

BEYBLADE

Contact Persons	Christopher Maylon and Ross Nava 0211564367 sports.beyblade@pistangpilipino.nz
Date and Time	24-25 October, 2026 Saturday and Sunday
Venue	Wellington Indian Hall 48 Kemp Street, Kilbirnie, Wellington

Introduction & Brief History of Beyblade X

Beyblade has been a huge part of my childhood. Beyblade is inspired by concept of spinning tops or as we know it Trumpo. Back in early 2000's my mates and I would watch the Anime while playing Beyblade on the floor after school and then I grew up. And recently my passion has been re-ignited by the latest generation of Beyblade.

Beyblade X marks the fourth generation of the iconic Beyblade franchise. Over the years, Beyblade evolved through several generations: Original Plastic Gen, Metal Fight, Burst, and now Beyblade X. Beyblade X introduces new mechanics and deepens the competitive spirit of the sport with a side of nostalgia.

Beyblade X brought significant innovations: a streamlined three-part construction (Blade, Ratchet, Bit), optimized metal distribution for improved momentum, and the Xtreme Line stadium track that accelerates tops into collision zones for faster, more strategic battles. The franchise's latest anime and manga series have further expanded its global reach, making Beyblade X a centerpiece for both casual play and professional tournaments.

Beyblade X is the current trend in the Philippines. Currently they host multiple leagues/tournaments all over the country daily reaching up to 150 players per tournament. These events are run at hobby stores/cafes. These events are participated by enthusiasts of all ages and genders.



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Beyblade X has been growing in popularity in recent years as well here in New Zealand. On 15 November 2025, New Zealand successfully hosted its first Beyblade X Nationals with the top bladers from the five Beyblade clubs across New Zealand.

Event Overview: The Beyblade X Tournament will feature head-to-head battles using the latest Beyblade X series tops and stadiums. Our goal is to foster community engagement, promote fair play, and celebrate the innovative spirit of Beyblade X.

Objectives:

- Encourage friendly competition and teamwork among participants.
- Showcase the latest Beyblade X products and gameplay mechanics.
- Provide a platform for players to demonstrate their skills and strategies.

Proposed Schedule:

- Registration: TBA
- Preliminary Rounds: TBA
- Finals & Awards Ceremony: TBA

Players Eligibility to participate:

- A player must be a member of the Federation
- Must be Filipino by blood
- Other nationality maybe accepted if the participant is a legitimate partner/spouse of a Filipino/Filipina for at least two years. (This rule is subject for approval by sports committee)
- Open Category Age limit – minimum 8 years old (with guardian) and above.
- Youth/Junior category age limit – between 8 to 12 years old (with guardian)?



General Rules & Regulations: (more detailed information on separate documents if required)

- We will be following the General Beyblade X Tournament rules.
- Only Beyblade X series tops, launchers, and stadiums are permitted.
- Each match will be 1 vs 1, with each player using three Beyblades. (Team battle will have slight deviation)
- Game format: Swiss Rounds – cut to top 8 for finals.
- Best of 3 rounds per match. Total of 5 rounds. *May change depending on attendance*
- Points system on separate document.
- Only official, unmodified Beyblade X parts are allowed. Unauthorized modifications or intentional misconduct may result in disqualification.
- All decisions regarding Bey checks, battle outcomes, and disputes will be made by appointed judges.
- Participants must adhere to the event schedule and conduct themselves respectfully at all times.

Safety & Fair Play:

- All battles will be conducted in Beyblade X stadiums.
- Judges will inspect Beyblades before each match to ensure compliance.
- Any violation of rules or unsportsmanlike behavior may result in immediate disqualification.

Conclusion: We believe this tournament will be a fantastic opportunity to unite Filipino Bladers, promote the latest innovations, and create lasting memories. We look forward to your support and participation in making this event a resounding success.



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Categories and Fees

Team Battles (4 per team)	\$100 per team
Junior/Youth (individual) Ages: 8-12	\$20 pp
Open (Individual)	\$30 pp

About Beyblade

1. Beyblade is a game where two *bladers* (players) compete by launching spinning tops known as *Beys* into *battle* within a *stadium*.
2. Bladers can change how their Beys perform in battle by customizing their parts and launching them with various techniques.
3. The last Bey to remain spinning in the *battle zone* — the central area of the stadium — wins the battle.
4. Beys are *finished* when they *stop spinning*, *burst* (parts detach), or become *unable to return to the battle zone*.
5. The winner of each battle receives points based on how and where the opponent's Bey was finished.
6. The objective of the game is to, through multiple battles, earn enough points (default: 4) to win the match.

