

Ranked Clauses Guide



Optional Rules

What are Optional Rules?

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

This guide contains the Optional Rules for all legacy formats. Optional Rules applicable to Beyblade X events can be found within the [Beyblade X Rulebook](#).

How are Optional Rules utilized?

Organizers may select to use the Banlists and Rulesets independently of one another, as to allow greater flexibility in how they wish to run their tournaments, with the intention to adjust as required to best suit their regions.

Use of Optional Rules must be noted clearly in tournament proposals using standardised text. Organizers will need to access the [Optional Rules BBCode Resource Thread](#) in the Organizer's Circle for the relevant code to include in their proposals, though we are planning to streamline the process in future.

Optional Organization and Judging Rules

Organization and Judging rules are alternatives to standard ways of conducting and judging tournaments, as well as gimmick legality and anything not related to legality of specific parts themselves. **These particular rulings should be strongly considered for use by Organisers based on their area for any given Tournament**, as they all present valid ways to play the game, conduct tournaments, and judge matches.

Alternative Play Area & KO Definition (All Formats Except Zero-G)

This rule allows for the use of stadiums with shrouds in a more traditional fashion like the shroudless stadiums of previous generations, where Beyblades are considered **Knocked Out** once they leave the Play Area regardless of whether or not they can return.

Play Area

- The Play Area 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).

Launch Area

- Beyblades must be launched inside the Launch Area.
- The Launch Area is the area of stadium floor bounded by the stadium walls and exits, 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 the majority of the Beyblade is outside of the Play Area.

Out-of-Bounds ruled as Over Finish

- Any Beyblade that goes *out-of-bounds* in this Tournament will be considered *knocked-out* instead. If a Beyblade is *knocked-out* in this manner, it will count as an **Over Finish**.
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Alternative Launching Rule: Swap positions after battle

- 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 starting side. **This orientation is inverted after each subsequent Battle.**
 - For the Deck Match Type, the Stadium reversal takes place only after a replay is declined. A replayed battle takes place under the same conditions as the first, including Stadium orientation.
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Alternative Launching Rule: Loser selects position after battle

- Immediately after each battle of a Match, the loser of that battle may choose to have the judge rotate the Stadium 180 degrees to swap sides for the next battle.
 - For the Deck Match Type, this decision takes place only after a replay is declined. A replayed battle takes place under the same conditions as the first, including Stadium orientation.
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5 Point First Stage (*Primarily* PLA/HMS/MFB/BST)

- First Stage Matches are played to 5 points for this Tournament.
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Part Component Swap/Disassembly Restriction (All Formats)

Swapping Part Components/Disassembling Parts

- You may not use Beyblade parts which have been disassembled in a way not consistent with normal play (such as disassembly requiring a screwdriver or removal of snap-fit parts) or had components swapped between them in any way for this Tournament.
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Decorated Parts Prohibition

- Bladers **may not** use parts that have been decorated in the following ways for this Tournament:
 - Parts that have been painted/clear-coated unofficially.
 - Parts that have been decorated with unofficial/homemade stickers.
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Battle Limit and Consecutive Draws Removal (All Formats)

Battle Limit and Consecutive Draws

- No limitation applies to the number of Battles per Match, or the number of consecutive Draws allowed per Battle.
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Alternate Battle Start Definition (All Formats)

Launching

- A battle begins with the call of “3–2–1 Go *Shoot!*”
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Custom Win Condition Point Values (All Formats)

- Under this rule, Organizers may assign a point value of 1, 2 or 3 for any given win condition. Organizers may also use different point values in First and Final Stages.

