



# **TOURNAMENT RULE BOOK**

## Tournament Management

### Pairing

For the first round, players are paired together randomly. For all subsequent rounds, players are randomly paired with other players who have the same amount of Match Points. If there is an odd number of players with the same amount of Match Points, the odd player plays against a player from the next-lowest score group.

If there is an odd player in the lowest score group, that player receives a bye and proceeds to the next round.

**No player is to play against a player they have already played against. The tournament ends when there is only one undefeated player remaining.**

### Byes

In any round in which there are an odd number of players, a random player from the lowest group receives a “bye”. This counts as a win and awards the player with 2 match points. The same player cannot be awarded a bye again in the tournament.

### Disqualification

While disqualifications should be avoided, there are certain circumstances in which they are necessary. **A judge’s declaration in these instances is final.**

- Intentionally cheating or otherwise disrupting fair play of matches
- Gambling, bribery, or otherwise incentivizing play outside of official prizes
- Unsportsmanlike conduct, such as insulting, harassment, threats or physical aggression

## Stamps

Players must have obtained a Battle License before they can participate in StrikerSociety events. Players accumulate Stamps on their licenses based on their performance.

- **One Stamp** for entering a tournament.
- **One Stamp** for every match won during a tournament.

## Battle Rules

### Battle Points

A single **match** is broken up into individual **battles**. To win a match, a player must accumulate **3 Battle Points**.

- **1 Battle Point** is awarded for a Striker spinning longer than the opposing Striker. This is called an “out-spin”.
- **2 Battle Points** are awarded if the opposing Striker exits the Arena. This is called a “KO” or “knock-out”.

If there is no clear winner of a battle (draw), neither player receives any Battle Points.

### Penalties

If a player commits an action that is considered a penalty, the opposing player is afforded **1 Battle Point** and the battle ends.

- Launching the Striker early or late (see *Launching* section)
- Touching the opposing Striker
  - Accidental contact still counts as a penalty
- Touching their own Striker anywhere but the exposed top-part of the magnetic core
  - Accidental contact is at the discretion of the referee
- Attempting to control and/or interfering with the control of the opposing Striker
- Lifting a Striker off of the Arena floor
  - It is possible for a Striker to become attached to the magnet inside of the Controller. In this scenario, the Striker must be released from the Controller while the Striker is at floor level. **Throwing a Striker from above is not acceptable.**
  - If it is clear that a player is lifting their Striker off of the Arena floor intentionally in order to avoid opposing attacks, the battle ends and the opposing player is awarded 1 Battle Point. A player may not lift their Striker off of the floor in order to dodge opposing attacks.
- Contacting the opposing Striker with their Striker while it is attached to their Controller
- Intentionally touching or shifting the Arena

## Mulligans

A mulligan – or do-over – can be declared by either the player and approved by the referee, or declared by the referee himself/herself. If a mulligan is declared in the below circumstances, the battle it is pertinent to is discarded and 0 Battle Points are awarded for it.

- A player can demonstrate that there is a fault in their equipment (e.g. broken Launcher, Launcher with low batteries)
- A player misses the Arena when launching

## Break Mulligan

If a player's Striker breaks during the battle, the entire match is discarded and both players start the match over.

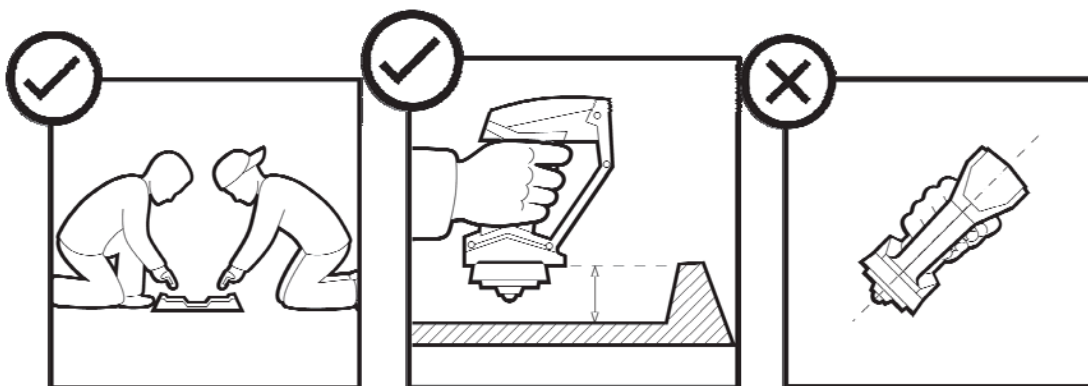
## Selection of Striker, Launcher, and Controller

