



# SWMG Bey Rule Book

*The Official Rule Book for the Shadow Wizard Money Gang Underground BeyBlade Tournament*

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## Rules:

1. Two "Bad Spins" per blader
2. Beys rotate after winning a match (can't use a winning Bey back 2 back)
3. 1 Timeout per blader per round (60 secs max)
4. No drinking \*Zaza is allowed\*
5. Conditions for winning a single round:
  - a. ▸ Out-spinning the opposing Beyblade.
  - b. ▸ The opposing Beyblade exiting BeyStadium
  - c. ▸ Getting "Parted"
6. Penalty Conditions:
  - a. ▸ If a blader touches either Beyblade or the BeyStadium during an active round, the round immediately ends and the opposing (intentionally is an auto win)
  - b. ▸ If a blader shoots too early or too late, the round immediately ends

In the case of a draw, neither blader is awarded a victory for that round.

7. The blader's Beyblade selection is to be considered undecided until the Beyblade is attached to the launcher. Once the Beyblade is attached to the launcher, that Beyblade must be used for the duration of the BeyBattle.
8. The blader is free to select a different Bey unless they have already attached the Beyblade or inserted a winder. Once either of these actions have been performed, the Bey cannot be changed. In the case of the dual Bey, the spin direction can be changed between rounds.

## Rules of Launching:

1. Both bladers must be facing adjacent from each other at the Beystadium.
2. The bladers count downwards from 3, (i.e. "3! 2! 1! Shoot!") For a launch to be legal, the Beyblade must be launched as the word "shoot" is called or immediately after.

## **When is a Beyblade considered no longer spinning?**

1. A Beyblade is considered to still be spinning as long as the Beyblade is still able to complete a full revolution. Once a Beyblade stops spinning, that Beyblade is out of play, and the BeyBattle ends.

## **When is a Beyblade considered knocked-out?**

1. A Beyblade is considered out of play once it exits the play area, not when it touches the floor/ground outside of the BeyStadium. The moment a Beyblade exits the play area it is considered out of play.
  - a. If a bey goes in a pocket but exits out and still spinning that is considered in play

## **One Beyblade stops spinning at the same time another Beyblade is knocked out.**

1. If it is indiscernible which Beyblade lost first, the round is a draw.

## **A Beyblade starts spinning again after it has stopped**

1. The moment a Beyblade stops spinning, the round ends. Once a Beyblade is considered out of play, it cannot become "in-play" again.

## Tournament Format

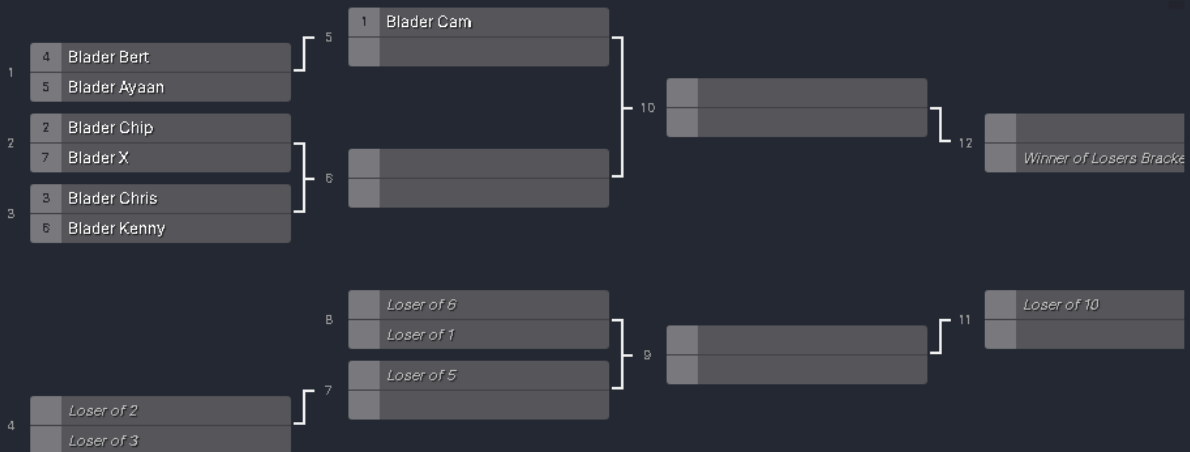
### 1. Double Elimination

#### Example Bracket

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Run this Tournament



## How Will the Stadium be Decided ?

1. At the Start of Each Round, 1 Stadium will be decided at Random for the duration of that round once the winner of the round has been decided the next round will have a new stadium selected at random.