

## TABLE OF CONTENTS

### **1. Match Format Overview**

### **2. Tournament Standards**

#### **2.1 Tournament Format**

#### **2.2 Stadium Conditions**

#### **2.3 New Part Restriction**

#### **2.4 Judge Expectations**

### **3. Bey State Definitions**

#### **3.1 Active**

#### **3.2 Inactive**

#### **3.3 Suspended**

### **4. Decisive Outcomes and Points**

#### **4.1 Spin Finish – 1 Point**

#### **4.2 Burst Finish – 2 Points**

#### **4.3 Over Finish – 2 Points**

#### **4.4 Shroud-Break Finish – 2 Points**

#### **4.5 Xtreme Finish – 3 Points**

#### **4.6 Self-KO – 1 Point (awarded to opponent)**

### **5. Special Battle Outcomes (Non-Decisive Outcomes)**

#### **5.1 Simultaneous Finish (or Draw)**

#### **5.2 Exiting from the side of the Shroud**

#### **5.3 Mid-Air Collision**

#### **5.4 No Contact Self-Burst**

#### **5.5 Part Breakage**

### **6. Deck Construction**

#### **6.1 Main Deck Registration**

#### **6.2 Sideboard Registration**

#### **6.3 Blader Pass**

### **7. Match Procedures**

**7.1 Deck Inspection**

**7.2 Choosing Sides**

**7.3 Deck Sequencing**

**7.4 Performing Battles**

**7.5 Launch Procedures**

**7.6 Between Set Procedure**

**7.7 Blader Conduct Standards**

**7.8 Infractions and Penalties**

**8. Sideboarding Rules**

**8.1 CX Sideboarding Rules**

**8.2 Sideboard Carryover**

**8.3 Set-Specific Rules**

**9. Battle Limits**

**10. Equipment Rules**

**10.1 Launchers and Ripcords**

**10.2 Allowed and Prohibited Modifications**

**11. Part-Specific Rules**

**Bullet Griffon Blade**

**12. Terminology**

**Appendix A: Change Log**

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## 1. Match Format Overview

### BBAX Competitive Format

- 3-on-3 Deck with Sideboard (See [5. Deck Construction](#))
  - Matches are **Best-of-3 Sets**
  - **Ranked Tournaments** (Pro Series and above) must use a **Takara Tomy Standard Stadium**
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## 2. Tournament Standards

To ensure fair and consistent play across all regions within BBAX, all Battles in the tournament must follow an established format and take place in Stadiums that meet specific standards. This section outlines the official Battle structure and Stadium requirements.

### 2.1 Tournament Format

- **Two-stage:** Swiss to Top Cut (Single Elimination)
- A minimum of seven Bladers are required to qualify a tournament as Ranked
- **Stage 1:** Swiss: Five points to win a set
- **Stage 2:** Top Cut (Single Elimination): Seven points to win a set

#### 2.1.1 Number of Rounds and Advancement to Top Cut

The number of Swiss Rounds and Bladers that advance from the Swiss Stage to the Top Cut Stage is determined by the number of Bladers competing in the tournament using the table below:

# of Bladers	# of Swiss Rounds	# of Bladers that Advance
7-16	5	4
17-64	5	8
65 or more	6	16

#### 2.1.2 Tiebreakers

If Bladers are tied in match points at the end of the Swiss rounds, the following tie-breakers will be applied **in order** to determine standings:

- Game/Set Win Percentage
  - Calculated as the total sets won divided by total sets played
  - Winning a match 2–0 improves this percentage more than winning 2–1
  - Losing a set lowers this percentage
  - This ensures clean wins are rewarded and prevents intentionally losing sets to pad tiebreakers
- Median-Buchholz System
  - Strength-of-schedule tiebreaker: the sum of opponents' match points, excluding the highest and lowest scoring opponent
  - This rewards Bladers who faced tougher opponents while minimizing the impact of extreme match results
- Wins vs. Tied Participants
  - Counts the number of wins against Bladers who are tied on match points
  - Used only as a final tiebreaker when Game/Set Win Percentage and Median-Buchholz cannot resolve the tie

## 2.2 Stadium Conditions

To ensure fair play, a Stadium must meet the following standards:

- Height: 18–36 inches from the ground
- Level Surface: The Stadium must be placed on a flat, stable surface
- Condition: The Stadium should be free of cracks, debris, or damage that could affect Battles

## 2.3 New Part Restriction

All newly released Beyblade parts must observe a waiting period before becoming legal for BBAX Ranked Tournament play. Takara Tomy and Hasbro parts reach their eligibility date on the most recent Friday on or prior to the one (1) calendar month anniversary of the official release date.