A player's selection of Striker and Launcher is to be considered undetermined until they are attached together. Once a Striker is attached to a Launcher, the player must use that Striker and Launcher for the entirety of the match.

A player's Controller selection is considered undetermined until it is attached to their hand. After that, it must be used for the entirety of the match.

## Launching

Both players are to be adjacent to each other with the Striker holding areas in front of them and the Knockout Zones facing left-and-right. The Striker must be released below the level of the Arena wall. The Striker must be released level to the Arena floor.



Battle Strikers should **not** be played on an elevated surface if there is no physical guard to stop the Strikers should they be knocked out of the Arena.

The players and/or referee are to count down to the battle with the phrase, **“Ready! Set! Strike!”**

- Players may begin revving their Striker when the word “ready” is called.
- Players are to launch their Striker once the word “strike” is called.

The countdown should take roughly five seconds to allow the Strikers to properly rev. A player who launches before or after the word “strike” incurs a penalty (see *Penalties* section).

## Controlling

Players are allowed to take control of their Striker as soon as it lands in the Arena. For a list of illegal control moves, see the *Penalties* section.

## General Rules

### Legal Equipment

Only official Battle Strikers equipment manufactured by MEGA Bloks may be used in official tournament play. In addition to that, any of the following treatments will render a part illegal:

- The modification of any part in any way, including filing, shaving, gluing, filling with another substance, etc.
  - The painting or other coloring of a part is **legal**
- Excessive wear that drastically affects performance
- Wear that occurred from unusual playing, e.g. wearing down a Tip by using it on concrete

### Metal Sphere Tip

The Metal Sphere Tip is designed for magnetic stacking, and **not** for competitive play. Players are not permitted to use the Metal Sphere Tip in tournament matches. Always check each Tip to make sure it is legal.



### Stalling Phase

If both players are waiting for the other to select their equipment, the players are to enter the “Stalling Phase” in which they select their equipment hidden from the view of an opponent.

### Ruling Clarifications

**Both Strikers stop spinning at *almost* the same time.**

- If it can be discerned which Striker stopped spinning first, regardless of the time frame in-between, the Striker that stopped spinning first is the loser.

**A Striker continues to spin rotate once it has fallen over.**

- As long as a Striker is able to complete one full revolution, it is still considered in-play, even if it is rolling against the Arena floor.

**A Striker stops spinning, but it is still standing upright.**

- Regardless of its position, a Striker that is no longer spinning is no longer in-play.

**A Striker is knocked out of the Arena at the same time that the other Striker stops spinning.**

- If it is unclear which occurred first, the battle is a draw. One type of victory does not “trump” the other.

**A Striker begins to spin again after ceasing to spin/a Striker returns to the Arena after being knocked out.**

- The battle immediately ends once a Striker is out-of-play. Once a Striker is out-of-play, it cannot become in-play again. In this case, the battle ended the moment the Striker stopped spinning.

**Striker A knocks Striker B out of the Arena; however, Striker A stops spinning before Striker B hits a surface outside of the Arena.**

- A Striker is considered knocked-out the moment it *exits the Arena*, not when it hits a surface outside of the Arena. In this scenario, Striker A would be declared the winner.

**A player attaches the Striker to their Controller magnetically and slides it across the Arena floor.**

- This is a common technique. As long as the Striker’s tip is touching the Arena floor when the Striker is released, this is a legal play.
  - There are times when the Striker will be a few millimeters off of the Arena floor when it is released due to the motion of flicking the wrist. This should **not** incur a penalty unless the player is clearly and intentionally trying to gain an unfair advantage by “throwing.” If it is clear that a player is intending to throw their Striker and *not* slide it, they should incur a penalty.