous) product. **Any tops, launchers or stadiums not manufactured by Takara Tomy or Hasbro are ILLEGAL.** It is recommended that judges do their own research when it comes to learning the common patterns and differences that are indicative of a fake product and enforce equipment legality guidelines where needed. Judges can find additional reference material about how to spot fakes and bootlegs in the handbook “**Leadspotting: A Judge’s Guide to Fake Beyblades**” (coming soon).

B. Bit Wear and Tear

Bit wear is a crucial aspect of equipment legality. Judges must carefully inspect the Bit tip to determine its legality.

1. Legal Bits:

- **Brand New:** Bits in new or near-new condition, showing minimal wear, are always legal.
- **Worn But Contact Point Remains:** Bits with noticeable wear are permissible IF the original tip shape is still the primary contact point with the stadium floor. Even if performance changes due to wear, the Bit is legal as long as the intended tip contact is maintained.

2. Illegal Bits:

- **Altered Contact Point:** Bits where the wear has significantly changed the tip shape, causing other structural parts of the Bit to become the primary contact points, are **illegal**. Exposure of rivets or other internal components also makes a Bit illegal. (e.g. a Needle worn down to a Flat)
- **Intentional Modification:** Bits that show evidence of intentional wear beyond normal use in Beystadiums are **illegal**. This includes, but is not limited to, sanding down tips, grinding, or using abrasive surfaces to alter the Bit's shape.

C. Physical Modification Rules

- Any modifications using tools, chemicals, or external methods including sanding, cutting, gluing, or adding foreign materials.
- Parts that have been intentionally broken or damaged to alter performance are illegal.

- Judges have the final say in determining the legality of any Beyblade or launcher modification. When in doubt, Bladers should consult with a judge before the tournament begins.

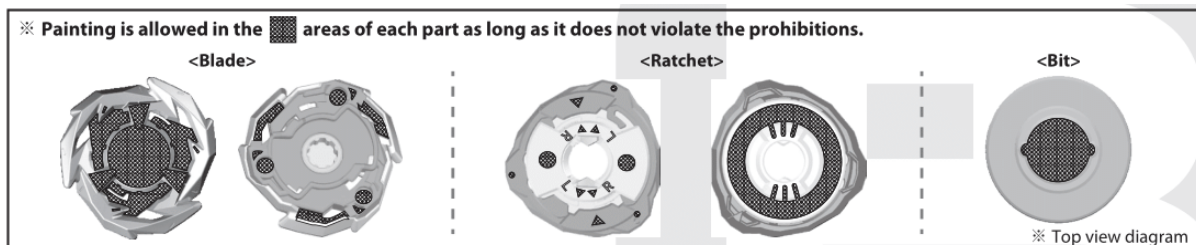
D. Additional Equipment Rules

1. Foreign Substances:

- Applying any substance (glue, tape, lubricant, etc.) to Beyblades or launchers to alter their performance is strictly forbidden. This includes attempts to modify weight distribution or affect spin times. **Violators are given a warning, further breaches may result in a disqualification from the event.**

2. Custom Sticker/Paint Placement:

- Stickers can **ONLY** be placed in designated areas on Beyblades as indicated in the **official customisation guidelines**.
- Placing stickers in areas where parts come into contact with each other (to modify friction or create illegal combinations) is strictly prohibited.
- Players can **ONLY** mark their Beyblades according to the official Takara Tomy ruleset, as shown below.
- Custom paint jobs, or markings in places **OTHER** than what is shown below, are **strictly prohibited**.



3. Breakage During Play:

If a Beyblade part or launcher breaks during battle, including during the launch itself, the following procedures apply:

- **Immediate Void:** The battle is immediately voided, and neither player receives points.
- **Identical Replacement:** The owner of the broken equipment **MUST** provide a replacement part to continue the match that has the same name + is functionally identical to the broken part.
- **If the player cannot produce an identical replacement, both players can modify their decks, and the match resumes with the scoring intact.**

3.1. Double Breakage:

- If BOTH players' Beyblades break simultaneously and neither can provide replacements, both players are to modify their decks and the match resumes.

3.2. Stadium Cracks:

- **Playing Surface:** Any stadium with cracks on the playing surface (the area where Beyblades make contact) is illegal for tournament use.
- **Outer Wall:** Cracks on the outer wall or outside the playing area are acceptable ONLY if they have been repaired with tape.

