

SQUADRA BLAST

WORLD CHAMPIONSHIP 2026

Rulebook

(Last Updated 8/17/2026 (PT))

1. Introduction

This SQUADRA BLAST Rulebook (the "Rulebook") stipulates important information for SQUADRA BLAST WORLD CHAMPIONSHIP 2026 (hereinafter to be referred to as the "Tournament"), a tournament hosted by Bandai Namco Entertainment Inc ("BNEI"). The Tournament is being operated and managed by a tournament administrative organization (hereinafter to be referred to as the "Tournament Administration"), consisting of the host and companies commissioned by BNEI. This Tournament's rules apply to the individuals that have entered to participate in the Tournament, as well as each team's players, coaches, and other involved parties.

The Tournament Administration retains full authority over management and progression of the Tournament.

2. Definition

The following terms are used when managing the Tournament.

- **STAGE**

The Tournament primarily consists of these competitive phases. Advance from 1st STAGE to 2nd STAGE, then from 2nd STAGE to 3rd STAGE.

- **FINALS**

The final phase of the Tournament. Advance past the 3rd STAGE to participate in the FINALS. The team that wins the last match of the FINALS (hereinafter to be referred to as "the GRAND FINAL"), will be declared the winners of the Tournament.

- **ROUND**

A series of matches held at the same stage of the Tournament. They will be displayed as ROUND 1, ROUND 2, etc.

*This term will only be used in the 3rd STAGE and the FINALS. It will not be used during the 1st STAGE or 2nd STAGE.

- **MATCH**

A Contest between two teams, made up of multiple battles (For example, you advance to ROUND 2 after winning a match in ROUND 1).

- **BATTLE**

A single contest in DRAGON BALL GEKISHIN SQUADRA (For example, winning two battles wins the match).

3. Participant Entry Conditions

For teams who wish to participate in the Tournament, please refer to Section 3 in the Terms and Conditions, "Tournament Entry/Participation." Also, please confirm that you understand the contents of the Rulebook, as well as of the Terms and Conditions before choosing to enter.

4. Tournament Schedule

The schedule for the Tournament is outlined below.

*The following details are subject to change depending on maintenance or other circumstances.

4.1. 1st STAGE Schedule

- Entry Period
5/13/2026 (after maintenance) – 5/19/2026 7:59 (PT)
- 5/13/2026 (after maintenance) – 5/19/2026 14:59 (UTC) Location
Online (hosted in-game in DRAGON BALL GEKISHIN SQUADRA)
- Period
5/21/2026 23:00 – 5/24/2026 22:59 (PT)
5/22/2026 6:00 – 5/25/2026 5:59 (UTC)

4.2. 2nd STAGE Schedule

- Entry Period
5/28/2026 23:00 – 6/4/2026 22:59 (PT)
5/29/2026 6:00 – 6/5/2026 5:59 (UTC)
- Location
Online (hosted in-game in DRAGON BALL GEKISHIN SQUADRA)
- 2nd STAGE Advancement Notice
5/28/2026 23:00 (PT)
5/29/2026 6:00 (UTC)
This will be sent via an in-game notice.
- Period

ASIA	: 6/6/2026 0:00 – 2:00 (PT)
	6/6/2026 7:00 – 9:00 (UTC)
EU	: 6/6/2026 9:00 – 11:00 (PT)
	6/6/2026 16:00 – 18:00 (UTC)
SA	: 6/6/2026 11:00 – 13:00 (PT)
	6/6/2026 18:00 – 20:00 (UTC)
NA	: 6/6/2026 17:00 – 19:00 (PT)
	6/7/2026 00:00 – 2:00 (UTC)

- Advancement Notice Date and Time

Following the conclusion of the 2nd STAGE, details regarding the 3rd STAGE will be sent via an in-game notice.

4.3. 3rd STAGE Schedule

- Entry Period

6/9/2026 – 6/12/2026 (JST)

*Please be sure to check the in-game notice for details.

- Location

Online (hosted using external tools)

- Period

ASIA	: 6/19/2026 (PT)
	6/20/2026 (UTC)

NA	: 6/21/2026 (PT)
	6/21/2026 (UTC)

EU	: 6/27/2026 (PT)
	6/27/2026 (UTC)

SA	: 6/28/2026 (PT)
	6/28/2026 (UTC)

*Details regarding start times will be disclosed after advancing past the 2nd STAGE.

- Advancement Notice Date and Time

Following the conclusion of the 3rd STAGE, details regarding the FINALS will be sent via the Tournament Discord server.

4.4. FINALS Schedule

- Location

Offline (The venue will be located in Tokyo; qualified teams will be contacted directly)

- Date

8/22/2026 (PT)
8/23/2026 (UTC)

4.5. Tournament Dates

To ensure fair matchmaking in this Tournament, the participation periods for the 1st STAGE and 2nd STAGE will be brief. All participants are requested to join at the same time as preliminaries begin to facilitate smooth progression and fair competitive opportunities. Please note that we will not be accepting any formal objections regarding cases where matchmaking does not occur due to the timing of participation in the preliminaries.