If a newly released part is a retool or reproduction of a previously released part, it is considered legal for tournament use immediately **provided that**:

- The original version of the part has already completed the required new-release waiting period

## 2.4 Judge Expectations

Judges are responsible for ensuring fair play, rule enforcement, and a respectful competitive environment. All judges are expected to act with professionalism, neutrality, and consistency at all times.

Judges are expected and held to these standards:

- Remain unbiased and impartial, regardless of personal relationships, team affiliation, or past matches
- Apply rules consistently and fairly to all Bladers
- Avoid showing favoritism, coaching, or strategic advice during matches
- Communicate rulings clearly, calmly, and respectfully
- Refrain from arguing with Bladers or spectators
- Step away from judging a match if a conflict of interest exists (e.g., close friends, family members, or teammates)
- If showing a video replay, it must be shown to both Bladers
- Respect a Blader's decision to appeal to the Head Judge

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## 3. Bey State Definitions

During a Battle, a Bey can be in three different states: Active, Inactive, and Suspended

### 3.1 Active

A Bey is considered Active if all the following are true:

- The first surface the Bey contacted after being launched was the **Stadium Floor or X-Rail**

- It is within the **Battle Zone** of the Stadium *or* in a location where it can **naturally reenter the Battle Zone** (see [3.3 Suspended](#))
- It is **rotating in its intended direction** (clockwise or counterclockwise, as designed)
- If it still exhibits **continuous rotational movement**, even if tilted or off-axis. Loss of optimal axis does not equal loss of spin. (*Life-After-Death movement is one example*)
- The Bey is **whole**, meaning no parts have separated

A Battle begins when **both Beys become Active**.

## 3.2 Inactive

A Bey is considered **Inactive** if **any** of the following occur:

- It has **completely stopped spinning**
- It is spinning in the **opposite direction** of its intended rotation
- One or more of its parts have **fully separated apart from the full Bey combination**
- It has **left the Stadium** and has **no natural way to reenter** the Battle Zone or has contacted an outside object (*e.g. a wall, a Stadium stand, a table, or other*)

A Battle concludes when **one Bey becomes Inactive**.

## 3.3 Suspended

A Bey is considered **Suspended** when it meets the conditions of an Active Bey but is in an Over Zone, Xtreme Zone, or has exited from the Launch Area, while still capable of natural reentry into the Battle Zone but has not contacted an outside object.

### *Suspended Resolution Conditions:*

While a Bey is Suspended, any Decisive Outcome that would normally conclude the Battle is **placed in suspension and does not immediately end the Battle**.

- A Bey is Freed when it **reenters** the Battle Zone **without becoming Inactive**
- If the Suspended Bey is Freed:
  - The suspended Decisive Outcome against that Bey no longer applies
  - The Battle ends according to the next applicable Decisive Outcome
- If the Suspended Bey becomes Inactive before being Freed:
  - The suspended Decisive Outcome is applied regardless of any Decisive Outcome after

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## 4. Decisive Outcomes and Points

A Battle outcome is not considered decisive until **only one Bey becomes Inactive and one Bey remains Active**. Judges must wait until one Bey State is **clearly Inactive** before declaring an outcome

#### 4.1 Spin Finish – 1 Point

- One Bey becomes Inactive **due to spin loss or reversing its intended spin**

#### 4.2 Burst Finish – 2 Points

- One Bey becomes Inactive **due to one or more of its parts fully separating apart**

#### 4.3 Over Finish – 2 Points

- One Bey becomes Inactive **by entering the Over Zone and exhausting its spin while inside that Zone or exiting from the gap** between the Stadium and the Shroud located in the Over Zone
- Suspended Bey State rules apply while a Bey is Active in the Over Zone (see [3.3 Suspended](#))

#### 4.4 Shroud-Break Finish – 2 Points

- One Bey **exits the top of the Stadium and becomes Inactive**
- Suspended Bey State rules apply while a Bey is Active in or above the Launch Zone or on the Shroud (see [3.3 Suspended](#))

#### 4.5 Xtreme Finish – 3 Points

- One Bey **exits the Stadium through the Xtreme Zone and becomes Inactive**
- Suspended Bey State rules apply while a Bey is Active in the Xtreme Zone (see [3.3 Suspended](#))