Game Equipment

IMPORTANT: All equipment used must comply with [equipment regulations](#).

Bey

1. A *Bey* (often referred to as “a Beyblade”) is the spinning top used to battle.
2. A complete Bey consisting of a *blade*, *ratchet*, and *bit* must be used.
 - a. CX blades must contain all three parts: a *lock chip*, *main blade*, and *assist blade*.



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Deck

1. A *deck* is a set of 3 Beys that is required for most battle types.
2. A deck cannot include more than one copy of any part, except for basic lock chips.
 - a. Basic lock chips with the same design and/or name can be included any number of times.
 - b. Metal lock chips (*Valkyrie* and *Emperor*) can be included once each.
3. Parts cannot be exchanged between Beys within a deck at any point during a match.

Determining whether parts are the same

1. Parts are generally considered the same part when they have the same name. The original Japanese product names take priority.
2. **Recolors:** Parts that have been re-released in different colors are still considered the same as the original part.
3. **Retools:** Parts that have similar designs because they are based on another part — such as *Optimus Primal* being based on *SharkEdge* — are considered *retools*. While retools look similar to the parts they are based on, **they are considered different, unique parts.**
4. **Mold Differences:** Copies of the same part which feature minor differences — such as *PhoenixWing*, which has received at least two revisions — are considered *different molds*. Different molds of a part are all considered to be the same part.
5. **Versions:** Parts that have been re-released in new *versions*, such as *TyrannoBeat Jurassic World Version* (branded as *T. Rex*) being a new version of *TyrannoBeat*, are still considered the same part as the original.
6. **Lightning L-Drago blade:** Both versions of the *Lightning L-Drago* blade, *Lightning L-Drago (Upper Type)* and *Lightning L-Drago (Rapid-Hit Type)*, are treated as being the same part.



Legal Deck Examples ▾



- PhoenixWing 3-60R
- WizardRod 1-60L
- DranBuster 5-60LR

Legal. All parts are different.



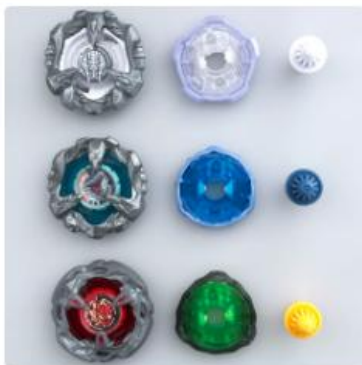
- StormPegasus 3-70RA
- Rock Leone 6-80 GN
- Lightning L-Drago (Upper) 1-60F

Legal. All parts are different.



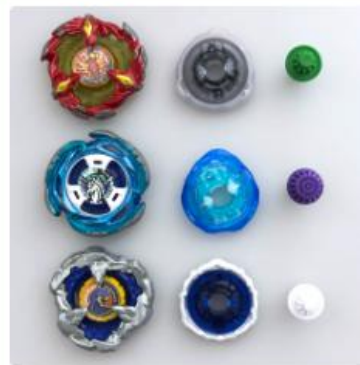
- SharkEdge 5-60LR
- OptimusPrimal 1-60U
- CrocCrunch 3-60LF

Legal. While *SharkEdge*, *Optimus Prime* and *CrocCrunch* have similar designs, they are not the same, and are treated as unique from each other.



- SphinxCowl 5-60O
- TriceraSpiky 9-60U
- HellsScythe 3-60B

Legal. While *SphinxCowl* and *TriceraSpiky* have similar designs, they are not the same, and are treated as unique from each other.



- PhoenixWing 3-60R
- AeroPegasus 1-60L
- TyrannoRoar 9-60W

Legal. While *TyrannoRoar* and *PhoenixWing* have similar designs, they are not the same part.



- DranBrave J3-60LR
- ScorpioSpear 9-60FB
- DranBrush S1-60LF

Legal. All parts are different, except for two *Dran* lock chips. However, basic CX lock chips can be included any number of times in a deck.



