

Tournament Format

——Qualifying Rounds [Swiss Draw Format]——

Conducted in a Swiss Draw format where all participants play the same number of matches, and rankings are determined by those results.

- Max 5 Rounds
- Best-of-1 (Single Game), 30-minute time limit
- *This event is not an elimination format. All participants will play a specified number of matches to determine the final qualifier rankings.
- *During Qualifying Rounds, "Concession" is allowed. However, you cannot concede during game setup or after a match has been decided.
- *If conceding, please declare your intent to concede to the opponent player. Afterward, register the result via TCG+ on your device. Calling a judge is not necessary.

■ Regarding Rankings

Qualifying Rounds rankings are determined based on the following priority:

<<Priority 1>>

Personal Points (Win: 3 points, Loss: 0 points per match)

<<Priority 2>>

Opponent Match Win Percentage (OMW%) (Average strength of opponents)

<<Priority 3>>

Average value of the opponents' OMW%

<<Priority 4>>

If 1-3 are all tied, a random method determined by the organizer

■ Processing for Time Limit Expiration in Qualifying Rounds

If the game has not ended when the time limit expires, the match results in a Double Loss.

*Arriving late to the match start time will be treated as a loss by default.

Tournament Format

Finals Round [Tournament Format]

The top 8 players from the final qualifier rankings will advance to the Finals Round.

- Best-of-1 (Single Game), 40-minute time limit (No time limit for the final match only)
- Single Elimination format (Eliminated upon loss)
- *In the Finals Tournament, "Concession" is not allowed.

■ Processing for Time Limit Expiration in Finals Tournament

- When 30 minutes of match time have elapsed, staff will sound a buzzer to announce the 30-minute mark.
The turn following the turn of the player acting when the buzzer sounds (the opponent's turn) will be the Last Turn.
- Staff will sound the buzzer again at the 40-minute mark. If a winner has not been decided, the game ends immediately even during effect resolution.
Players without a decided outcome must promptly stop the game, raise their hand, and receive a victory judgment from a Judge.

<<Resolution Example 1>>

If a Magic card is used in the Main Step, effect resolution stops at the end of the time limit, and the game ends.

<<Resolution Example 2>>

If a Spirit/Ultimate is attacking, effect or attack resolution stops at the end of the time limit, and the game ends.

If a winner is still not decided upon time expiration, victory is determined by the following procedure:

1. Player with more remaining Life wins (if tied or both 5+, proceed to next).
2. Player with more cards remaining in the Deck wins (if tied, proceed to next).
3. Player with a higher total number of cards in the Deck wins (if tied, proceed to next).
4. Player with fewer total Cores in Field/Reserve/Trash (excluding Life and Grandwalker Nexuses) wins (if tied, proceed).
5. Ranking determined by a random method chosen by the organizer.

*Judgments are made by Judges; do not pack away Decks or Cores until the judgment is complete.

*Arriving late to the match start time will result in a Match Loss (Default Loss).

Battle Spirits Championship 25-26

GRAND FINAL Tournament Rules



Regulation: Adopted Tournament Rules

This tournament is conducted under the latest version of the [Official Rules](#). Please be sure to check them.

*If a question arises, immediately suspend play, call a Judge, and follow their ruling. Please note that correct rulings cannot be made after the battle has proceeded. While Judge rulings are valid on the day of the tournament, please note that rulings may change later due to Official Rule updates.

*During the tournament, the Judge's decision takes priority in all matters.

*If misconduct is discovered, you will immediately lose the game.

*After a game, results will not be overturned even if a misuse of rules (excluding misconduct) is discovered.

*Cards with additional writing, such as signatures or names, cannot be used.

*Counterfeit items, such as copied cards that are not official Battle Spirits cards, cannot be used.

*For this tournament, participants must use the common sleeves provided by the organizer. These will be handed out at the venue after registration; please sleeve your cards yourself.

*Only one sleeve may be used per card.

*Please note that transparent inner or outer sleeves cannot be used in this tournament.

*Cards kept outside the deck using Rebirth Checklist Cards may use up to two layers of transparent sleeves.

*You may be asked to remove or change sleeves due to deterioration or damage.

*Decks may be subject to checks by Judges.

*Promptly submit your deck if requested by a Judge or staff.