Win Condition Point Values:

In **First Stage**, you score point(s) when:

- The opposing Beyblade **stops spinning** (1/2/3 Point(s))
- The opposing Beyblade **exits the BeyStadium** (1/2/3 Point(s))
- The opposing Beyblade **bursts** (1/2/3 Point(s))
- The opposing Beyblade **separates** (1/2/3 Point(s))

In **Final Stage**, you score point(s) when:

- The opposing Beyblade **stops spinning** (1/2/3 Point(s))
 - The opposing Beyblade **exits the BeyStadium** (1/2/3 Point(s))
 - The opposing Beyblade **bursts** (1/2/3 Point(s))
 - The opposing Beyblade **separates** (1/2/3 Point(s))
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Deck Match Type: Winner Selects Modes First (All Formats)

Deck Format Rules (Match Types Guide)

5. Switching Combos

- a. If a *replay* is declined, both bladers may freely select a Beyblade from their deck to use in the next battle.
 - b. The **winner of the previous battle** must make their selection first, including Mode Changes, and then show that Beyblade to their opponent.
 - c. The loser then may select any of the Beyblades in their deck and/or make any Mode Changes for use in the next battle.
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Alternate Deck Construction (Plastics)

Alternate Deck Construction (Multiple Beyblade Match Types)

- **Combination Composition (Plastics):**
 - Combinations in a deck must not share the same Attack Ring or Tip - a Tip being the part of the Beyblade which is intended as the main point of contact with the stadium floor when upright, be it part of a Blade Base or a standalone Shaft or Tip (eg SG (Bearing Version 2) Shaft, Customize Grip Base Tip). All other parts may be repeated.
 - It is legal to use the same physical part for multiple combinations in a deck, within the bounds of these restrictions. In this case, each full

combination must be shown to the opponent and/or judge fully assembled in line with the rules of the Match Type in use.

- Tips with a Mode Change which do not require disassembly (detaching any part of the Beyblade), or which share the same Tip in at least one mode (eg Dranzer S' Spiral Change Base with and without SG (Free Shaft Version) Shaft) are considered the same Tip and may not be used on multiple combinations in the same Deck.
 - Tips which require disassembly for Mode Change may be used in their different modes in the same Deck.
 - Both Core ARs and Sub ARs may not be repeated across combinations (eg, one cannot use War Lion with War Lion SAR and War Lion with War Monkey SAR in the same deck, but can use Bound Attack Ring and Bound Defense Ring in the same deck as they are each considered a whole part).
 - Takara's Twin Horn Attack Ring and Hasbro's Twin Horn Core Attack Ring are considered different Attack Rings for the purposes of deck building due to being different component types. Other parts with brand differences such as Flying Defense are considered the same part and thus may not be used in the same deck.
 - You may use any Sub-Ring on Gabriel and Cyber Dragoon Battle Spec.'s SG Wing Base, even if it is used as a Sub-AR on the same or another combination.
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Alternate Deck Construction (HMS)

Alternate Deck Construction (Multiple Beyblade Match Types)

- **Combination Composition (HMS):**
 - Combinations in the same deck may not share the same Running Core.
 - You may only use Magical Ape MS' Gyro Mode once per deck.
 - It is legal to use the same physical part for multiple combinations in a deck, within the bounds of these restrictions. In this case, each full combination must be shown to the opponent and/or judge in line with the rules of the Match Type in use.
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Gimmick Legality Rules

Gimmick Legality Rules are a set of rules relating to the legality of manufacturer intended gimmicks. These gimmicks add some complexity to tournament operation and have historically sometimes been restricted for game balance and tournament pacing reasons. Organizers should consider these on a tournament by tournament basis.

Dual Spin Restriction (Burst Formats)

All Dual Spin Parts

- The mode of any dual-spin Layer **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.
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Part Attachments Restriction (Burst Formats)

Part Attachments (e.g. Xtend+ Chip, Xceed Chip, Zone Chip, DB/BU Gears)

- Part Attachments (excepting Armor Tips) 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, the opponent is awarded 1 point.
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Gravity Dual Spin Restriction (Metal Fight Limited)

Gravity Metal Wheel Mode Change Restrictions (Limited Format)

For All Match Types:

- The spin direction of the Gravity Metal Wheel may not be changed.

