



3on3 Team Format Rulebook

Intended to be used with **Default WBO Beyblade X scoring and rules alongside the ones listed in this rulebook.**

Find the Beyblade X rules here:

<https://worldbeyblade.org/Thread-Beyblade-X-Rules>

Questions? Email catblader109@gmail.com.

How to Win

To win a **match**, a **Team** must win **2 out of 3 sets played**. Each **set** will be played according to the WBO Beyblade X Default Rules. A **match** ends when a **Team** reaches **2 set wins**.

To win a **set**, a Blader must score **4 points** (group stage) **or 7 points** (final stage)
You score point(s) when:

- The opposing Beyblade **stops spinning**. (1 Point)
- The opposing Beyblade **bursts**. (2 Points)
- The opposing Beyblade is **knocked out**. (2 or 3 Points)
 - If it is knocked out into an **Over Zone**, 2 Points.
 - If it is knocked out into an **Xtreme Zone**, 3 Points.

Team Rules

- A **team** is made up of **3** Bladers.
 - **OPTIONAL:** Substitute Bladers (above the **3** Blader requirement) are allowed in your team, but **only 3 Bladers can play per match**.

- Each **team** will have **9** Beyblades with **no repeating parts**, these will be **locked in** at the start of the event, typically on a notecard or “Combo Sheet”.
 - If a part on a team’s combo **breaks** during the event or has been deemed that it has **extreme wear** past the point of legality, and the team **does not** have an **exact replacement** (color does not matter), the combo will be crossed off that team’s “Combo List” and be replaced with a new combo. This new combo will **stay on the team’s list for the rest of the event**. The new combo **must not** have a repeating part from the rest of the team’s “Combo List”.
 - Before each match, each **team member** will choose **3** Beyblades from the team’s combo list for their **deck**. **Decks** can be changed **in between matches** from the list of Beyblades **locked in** at the start of the event, but the team **cannot change** any of the combos of said Beyblades. **Decks cannot be changed during a match**. All combos on the combo list **must** be used at every match.
 - During a match, **teams are allowed** to give coaching at any point. **Huddles** to discuss strategy **can only happen at a reshuffle or in between sets**.
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Match Structure

1. Each **team** will be stationed across from each other on the Left and Right sides of the BeyStadium.
2. Each **team** presents their combo sheet to the Judge.
3. Each **team** then selects a Blader to go first.

4. Which side each Blader assumes will then 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 set.
 - a. At the end of a set, if no team has reached two set wins, the losing team of the last set played will get to choose if they want to change the orientation of the stadium. This positioning lasts for the duration of the set.
5. The Blader **presents their deck** to the Judge **in order from left to right**, the Judge will then compare the Beyblades with the list of Beyblades that were locked in at the start of the event, if this is not the case, the Judge will ask the Blader to change the unauthorized Beyblades to Beyblades that are on their team's combo sheet and not already in use by their **team members**. Decks and beyblade order are **concealed** from your opponent at all times.
6. Bladers then battle with their 3 Beyblades sorted from their left to right as the 1st Bey, 2nd Bey and 3rd Bey.
7. After each battle Bladers will switch to the next Beyblade in their decks.
8. If neither Blader has scored enough points to win the set after battling with the 3rd Bey, Bladers can reorder (reshuffle) their decks before battling again with the 1st Bey. **Teams** can huddle during this point to discuss strategy.

9. After the set is over, each **team** will select their next Blader, this Blader cannot have already played. The Beyblades the Blader uses cannot have already been used during that match by a previous team member and must also be on the combo sheet (See “5” in this match structure section). This is where the Blader chosen by the team that lost the last set will choose the stadium orientation.
10. The match continues until either team **wins 2 sets**. (Continue from “6” in this section)