#### 4.6 Self-KO – 1 Point (awarded to opponent)

- A Bey becomes Inactive without contact from the opposing Bey
- The opponent is **awarded one point**, and Bladers **advance to the next Beys in sequence**
- A Match **cannot be won** by a point awarded by Self-KO, but a Set **can be won** this way

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## 5. Special Battle Outcomes (Non-Decisive Outcomes)

### 5.1 Simultaneous Finish (or Draw)

- Occurs when both Beys become Inactive at the same time
- First simultaneous finish: Rebattle the same Beys for a clear Decisive Outcome
- Second consecutive Simultaneous Finish:
  - Bladers advance to the next Beys in sequence
  - If no next Bey exists, Bladers must re-order their Deck

## 5.2 Exiting from the side of the Shroud

- Occurs when the **Shroud flexes** to allow a Bey to leave the Stadium in an unintended way
- No points are awarded, and Bladers Rebattle the same Beys

## 5.3 Mid-Air Collision

- Occurs when one or both battling Beys **collide before hitting the Stadium floor**
- **Results of the Battle are ignored** and a Rebattle begins with the same Beys
- If the Judge is uncertain whether a Mid-Air Collision occurred, they must announce this at the start of the battle, and the outcome will be deferred pending a video review of the suspected collision as long as video is available
- Bladers are prohibited from suggesting that a Mid-Air Collision occurred

## 5.4 No Contact Self-Burst

- Occurs when one or more of a Beys parts separate before contact is made with the battling Bey
- **Results of the Battle are ignored** and a Rebattle begins with the same Beys

## 5.5 Part Breakage

- If a Beyblade part breaks during a Battle, the **Battle ends immediately** with no points awarded
- The Set continues as normal. If the Bey should come up in sequence again, the **Blader forfeits that Set**

In between Sets, the Blader will create a new Bey combo **using parts from their Sideboard**. After the Match, the Blader may see the Head Judge to **approve a replacement part**.

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# 6. Deck Construction

## 6.1 Main Deck Registration

- Bladers register **3 Beyblade combinations**
- **No repeating parts** across the Main Deck or Sideboard

### 6.1.1 CX Blade Rules

- A CX Blade consists of: 1 Lock Chip, 1 Main Blade, 1 Assist Blade (and 1 Over Blade if applicable)
- When registering multiple CX Blades:
  - **Main Blades and Assist Blades may not repeat**
  - **Plastic Lock Chips are exempt from repeating parts rules**
  - **Metal Lock Chips are included in repeating parts rules**

# **Ranked Tournament Rules – Beyblade X**

- CX Blade combinations will be registered as three pieces: **Lock Chip**, **Main Blade**, and **Assist Blade** (e.g., *Dran Blast Jaggy*)
- In the case of a CX Expand Blade, they will be registered as four pieces: **Lock Chip**, **Main Blade**, **Assist Blade**, and **Over Blade** (e.g., *Unicorn Delta Peak Odd*)

## 6.2 Sideboard Registration

- Sideboard consists of **exactly three parts**:
  - 1 Blade (in case of CX: 1 Lock Chip, 1 Main Blade, 1 Assist Blade, and 1 Over Blade if applicable)
  - 1 Ratchet
  - 1 Bit
- Sideboard parts **may not repeat** any Main Deck parts besides Plastic Lock Chips
- Parts are locked, meaning Bladers may not swap parts during the Tournament
  - If a situation demands that a part needs replaced, swapping parts **must be approved by the Head Judge**

## 6.3 Blader Pass

- Main Deck and Sideboard are registered before the event and **cannot be changed**
  - Bladers or a Tournament Organizer will fill out a **Blader Pass** listing all registered parts
  - Blader Pass must be presented to the Judge and opponent for each Match
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## 7. Match Procedures

### 7.1 Deck Inspection

- Bladers present their Blader Pass, Main Deck (3 Beys), and Sideboard (3 parts)
- Judge verifies legality against the Blader Pass
- Opponents may review each other's Blader Pass

### 7.2 Choosing Sides

- A random method decides which Blader chooses their side for the first Set
- Bladers either choose the side closest to the “B” or “X” in “Beyblade X” written across the Shroud
- The other Blader takes the remaining side

### 7.3 Deck Sequencing

- Bladers reveal all 3 Beys to their opponent
- Each Blader secretly chooses the order in which their Beys will Battle
- Beys must remain concealed (deck box with numbered slots or equivalent)
- Once sequencing is complete, Bladers declare **“Set”** and may not alter order