E. Part Marking Rules

Bladers may mark their Beyblade parts for two specific purposes:

- **Double Burst Identification:** In case of a simultaneous burst finish, markings help distinguish whose parts belong to whom.
- **Combination Orientation:** Markings can help maintain the correct assembly of a Beyblade that bursts and needs to be reassembled.

1. Permitted Marking Locations:

- **Blade:** Minor markings (lines or dots) are allowed ANYWHERE on the Blade EXCEPT:
 - Contact points on the perimeter where it clashes with other Beyblades.
 - The underside where the Ratchet makes contact.
- **Ratchet:** Markings allowed on the Ratchet Base (bottom portion) EXCEPT where the Bit connects to it.
- **Bit:** Markings allowed on the rim and inside the Bit's shaft.

Judges should carefully examine marked parts to ensure compliance with these rules, ensuring markings serve their intended purpose without violating the spirit of fair play.

IV. Gameplay Appendix

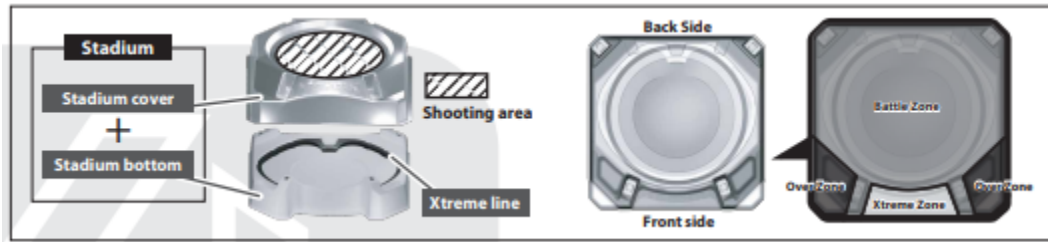
A. No-Contact Self-KO

- A No-Contact Self-KO occurs when a Beyblade propels **itself** out of the Battle Zone, landing in either an Over or Xtreme Zone, **without making any contact whatsoever** with the opposing Beyblade.
- A No-Contact Self-Burst occurs when a Beyblade bursts **without making any contact whatsoever** with the opposing Beyblade.
- The opponent of the Beyblade that Self-KOs or Self-Bursts is awarded **1 point**.

- Crucially, the round is *not* considered finished. The same Beyblades are used to **replay** the round immediately.

B. Beystadium Zone Definitions

The Beystadium is divided into distinct zones, each influencing battle outcomes and scoring:



- **Battle Zone:** The central area of the stadium, bounded by walls and exits. Battles primarily take place here.
- **Over Zones:** Pocket-like areas surrounding the Battle Zone. Beyblades knocked out of the Battle Zone and landing here result in an Over Finish.
- **Xtreme Zones:** Designated sections within the Over Zones. Beyblades landing here after being knocked out results in an Xtreme Finish.

C. “Spinning”

A Beyblade is considered "spinning" under these conditions:

- As per Takara Tomy rules, the definition of 'spinning' is as follows: "The moment the Bey's spinning speed in its original rotation direction becomes zero." Thus, even if a Beyblade re-enters the stadium from the Over/Xtreme Zone and is not upright on its Bit or is spinning on its side, as long as it continues spinning in its **intended (original) rotation direction**, it is still considered in play. The battle continues until the Beyblade's spin in its original direction completely stops, regardless of its position or orientation on the stadium floor.

D. “Knocked Out”

A Beyblade is considered "knocked out" when:

- **Leaving Battle Zone:** It completely exits the Battle Zone and doesn't return. This includes landing in an Over/Xtreme Zone.

- **Foreign Object Contact:** If a Beyblade makes contact with anything *other than* the Beystadium floor (e.g., a hand, clothing) in any area *except* the designated space beneath an Over/Xtreme Zone, it's considered knocked out.
- **Entry Point Exception:** If a Beyblade is knocked out through the stadium's entry point (where Beyblades are launched from), it's **not** considered a legal knockout, or any other area that is NOT the Over or Xtreme Zone. The battle is treated as a non-scoring event, and a replay is required.

These definitions and procedures ensure clarity and consistency in judging Beyblade X battles, promoting fair competition and accurate interpretation of game outcomes.

E. "Mislaunch"

A mislaunch occurs when a Beyblade is improperly launched, violating the established Launching Procedures. Common mislaunch scenarios include:

- **Early/Late Launch:** Launching the Beyblade significantly before or after the "Shoot" command.
- **Direct Over/Xtreme Zone Launch:** Launching the Beyblade directly into an Over or Xtreme Zone without first making contact with the stadium floor in the Launch Area.
- **Underpowered Launch:** If a Blader declares their launch as underpowered immediately after the launch attempt, and a judge confirms it, it can be considered a mis-launch. This requires judge discretion and assessment of the launch power relative to normal expectations.