5. 1st STAGE Overview and Rules

The 1st STAGE consists of online preliminaries conducted in-game and is open to all teams that entered during the entry period.

5.1. Format

The 1st STAGE will be played in a knockout format, where teams compete in a set number of matches in the in-game preliminary mode during the event period and advance to the 2nd STAGE by achieving the required number of wins.

Additionally, applicants may attempt the qualification as many times as necessary until they advance past the preliminary round during this period.

5.2. Rules

The 1st STAGE will be conducted with the following rules.

Ruleset	GEKSHIN Rules
Divine Draw	Random
Usable Heroes	Any hero owned by the player that has been implemented in DRAGON BALL GEKISHIN SQUADRA by 5/11/2026 (PT)
Usable Helpers	Any helper owned by the player that has been implemented in DRAGON BALL GEKISHIN SQUADRA by the time of the match

Divine Combo Card Limit	None
Server Region	The server region that each participating team selected upon entry
Patch to Be Used	The latest patch implemented by the time of the match

5.3. Qualification Conditions

Teams that participate in the in-game preliminaries during the 1st STAGE period and win 3 out of 5 battles advance to the 2nd STAGE.

Teams that have fulfilled the qualification conditions for the 1st STAGE can no longer play in the 1st STAGE thereafter.

6. 2nd STAGE Overview and Rules

Like the 1st STAGE, the 2nd STAGE consists of online preliminaries conducted in-game. Only teams that have advanced past the 1st STAGE can participate. The 2nd STAGE will be held once on four separate regional servers (EU/SA/ASIA/NA), with teams participating in the server region they selected upon entry to the 1st STAGE.

6.1. Format

The 2nd STAGE will be played in a knockout format, where teams compete in a set number of matches in the in-game preliminary mode during the event period and advance to the 3rd STAGE by achieving the required number of wins.

Unlike the 1st STAGE, teams cannot re-enter the 2nd STAGE.

6.2. Rules

The 2nd STAGE will be conducted with the following rules.

Ruleset	GEKSHIN Rules
Divine Draw	Random
Usable Heroes	Any hero owned by the player that has been implemented in DRAGON BALL GEKISHIN SQUADRA by 5/25/2026 (PT)

Usable Helpers	Any helper owned by the player that has been implemented in DRAGON BALL GEKISHIN SQUADRA by the time of the match
Divine Combo Card Limit	None
Server Region	The server region that each participating team selected upon entry to the 1st Stage
Patch to Be Used	The latest patch implemented by the time of the match

6.3. Qualification Conditions

The qualification conditions for the 2nd STAGE will be announced following the conclusion of the 1st STAGE. See Section 4.2, "2nd STAGE Schedule" for details regarding dates and times.

7. 3rd STAGE Overview and Rules

Only teams that advance past the 2nd STAGE may participate in the 3rd STAGE, which consists of online preliminaries held using game-external tools. The 3rd STAGE will be held once on four separate regional servers (EU/SA/ASIA/NA), with teams participating in the server region they selected upon entry to the 1st STAGE.

7.1. 3rd STAGE Participating Members

To participate in the 3rd STAGE, each team must submit information for its four participating members by the deadline separately specified by the tournament organizers. In addition, for the 3rd STAGE, teams may register up to two reserve players in addition to the four participating members.

The four participating members are limited to the players who entered and played in the 1st STAGE and 2nd STAGE. Registering any other individual as a team's participating member is prohibited.

Reserve players are substitutes who may only replace participating members when Tournament Administration deems that a participating member is unable to play.

Only those who fulfill the conditions listed in Section 2 in the Terms and Conditions, "Participant Eligibility", can be registered as reserve players. Players who did not participate in the 1st STAGE or 2nd STAGE are

eligible to register as reserve players.

Substituting participating members with reserve players for the 3rd STAGE is generally prohibited. If a member change is required, please contact Tournament Administration in advance for permission. Teams that substitute members without reporting to Tournament Administration and receiving permission will be disqualified.

If submitted participating member information cannot be confirmed by the deadline, the team may be unable to participate in the 3rd STAGE. Please keep this in mind and ensure you have submitted information by the deadline.

If a member change occurred during the 3rd STAGE, the member who participated in the last match of the 3rd STAGE will participate in the FINALS.

7.2. Tournament Preparation and Tools

3rd STAGE management and communication with the Tournament Administration will be carried out using the following tools.

- Discord (<https://discord.gg>)

This tool will be used for Tournament instructions, questions for Tournament Administration, and check-in. 3rd STAGE participants will need to join a Discord server for separate instructions specific to this Tournament.

- start.gg (<https://www.start.gg/>)

This tool will be used for processes such as preparing matches between teams and submitting results. 3rd STAGE participants will need to register via our tournament page on [start.gg](https://www.start.gg/) for separate instructions specific to this Tournament.

*During the Tournament, please be available for contact at all times. Teams that fail to check in by the specified time on the day of the Tournament, or are unable to participate as a team of four, will be disqualified. If a team has not joined the Custom Battle by the match start time, they may be unable to participate in that match.