Illegal Deck Examples ▾



- PhoenixWing 1-60LR
- WizardRod 1-60L
- DranBuster 5-60LR

Illegal. Two copies of both the 1-60 ratchet and LR bit are included. Although the 1-60 ratchets are different colors, they are still the same part.



- CobaltDrake 5-60LR
- ScorpioSpear 9-60FB
- CobaltDrake 3-60P

Illegal. Two copies of the CobaltDrake blade are included. Although they are different colors, they are still the same part.



- PhoenixWing (Mold 1) 1-60LR
- SilverWolf 9-70H
- PhoenixWing (Mold 3) 3-60P

Illegal. Two copies of the PhoenixWing blade are included. Although each PhoenixWing is a different color and from a different mold, they are still the same part.



- DranBrave J3-60LR
- ScorpioSpear 9-60FB
- DranBrush J1-60LF

Illegal. Two copies of the Jaggy assist blade are included. Although they are different colors, they are still the same part.



- StormPegasis 3-70RA
- Lightning L-Drago 3-60LR (Rapid-Hit Type)
- Lightning L-Drago 1-60F (Upper Type)

Illegal. Both Lightning L-Drago (Rapid) and Lightning L-Drago (Upper) are included, but as they are considered the same part, they cannot be used together in a deck.



- TyrannoBeat 9-70P
- TyrannoBeat 9-80LR
- WizardRod 3-60H

Illegal. Two copies of TyrannoBeat are included, with one being TyrannoBeat Jurassic World Version. Although they have different decorations, they are still the same part.



Launcher

1. The *launcher* is used to *launch the Bey* into the stadium for battle.
2. Launchers have two types:
 - a. *String launchers*, which are powered by an internal string mechanism.
 - b. *Winder launchers*, which are powered by an external *winder*.
3. Any official Beyblade X winder may be used with any winder launcher.
4. Launchers may only be used with Beys of the matching spin direction (e.g. left launchers may only be used with Beys designated as left spin).