### 7.4 Performing Battles

- Battles are played following deck order: **#1 vs #1, #2 vs #2, #3 vs #3**

#### 7.4.1 Re-ordering the Deck

If all three Beys have Battled and **no Set winner is determined**:

1. Bladers may secretly re-order their entire Main Deck within 30 seconds
  2. Declare **“Set”**
  3. Resume Battles using the new order according to section [7.4 Performing Battles](#)
- This process may repeat until the Set is decided or Battle Limit is reached (See [9. Battle Limits](#))

### 7.5 Launch Procedures

#### 7.5.1 Simultaneous Launch Requirement

- All Battles require a **simultaneous launch** by both Bladers
- The Judge will initiate each launch using the **verbal cadence**:
  - **“3, 2, 1 — Go Shoot!”**
- Bladers must release their Bey during the word **“Shoot.”**
  - Early or delayed launches may result in a **Rebattle and/or penalty at the Judge’s discretion**

#### 7.5.2 Launch Position & Technique Requirements

##### *Launch Zone*

- The launcher must be held within 20 cm above of **the Stadium floor**
- The launcher must not be completely past the Shroud
- The launch must **be conducted entirely** above the Stadium floor

##### *Launcher Contact*

- No part of the launcher may touch the **Stadium floor or Stadium base**
- The Blader’s hand may not be **fully positioned** beneath the shroud entrance

##### *Bey Orientation*

- The Bey may not be tilted **more than 90 degrees** relative to the Stadium floor at release

- Excessive horizontal or upward tilting Beyond this limit **is not permitted**

### 7.5.3 Stadium Interaction

- The launcher **may not be braced against or supported by** the Stadium, shroud, or stand
- **No contact should happen between a Blader and the Stadium** from the time of setting up for launch to the outcome of a Battle

### 7.5.4 Blader Interaction

- Bladers must stay on their own side of the Stadium
- Must not touch or obstruct the opponent, their hand, or their launcher
- Avoid crowding or distracting the opponent during their launch
- Interference may result in a warning or disqualification

### 7.5.5 Blader Positioning

- Bladers must remain fully **behind the launch boundary** defined by the Stadium stand
- A Blader **may not place any part of their body**, including a foot, beyond this boundary line
- If a physical boundary is not marked, the Judge will designate an imaginary line aligned with the Stadium stand; this line is enforced as if physically present

### 7.5.6 Illegal Launches

- If one or both Bladers perform an illegal launch:
  - The Judge may call a Rebattle using the same Beys
  - Repeated violations may result in penalties or point awards at Judge discretion

## 7.6 Between Set Procedure

### 7.6.1 Switching Sides

- The losing Blader may select their **preferred side** after a Set; the other Blader takes the remaining side

### 7.6.2 Sideboarding and Re-ordering

- Bladers will follow section [8. Sideboarding Rules](#) during this time, keeping their Main Deck original or creating a new Main Deck from parts in their Sideboard
- Bladers may secretly re-order their entire Main Deck within 30 seconds
- Declare that the new Main Deck is Locked, meaning no parts may be swapped until the next Sideboard opportunity or when the Match ends

## 7.7 Blader Conduct Standards

During a Match, Bladers are expected to adhere to the following:

### 7.7.1 Judge Interaction & Match Control

- Respect all Judge rulings and allow the Judge to **complete outcome calls without interruption**
- Appeals may be made **only after an outcome call is delivered** and only to the Head Judge
- **Refrain from verbally declaring outcomes** prior to an official ruling

### 7.7.2 Stadium & Equipment Interaction

- Beys may be retrieved from the Stadium **only after** the Judge has declared the outcome
- The Stadium, shroud, stand, and table must remain untouched and unmoved during Battles

### 7.7.3 Launch & Battle Conduct

- Launches must follow the Judge's cadence and simultaneous launch procedure
- Maintain clear space for the opponent's launch and line of sight to the Stadium
- Avoid any actions that could interfere with or distract from an opponent's launch or Battle

### 7.7.4 Sportsmanship & External Influence

- **Maintain respectful conduct** toward opponents, Judges, and spectators
  - **Respectful conduct includes good personal hygiene**
- Spectator input, coaching, or signaling **is not permitted during active Sets**
- Electronic devices may not be used to review or dispute outcomes **unless approved by the Judge**

## 7.8 Infractions and Penalties

To maintain a fair, safe, and enjoyable environment, all Bladers are expected to follow the league rules and treat others with respect. Infractions will be addressed by judges and organizers at their discretion, with penalties assigned based on severity and frequency. The two main categories of infractions are **Unsportsmanlike Conduct** and **Stadium/Equipment Misuse**, each with escalating infractions to ensure fair play and safety.