*Each participant may use only one deck during the tournament.

*If misconduct, bad manners, or actions hindering operations are discovered, you may be disqualified or removed from the venue at the Judge's discretion.

*After a battle ends, you must open your Set Burst and show it to your opponent. If the opponent points out a failure to reveal a Burst, a Judge may issue a warning after confirmation.

*If the deck does not contain Rebirth Checklist Cards or cards with "use token" effects, Rebirth Cards or tokens cannot be kept on the table.

Effects that use tokens are cards with effects to "place a token" or "activate the opponent's effects."

After a game, if an opponent points out that Rebirth Cards or tokens were prepared outside the deck despite the deck lacking such cards, a Judge may issue a warning.

*Cards with scratches severe enough that they cannot be identified cannot be used.

*Wristwatches may be used during a match. Items other than wristwatches (phones, smartphones, smartwatches, table clocks, stopwatches, etc.) cannot be used as timepieces.

Battle Spirits Championship 25-26

GRAND FINAL Tournament Rules



Regarding Decks Used

The following cards cannot be used:

- Cards for which 7 days have not passed since their sale or distribution.
- Promotion cards with a "GX" number.
- Banned Cards
 - *Please check [here](#) for the current Banned and Restricted cards.
- Precautions
 - Decks must consist of 40 or more cards; up to 3 cards with the same name can be used (excluding certain cards).
 - Please prepare your own Soul Core, Cores, and Play Sheet for your use.
 - Cards cannot be changed after checking in.
 - Please note that you will be disqualified if there is a discrepancy between the registered deck and the deck actually used.
 - Please note that cards designated as Restricted Cards have limits on the number of copies allowed.
 - If a deck is found to violate tournament rules, you will be disqualified immediately (previous wins may also be invalidated).

Manners & Etiquette

- If you have any questions about the rules or are unsure about how to proceed during a battle, immediately raise your hand to seek a Judge's decision and follow their ruling.
- Manipulating the order of cards in your deck, such as before shuffling or between games, will be subject to a Warning.
- When discarding cards from the deck to the Trash during a game, please discard them one by one so your opponent can clearly see.
- In the Flash Timing, the defending player has priority to use Magic. If the attacking player wishes to use Magic, they must first confirm with the defending player.
- Eating and drinking during the tournament is prohibited.
- Smoking is prohibited during the tournament.
- You must obtain permission from staff to use the restroom during a game.
- If you feel unwell, please call for a staff member immediately.
- Regardless of the reason, leaving your seat for 5 minutes or more during a game may result in disqualification.
- Please turn off your mobile phone or set it to silent mode.
- Using a mobile phone or answering a call during a game may result in disqualification.
- To avoid any suspicion of misconduct, please put away all cards other than your deck during the tournament.
- Please be careful of loss or theft. Please note that we cannot take any responsibility in the event of loss or theft.
- During play, please hold your hand above the table so your opponent can clearly see the number of cards you have.

Slow Play

• Please strive for smooth gameplay.

Excessive thinking time may result in penalties for Slow Play at the Judge's discretion.

• The guideline for Slow Play is 2 minutes.

If you judge your opponent's thinking time to be excessive, please call a Judge.

• Repeated bouts of long thinking may be judged as Slow Play even if they do not exceed 2 minutes.

• Examples of Slow Play:

- Taking no action (excessive thinking, etc.)

- A series of plays that do not change the game state

(pointlessly moving Cores, checking the Trash, repeating loop actions that do not change the outcome, etc.)

- Playing at an unnaturally slow pace

• If judged as Slow Play by a Judge, a Warning will be issued. If a "Warning" is issued, measures may be taken to force the game to proceed to the next step.

If judged as Slow Play again after a Warning, it will result in a "Loss."

• "Looping actions" that repeat specific behaviors and change the game state will not be considered Slow Play, provided there are no other delaying behaviors.

*Parts of a "Looping action" can be omitted if the content is explained to and accepted by the opponent. However, if it involves cards being revealed or discarded from Decks, or discarding from the opponent's hand where effects may trigger at random timings, it cannot be omitted.

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• 本大会は日本語で運営します。

This event will be operated in Japanese.

本大賽舉辦時使用的語言為日語。

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