F. "Roof Rail Ride"

A "Roof Rail Ride" is a rare occurrence where a Beyblade is launched or knocked upwards, landing and spinning on the rail of the stadium's clear plastic roof.

1. Procedures:

- **Relaunch Ruling:** If the Beyblade doesn't fall off the rail within the duration of its spin, the following takes place:
 - **0 Points Awarded:** Neither player receives points.
 - **Relaunch:** The battle is replayed, with both players relaunching their Beyblades.
- **Resuming the battle:** If the Beyblade falls back into the Battle Zone, the battle commences.

G. "The KO Superposition"

The KO Superposition addresses a complex scenario that can arise during Double KOs (simultaneous knockouts of both Beyblades) or during a Roof Rail Ride, impacting the priority of win conditions.

1. Definition:

- This scenario occurs when:
 - Both Beyblades are initially knocked out (or one is in a Roof Rail Ride), and both are still spinning.
 - One of the knocked-out Beyblades, by chance, returns to the Battle Zone *while still spinning* in its *original spin direction and orientation (on the Bit)*.

2. Ruling:

- The Beyblade that returns to the Battle Zone, despite its initial knockout status, is **still considered in-play**.
- **Over Finish:** If the other Beyblade remains outside the Battle Zone (in an Over/Xtreme Zone), the returned Beyblade wins the round by Over/Xtreme Finish.
- **Redo:** If a Beyblade is knocked into a state of 'Roof Rail Ride', and does NOT return to the Battle Zone, no points are awarded, and a redo is conducted.

3. Rationale:

- The KO Superposition allows for a Beyblade to occupy a temporary state of being both "knocked out" (initially) and "in-play" (upon return) without violating the priority of knockouts over spin finishes.
- This prevents the confusing scenario where two Beyblades in different Over Zones are both technically "in-play" while still spinning, leading to a potentially prolonged round.
- It also provides consistency with the Roof Rail Ride ruling, where a Beyblade on the rail is in a temporary knockout state but can return to play.

The KO Superposition ensures clarity and logical outcomes in complex battle scenarios, emphasizing that the moment a Beyblade returns to the Battle Zone while spinning, it regains its active "in-play" status, potentially leading to an immediate win condition.

H. "Snipe"

A "Snipe" is a specific scenario occurring during the Launch Phase that can unfairly impact battle outcomes and requires a specific ruling. Snipes are governed by chance, not skill, and their outcomes are often unpredictable. The Snipe rule aims to ensure battles are determined by intentional actions, not accidental collisions.

1. Definition:

- A Snipe occurs when there's a **MID-AIR COLLISION** between two Beyblades during their launch, leading to one of the following immediate outcomes:
 - **Immediate Knockout:** One Beyblade is knocked out of the Battle Zone solely due to the impact.

- **Immediate Burst:** One Beyblade bursts as a direct result of the mid-air collision.
- **Immediate Heavy Contact:** Both Beyblades collide mid-air which can drastically alter the outcome of the match.

2. Ruling & Replay:

- Upon identifying a Snipe, the judge **MUST** call "**Snipe!**" to halt the battle **IMMEDIATELY**.
- **No Points:** Neither Blader receives points for the interrupted battle.
- **Mandatory Replay:** A full replay of the battle is required.
- **Light taps** that DO NOT significantly alter the match are NOT considered Snipes. The match resumes as per normal.

3. Judge Responsibilities:

- **Observational Vigilance:** Judges must be highly attentive during launches, anticipating potential trajectory conflicts that could lead to Snipes.
- **Prompt Call:** A swift "Snipe!" declaration is vital to prevent the battle from continuing under unfair conditions.
- **Explanation:** Judges must explain the ruling to both players, making it clear that the mid-air collision invalidated the launch and necessitates a replay.

4. Tips:

- It is highly recommended judges make use of reasoned logic to explain the circumstances that lead to the snipe. (e.g. "Given you were KO'd into the pocket behind where you launched and never landed on the other side of the stadium you were aiming it is ruled a snipe.")
- A good rule of thumb for judges to operate by is that if the KO was **NOT** a snipe then it will be **VERY** obvious. Ergo if you have to stop and think about whether it was a snipe or not, it probably was.
- **IT IS HIGHLY RECOMMENDED JUDGES NEVER ALTER THEIR STATED CALL ON A SNIPE** (unless both players agree to a ruling of a snipe call + relaunch). Judges who are in the habit of rescinding their rulings of snipes are highly likely to have their reputation(s) as a judge in the community negatively impacted or be perceived as holding biases for certain players.