### 7.8.1 Unsportsmanlike Conduct

Behavior that disrespects players, judges, or the league, including:

- Taunting, mocking, or swearing at opponents
- Refusing to follow Judge instructions
- Arguing excessively or showing aggression
- Refusing to show respect after a Match
- Intentional damaging of stadiums or league equipment

#### Escalation of Penalties:

# **Ranked Tournament Rules – Beyblade X**

- **Minor Offense:** Loss of the current or next match
- **Repeated/Moderate Offense:** Disqualification from the tournament
- **Severe/Intentional Offense:** Ban from all BBAX events

## 7.8.2 Stadium/Equipment Misuse

Behavior that interferes with fair play, including:

- Accidental bumping or tilting the stadium during play
- Interfering with an active Battle

**Spectating Bladers may also receive penalties for these infractions.**

**Escalation of Penalties:**

- **Minor Offense:** Warning
  - **Repeated Offense:** Loss of current or next Set
  - **Severe/Persistent Offense:** Loss of current or next Match
- 

## 8. Sideboarding Rules

- Sideboarding occurs **between Sets only**
- The Judge will declare when the Sideboarding Phase **may commence**
- During each Sideboarding Phase:
  - **Only one Main Deck Bey** may be modified
  - Any number of parts may be swapped between that Bey and the Sideboard
  - All changes are **private knowledge** until the changes are confirmed by the Judge

### 8.1 CX Sideboarding Rules

- CX to CX: Lock Chip, Main Blade and/or Assist Blade may be swapped
- CX to UX/BX: Entire Blade must be swapped

### 8.2 Sideboard Carryover

- Any parts swapped become the new Sideboard for Set 3

### 8.3 Set-Specific Rules

- Set 1: Main Deck only
- Set 2: Optional Sideboarding before Set begins

- Set 3:
    - Option A: Sideboard before Set begins
    - Option B: Revert to Main Deck and Sideboard listed on Blader Pass, then choice to Sideboard
  - End of Match: Deck resets to original Main Deck and Sideboard listed on Blader Pass
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## 9. Battle Limits

Each Set has a maximum number of Battles that may be played before a winner must be determined.

- Swiss Stage
    - Maximum of 10 Battles per Set
    - If the Battle Limit is reached, the Blader with the higher point total wins the Set
    - If tied, the Set continues until the next point is scored
  - Top Cut Stage
    - Maximum of 14 Battles per Set
    - If the Battle Limit is reached, the Blader with the higher point total wins the Set
    - If tied, the Set continues until the next point is scored
  - Championship Match Sets
    - No Battle Limit applies
    - Sets continue until a winner is determined by points
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## 10. Equipment Rules

- All Beyblade parts, launchers, and ripcords must be **official products** of Takara Tomy or Hasbro

### 10.1 Launchers and Ripcords

- Bladers may not modify launchers unless the mod is for cosmetic purposes
- Launchers may only be used according to a Blade's intended spin direction

### 10.2 Allowed and Prohibited Modifications

#### 10.2.1 Allowed:

- **Light painting** or **protective clear coat** on non-contact points of a Blade
- **Decorative stickers** on the Gear Chip that **do not affect weight**
- **Dying Blades** following BBAX Dying instructions

- **Custom Launcher Grips (3D Printed or otherwise)** that do not alter or fix the launcher's angle **Beyond the physical limitations** of an official Beyblade X grip
  - The **Head Judge** of the event must approve all custom grips
- **Ratchet swapping** to create a ratchet that has been officially released
- **Part identification:** small initials, dots, or visible markings on non-contact surfaces

#### 10.2.2 Prohibited:

- Launcher level attachments used to visually **indicate launch angle**
  - Launcher laser attachments used to visually **project a landing spot**
  - Any launcher grip that tilts, offsets, or locks the launcher in a position **past the physical limitations** of an official Beyblade X grip
  - Weight addition in any form
  - Sanding, scraping, polishing, or reshaping parts
  - Glue affecting functional surfaces
  - Launcher internal modifications
  - Altering teeth/locks on ratchets
  - Applying heat to a part to alter its performance
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## 11. Part-Specific Rules

### 11.1 Bullet Griffon Blade

Bullet Griffon separates into two components during battle: **Bullet** (upper) and **Griffon** (lower).