Stadium

Fig. 1. Stadium Components

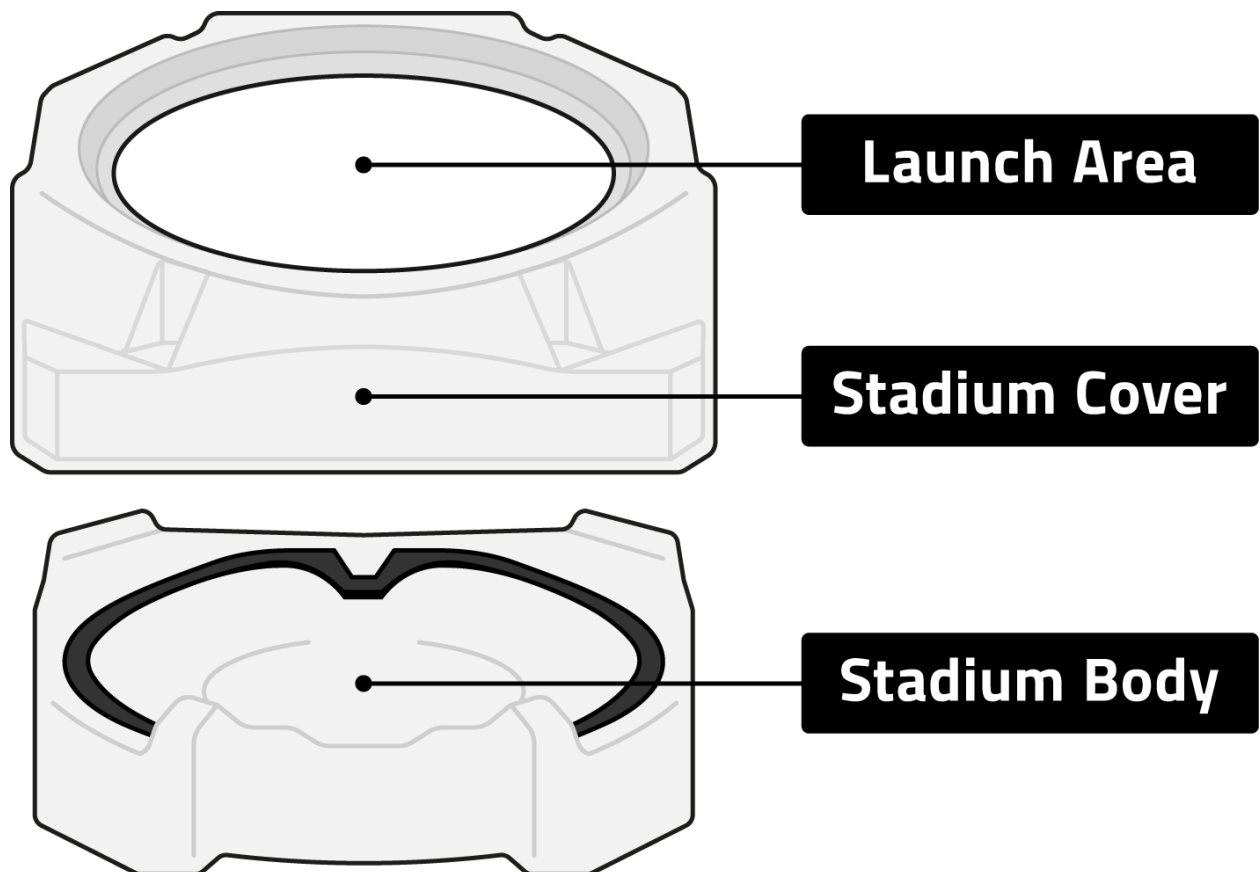
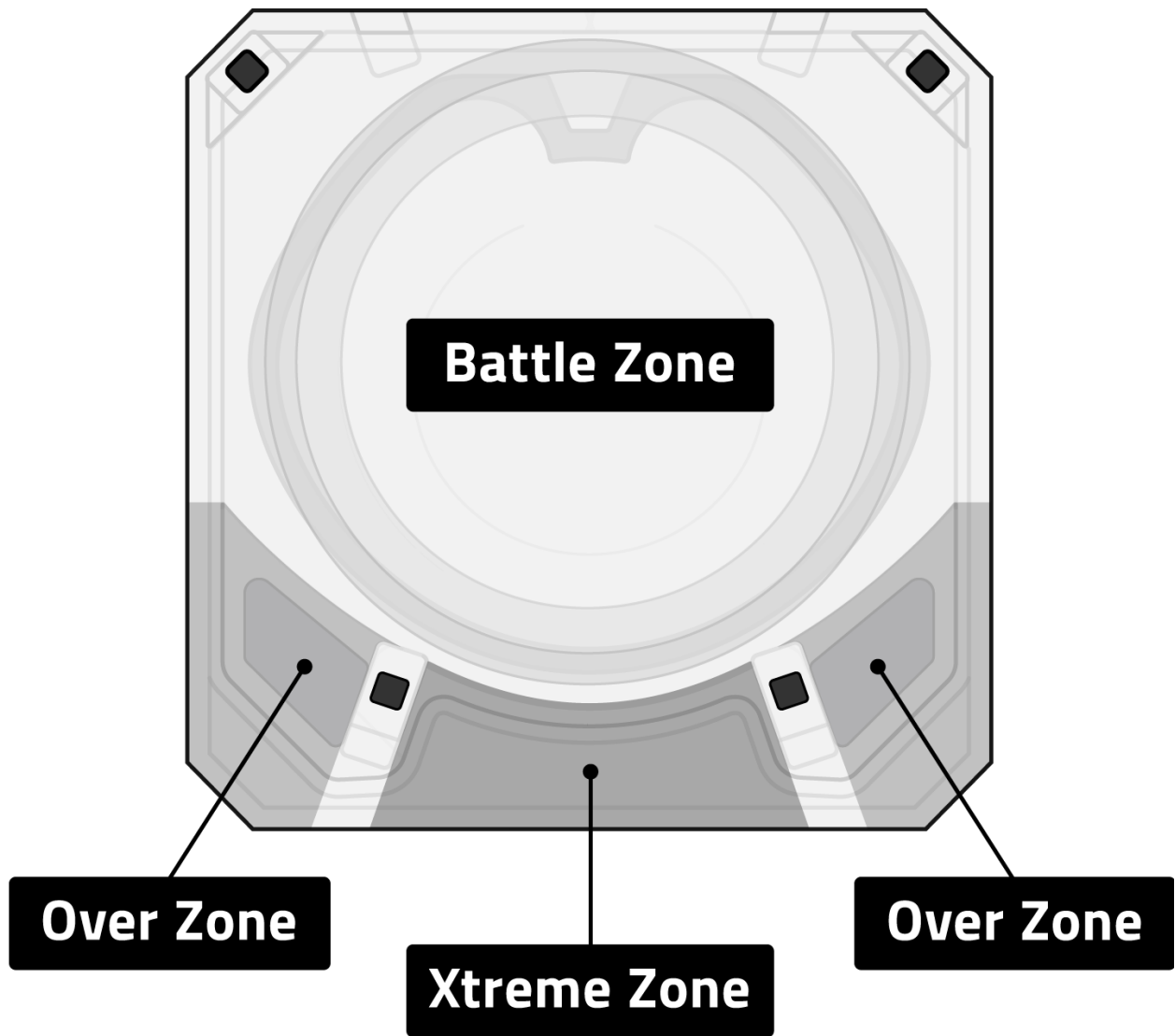