V. Tournament & Judge Conduct

A. Player Code of Conduct

All Bladers are expected to uphold the following principles:

- **Sportsmanship:** Treat opponents, judges, and spectators with courtesy and respect, regardless of the battle outcome. No trash-talking, insults, or unsportsmanlike behavior is tolerated.
- **Fair Play:** Adhere to all rules, avoid any form of cheating, and call out violations you observe. The spirit of competition is based on honesty and integrity.
- **Respect for Equipment:** Handle your own and your opponents' Beyblades and launchers with care. Do not intentionally damage or tamper with equipment.
- **Positive Attitude:** Maintain a positive and supportive atmosphere. Encourage fellow Bladers and celebrate skillful play.
- **Judge Respect:** Accept judges' rulings without argument. You may politely request clarification or appeal to the Head Judge, but their decision is final.

B. Handling Disputes & Judge Calls

Disagreements or confusion regarding rules may arise during a match. Follow these steps to address them:

- **Call for a Judge:** If a rule dispute occurs, stop the game immediately and raise your hand to call for a judge.
- **State the Issue:** Calmly and clearly explain the point of contention to the judge, allowing your opponent to do the same.
- **Judge's Ruling:** The judge will carefully consider both sides, refer to the Judge Bible if necessary, and make a ruling. Their decision, based on their best interpretation of the rules, must be accepted.
- **Head Judge Appeal:** If you disagree with the ruling, you may *politely* request to appeal to the Head Judge. The Head Judge's decision is final and binding.
- **Continuing Play:** Once the issue is resolved, resume the match promptly, maintaining sportsmanship regardless of the outcome of the ruling.

C. Judge Code of Conduct

Judges are the arbiters of fair play and must uphold the highest standards of professionalism:

- **Impartiality:** Judges must remain unbiased and neutral in all rulings. They cannot show favoritism towards any player or team.
- **Rule Knowledge:** Judges are expected to be thoroughly familiar with the Beyblade X rules and this Judge Bible. They should be prepared to reference the document and answer questions accurately.

- **Clear Communication:** When making rulings, judges must clearly and calmly explain their decision to both players. They should be willing to answer questions for clarification without divulging private knowledge (e.g., revealing the contents of a face-down card).
- **Conflict Resolution:** Judges must remain calm and professional when dealing with disputes. They should strive to de-escalate tense situations and find fair resolutions that preserve the integrity of the competition.
- **Maintaining Tournament Flow:** Judges have a responsibility to assist the event's "Controller" by:
 - Ensuring players promptly report match results when they're finalized.
 - Directing players to their next matches in a timely manner.
 - Assisting the Controller in addressing any delays or procedural issues that disrupt the tournament schedule.
 - Maintaining order and addressing any disruptive behavior amongst spectators or players waiting for their next match.

By upholding these standards, judges contribute to a fair, enjoyable, and well-organized tournament experience for all.

D. Opening Rules Speech

Judges may need to take the role of performing a brief explanation of the format rules to new and inexperienced players. The following can be used as a guide or template speech:

"First: **Only official Beyblade X parts** are allowed – no fakes. Check your Beys! If you're not sure, ask a judge. Players will play matches using a deck made of 3 Beyblades with NO repeating parts, meaning only 1 DranSword or 1 Low Flat!

First to **5 points** wins a match. Points work like this:

- Spin Finish (your opponent stops spinning): 1 point
- Opponent's Bey is knocked out of the central area:
 - Into the Over Zone = 2 points
 - Into the Xtreme Zone = 3 points!
- Beyblade bursts? That's 2 points for the other player, even if it knocks the other Bey out!

Launch on "Shoot"!

Judges call out "3, 2, 1, Go Shoot!". You have TWO mislaunches per battle; launch early, late, or weak – it happens. Three mislaunches? 1 point for your opponent!

And for a couple of extra rules:

- **"Snipe"** – Beyblades crash in mid-air during launch: 0 points, relaunch. Be careful while aiming!

- If your Beyblade knocks *itself* out *without touching* the opponent, it's a **No-Contact Self-KO** - 1 point for the other player, and you replay the round.