- Only **Griffon** is considered the Main Blade for determining a Decisive Outcome
  - **Bullet** is treated as an auxiliary part. Its knockout or loss of spin does not result in a Decisive Outcome, and the Blade remains in play if Griffon is Active
  - Bladers and Judges are not to remove Bullet from any Zone until the Battle concludes
  - Both Bullet and Griffon must have a marking to distinguish ownership in the event of a match between two Bullet Griffons
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## 12. Terminology

- **Match:** A Best-of-3 game between two Bladers with a declared winner
- **Set:** A scoring phase within a Match played to 5 or 7 points
- **Battle:** A single launch resulting in an outcome

# **Ranked Tournament Rules – Beyblade X**

- **Rebattle:** A repeat match between the same two Beys to determine a clear outcome
  - **Round:** One Match played per Blader within the tournament schedule
  - **Stadium:** The official Beyblade X stadium used for Match play, including the Battle Zone, Shroud, Over Zone, and Xtreme Zone
  - **Stadium Floor:** The bottom half of the fully assembled Stadium, consisting of the Battle Zone, Over Zone, and Xtreme Zone
  - **Shroud:** The upper structural boundary of the Stadium that surrounds the Battle Zone and may temporarily support or deflect Beys during Battles
  - **Launch Zone:** The area within 20 cm above the Stadium floor where the opening of the Shroud is, where Beys enter the Stadium
  - **Battle Zone:** The primary interior area of the Stadium floor where Beys are intended to battle and directly interact, including the area within and surrounding the X-Rail
  - **Over Zone:** The two corner areas of the Stadium containing pits, located outside the Battle Zone. A Bey in the Over Zone may travel or remain temporarily and may still be considered Active if capable of natural reentry. This includes the area between the Shroud and the Stadium within those zones
  - **Xtreme Zone:** The area of the Stadium in between the two Over Zones that contains a Stadium exit. A Bey that enters this zone and cannot naturally reenter becomes Inactive
  - **Judge:** The tournament official responsible for supervising Matches, initiating launches, enforcing rules, and determining Battle outcomes
  - **Head Judge:** The lead tournament official with final authority over ruling interpretation, appeals, penalties, and dispute resolution
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## Appendix A: Change Log

### Version 2.0

- Swiss Stage updated to **Best-of-3 Sets, five points per Set**
- Top Cut Stage updated to **Best-of-3 Sets, seven points per Set**
- Introduced **Shroud-Break Finish** terminology
  - Replaced prior terminology for Bey exiting the top
  - Scoring adjusted to **two points**
- Introduced **Suspended and Freed** terminology
- Modified **Self-KO** rule:



## Ranked Tournament Rules – Beyblade X

- Awards opponent one point
- Advances immediately to next Bey in sequence
- Allowed for Sets to be won by points awarded by Self-KO but not Matches
- Added **Simultaneous Finish** handling:
  - First occurrence: Rebattle
  - Second consecutive occurrence: Advance to next Bey
- Clarified and unified Sideboarding, Sequencing, Special Battle Outcomes, and Battle Limits
- Defined equipment usage rules, including examples of allowed and prohibited modifications and custom gear

### Version 2.1

- Corrected number of Swiss rounds and Bladers advancing to Top Cut per number of Bladers in a tournament
- Added [2.3 New Part Restriction](#)
- Rearranged sections to help with flow
- Added more context for Bey States and Decisive Outcomes

### Version 2.2

- Removed “flipping over” as a criterion for a Bey to become Inactive
- Added [2.1.2 Tie-Breakers](#)
- Added [2.4 Judge Expectations](#)
- Added [7.8 Infractions and Penalties](#)

### Version 2.3

- Added additional explanation to [5.3 Mid-Air Collision](#)
- Added [11. Part-Specific Rules](#)

### Version 2.4

- Amended [2.3 New Part Restriction](#) to allow a consistent weekday for new parts to become legal
- Amended [3.1 Active](#) to include rotation such as “Life-After-Death” and other movement

### Version 2.5

- Added video review guidelines in [2.4 Judge Expectations](#)
- Added requirement to add a distinguishing mark to Bullet Griffon in [11. Part-Specific Rules](#)
- Added Over Blade terminology to [6.1.1 CX Blade Rules](#)