Fig. 2. Stadium Zones



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1. Battles take place in the *stadium*. This ruleset supports the **Xtreme Stadium/Beystadium** only.
2. The stadium is comprised of a *stadium cover* and *stadium body* (figure 1).
 - a. The stadium cover includes the *launch area*, a circular opening through which Beys are launched.
 - b. The stadium body is the surface Beys are launched onto.
3. The space inside the stadium (between the stadium cover and stadium body) is divided into three types of *zones* (figure 2):
 - a. the *battle zone*, consisting of the entire space inside the stadium except for the *over zone* and *Xtreme zone*



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- b. the two *over zones*, located at the left and right corners, at the front of the stadium
 - c. the *Xtreme zone*, located in the center, at the front of the stadium
4. The stadium is placed on top of a flat, level *play surface*.
- a. Any barriers or objects other than the flat surface the stadium is placed on are not considered part of the play surface, even if they are attached to the play surface.
 - b. Exercise caution when playing on elevated play surfaces, such as tables or stadium stands.

Waiver

Each player must read and agree to the waiver below.

I declare that:

1. My accepted entry into the Event will not be transferred to another entrant.
2. If any 'act of God' conditions cause a cancellation of the Event, I agree that my total entry fee is not transferable or refundable.
3. I am in a proper physical condition to take part in the Event, given the known parameters of the Event (such as the length, time, physical demands and environmental context).
4. I have taken medical advice on any pre-existing medical conditions and confirm that it is medically safe for me to take part in the Event.
5. I acknowledge that there are risks involved in the Event. I fully realise the dangers of taking part in the Event, and fully assume the risks associated with my participation and my wellbeing and safety during and after the Event. I understand and acknowledge that the Event organisers (including all officials and event volunteers) provide no warranties, about my wellbeing and safety.
6. I understand and agree that situations may arise during the Event, which may be beyond the immediate control of the Event organisers (including all officials and event volunteers).
7. I will take part in the Event, in a manner that does not endanger either me or others.
8. I agree that to the extent permissible by law, the Event organisers (including all officials and event volunteers), the sponsors and other parties associated with the Event, have no liability to me whatsoever for any direct or indirect loss, (including, but not limited to injury or death) sustained by me during or in any way related to my participation in the Event.
9. I authorise the use of my name, voice, picture and information on this entry form in any broadcast, telecast, promotion, advertising, and in any other way, without payment to me or any other form of compensation.
10. I agree to follow the rules and regulations about the Event.
11. I agree to follow all reasonable safety instructions provided to me by the Event organisers, (including all officials and event volunteers) before, during and after the Event.
12. I consent to receiving medical treatment if illness or injuries are suffered during or at any time after the Event.



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By entering this event, the player hereby agrees and acknowledges that any person, shall have the right to: photograph and/or record on video all and any games or practice conducted during the course of the event, retain such photographs or video recordings for their own use of whatsoever nature, distribute such photographs or video recordings to any other party, display such photographs or video recordings during the event or any time thereafter, in any form whatsoever (including, but not limited to: promotional displays of the organisers and/or the sponsors of the event or any similar event, social network internet sites, the website(s) of the organisers and/or sponsors of the event PROVIDED THAT no such photographs or video recordings shall be used or retained for any illegal, immoral or unseemly use or purpose."