Metal Face Repetition Restriction (Metal Fight Formats)

Multiple Beyblade Match Type Advanced Rulings

Part Selection & Repetition:

- You may not use more than one of each type of Metal Face/Metal Stone Face (Metal Face, Metal Face Heavy, Metal Face Medium, Metal Face Light, Metal Face Feather, Metal Stone Face, Metal Stone Face Heavy, Metal Stone Face Medium, Metal Stone Face Light, Metal Stone Face Feather) within the same deck.

Metal Chip Core, Level Chip, Metal God Chip Repetition Restriction (Burst Limited, GT and Standard Formats)

Multiple Beyblade Match Type Advanced Rulings

- **Part Selection and Repetition**
 - Within a Deck, a player is allowed to use up to one of each of the following:
 - Level Chip
 - Metal God Chip
 - Metal Chip Core

Beyblade X Entry Winder (Metal Fight Formats)

Legal Equipment

- **System Incompatibility:**
 - You may use the *Beyblade X* **Entry Winder** with the following *Metal Fight Beyblade* launchers:
 - Light Launcher 2

- Light Launcher L
 - Light Launcher LR
 - Snipe Launcher
 - ZeroG Light Launcher
 - ZeroG Compact Launcher (Shogun Ripcord Launcher)
 - ZeroG Compact Launcher L
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Alternate Mode Change Rules (Metal Fight Formats)

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 during the Match before it begins or between Battles.
 - If a blader wants to perform a mode change, it must be communicated to the opponent and the judge.
 - If two players wish to change modes at the same time, they must turn around and do so in secret before continuing the Match.
 - Once the mode change is completed, the Beyblade must be presented again to the opponent and the judge.
 - Additional mode change restrictions:
 - The Chrome Wheels of Synchrome combos cannot be flipped.
 - Combos with the “Dark Knight (Ronin)” Crystal Wheel or “Dragoon” Chrome Wheel cannot be flipped.
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Banlist Variations

Banlist Variations are optional sets of bans designed to meet community demand for variations on formats. Multiple banlist variations may be used in the same tournament as desired.

All Burst Formats:

#1: Bearing Drift and Metal Bearing Drift Ban

The following Drivers **may not** be used in this tournament: **Bearing Drift, Metal Bearing Drift**

#2: Drift and Metal Drift Ban

The following Drivers **may not** be used in this tournament: **Drift, Metal Drift**

#3: Hasbro Only

In addition to the standard banlist for this tournament's format, the following equipment restrictions also apply:

✓ Legal:

- Hasbro Energy Layers & Performance Tips
- Both Takara Tomy & Hasbro Launchers/Grips
- Both Hasbro Forge Discs & Takara Tomy Discs which have been released by Hasbro
- Takara Tomy Level Chips may be used for appropriate Hasbro Energy Layers

✗ Illegal:

- Takara Tomy Layers & Drivers
 - Takara Tomy Discs which have not been released by Hasbro
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Burst GT:

#1: Unban of Selected Superking Parts

The following Superking Parts **may also** be used in this tournament: **Death, Curse, Abyss, Variant, First, Super, King, 1S, 1D, 4A, all Superking Chips and all Chip Cores (including Metal Chip Cores)**

Burst Limited:

#1: Life-After-Death Floor Driver Set Ban

The following Drivers **may not** be used in this tournament: **Bearing (Hasbro), Destroy', High Xtend+', Zone'+Z**

#2: Requiem and Garuda Unban

The following Layers **may also** be used in this tournament: **Spriggan Requiem, Spryzen Requiem S3, Maximus Garuda G3**. Takara Tomy's **Maximum Garuda** Layer may be used with any God Chip.

#3: Hasbro Layer Unban

The following parts **may also** be used in this tournament: **Gambit, Whirl, Xiphoid, Arc Balkesh B3, Turbo Spryzen S4**

#4: Selected Hasbro Forge Disc Ban

The following Forge Discs **may not** be used in this tournament: **Tapered-Q, Twist-Q, Over-Q, Wheel-SP**

#5: Unban of Selected Gatinko Layers

The following Gatinko Layer Bases **may also** be used in this tournament: **Ace, Rock, Grand, Slash, Venom, Erase, Union**. All Gatinko Chips except Diabolos 1 are allowed, and the Gen Layer Weight **must** be used.

Burst Classic:

#1: Dragoon Layer Unban

The following Layers **may also** be used in this tournament: **Dragoon Storm (Hasbro & Takara Tomy), Dragoon Fighter, Dragoon Fantom, Fang Dragoon F**

#2: High LAD Driver Ban

The following Drivers **may not** be used in this tournament: **Drift, Metal Drift, Bearing Drift, Metal Bearing Drift, Zone Chip (Hasbro & Takara Tomy), Moment', Drift-SP, +Drift Armor Tip**

#3: Dash Stall Driver Ban

The following Drivers **may not** be used in this tournament: **Accel', Zephyr', Blow', Destroy', assault', Fusion', Metal Accel, Metal Fusion**

#4: High Burst Resistance Stamina Driver Ban

The following Drivers **may not** be used in this tournament: **All QuadDrive and QuadStrike Drivers, Revolve-SPM, Moment', High Xtend+', Just', Yard', Zone', Revolve', Wedge', Liner', Atomic', Wave', High Wave', Planet', Quattro', Metal Defense, Bearing (Hasbro)**

#5: HyperSphere Driver Ban

The following Drivers **may not** be used in this tournament: **All Hypersphere Drivers**

#6: Unban of Selected God, SwitchStrike, SlingShock Layers

The following Layers **may also** be used in this tournament: **Alter Cognite C3, God Valkyrie, Genesis Valtryek V3, Strike God Valkyrie, Strike Valtryek V3, Guardian Kerbeus, Killer Deathscyther, Krusher Doomscizor D3, Kreis Satan, Kinetic Satomb S3, Tornado Wyvern, Tempest Wyvron W3, Wonder Valtryek V4, Z Achilles A4**

Metal God Chips are not allowed on compatible Layers.

Zero G:

#1: F230+CF/GCF Unban

The following Track and Bottom combinations **may** be used in this tournament:
F230+CF, F230+GCF

Metal Fight Standard:

#1: Rubber Defense Flat Ban

The following Bottom **may not** be used in this tournament: **RDF**

Metal Fight 4D:

#1: Diablo BD145 Unban

The following Metal Wheel and Track combination **may also** be used in this tournament: **Diablo + BD145**

#2: Duo Unban

The following Metal Wheel **may also** be used in this tournament: **Duo**

#3: Rubber Defense Flat Unban

The following Bottom **may also** be used in this tournament: **RDF**

#4: Elevator 230 Unban

The following Track **may also** be used in this tournament: **E230**

Metal Fight Limited:

#1: Libra Ban

The following Metal Wheel **may not** be used in this tournament: **Libra**

#2: Gravity Ban

The following Metal Wheel **may not** be used in this tournament: **Gravity**

#2a: Gravity Height Restriction

The following Metal Wheel and Track combinations **may not** be used in this tournament: **Gravity + Tracks less than 120 height (105, DF105, LW105, 100, 90, 85)**

#3: Dark Knight Ban

The following Crystal Wheel **may not** be used in this tournament: **Dark Knight/Ronin**

#4: Screw Ban

The following Metal Wheel **may not** be used in this tournament: **Screw/Spiral**

#5: Scythe (Metal Fury), Omega, and Hell Unban

The following Metal Wheels **may also** be used in this tournament: **Scythe (Metal Fury), Omega, Hell/Hades**

Heavy Metal System (HMS):

#1: Plastics Unban

The following parts **may also** be used in this tournament: **Plastic Generation Beyblades and Equipment, Including Remote Control Blade Bases. Remote Control functions may not be used.**

Plastics:

#1: Remote Control Blade Base Unban

The following parts **may also** be used in this tournament: **Remote Control Blade Bases. Remote Control functions may not be used.**