7.3. Format

The 3rd STAGE is a single-elimination tournament with the following format.

- Semifinals/Finals: BO3 (Best of 3, first to 2 wins)
- Other matches: BO1 (Best of 1, first to 1 win)

Tournament matchups will be determined randomly by drawing.

7.4. Livestream and Custom Matches hosted by Tournament Administration

Tournament Administration will create and host Custom Battles from the semifinals onward to livestream them on the official YouTube channel. Additionally, match progress and instructions will be disseminated via the Discord server. During the Tournament, please be available for contact at all times.

7.5. Rules

The 3rd STAGE will be conducted with the following rules.

Ruleset	GEKISHIN Rules
Divine Draw	Random
Usable Heroes	Any hero owned by the player that has been implemented in DRAGON BALL GEKISHIN SQUADRA by 6/15/2026 (PT)
Usable Helpers	Any helper owned by the player that has been implemented in DRAGON BALL GEKISHIN SQUADRA by the time of the match
Divine Combo Card Limits	None
Server Region	The server region that each participating team selected upon entry to the 1st Stage
Patch to Be Used	The latest patch implemented by the time of the match

7.6. Ban Rules

The following Ban Rules will only be in effect for the semifinals and finals of each server's 3rd STAGE.

The following Ban Rules will be in effect for the semifinals and finals.

*Banning is a rule that allows teams to prevent specific heroes from being used during a battle

Battle 1	Both teams will simultaneously select one hero that neither team will be able to use. (Example: If Team A bans Super Vegito and Team B bans Full Power Bojack, both teams will be unable to use Super Vegito or Full Power Bojack in Battle 1). *If both teams ban the same hero, only that hero will become unusable. (Example: If both teams choose to ban Super Saiyan Bardock, then Super Saiyan Bardock will be the only hero that both teams are unable to use in Battle 1).
Battle 2	Any heroes that a team uses in Battle 1 cannot be used by that team in Battle 2. Example: If Team A uses Super Saiyan 2 Kefla, Super Saiyan Son Goku, Cell (Perfect Form), and Ultimate Gohan in Battle 1, then Team A cannot use these characters in Battle 2. *Heroes that the opposing team used in Battle 1 can still be used by your own team in Battle 2 as long as your team did not use those heroes in Battle 1.
Battle 3	No Restrictions (No Ban Rules)

7.7. Player Side Rules

The team displayed on top of start.gg will be Blue Team (left-hand slot in the Room), while the team displayed on the bottom will be Red Team (right-hand slot in the Room).



7.8. Qualification Conditions

The first-place team from each server region in the 3rd STAGE will advance to the FINALS. Should the first-place team be disqualified or deemed ineligible to participate for any reason, another team will be selected to advance to the FINALS according to ranking order, starting with the second-place team. Instructions regarding alternate advancement will be sent by the Tournament Administration via the Tournament Discord server.

7.9. Dropping Out (Withdrawing)

During the 3rd STAGE, teams may drop out at any time. Teams that drop out will be ineligible to participate in the Tournament. Teams that drop out during the 3rd STAGE are ineligible to receive rewards.

8. FINALS Overview and Rules

The FINALS will be an offline tournament where the four qualifying teams from the 3rd STAGE will represent their respective regional servers (EU/SA/ASIA/NA).

8.1. Preparing Travel Documents (Passport/Visa)

To participate in the FINALS, please ensure that you possess a valid passport that allows travel to and entry into Japan, as well as any necessary visa(s), by 7/7/2026 7:59 (PT) (7/7/2026 14:59 (UTC)). The Tournament Administration will request confirmation that participants who advance to the FINALS possess a passport and other necessary travel documents. Please note that, should the Tournament Administration be unable to confirm this information by the deadline, participants may be deemed ineligible to participate in the FINALS (and lose their right to advance in the Tournament), even if they successfully pass the 3rd STAGE.

*Participants residing in Japan are not required to obtain or hold a valid passport

8.2. Participating Members in FINALS Teams

To participate in the FINALS, each team must submit information for a total of six members—consisting of the four participating members and up to two reserve players—by the deadline separately specified by the

tournament organizers.

Please note that the reserve players registered for the FINALS do not need to be the same individuals who were registered as reserve players for the 3rd STAGE.

*Any participant registered as a reserve player must have a valid passport and, if applicable, obtain the necessary visa by the same deadline required for the participating members.

All 6 team members (including the reserve players) must attend the FINALS venue (in Tokyo). Substituting a participating member who battled and won in the 3rd STAGE for a reserve player is prohibited. Reserve players will only be allowed to stand in for a participating member when the Tournament Administration deems that the participating member is unable to play.

8.3. Format

The FINALS is a double-elimination tournament, with all matches played in a BO3 format (Best of 3, first to 2 wins) .

Tournament matchups will be determined randomly by drawing.

8.4. Rules

The FINALS will be conducted with the following rules.

Ruleset	GEKISHIN Rules
Divine Draw	Random
Usable Heroes	All heroes that have been implemented in-game by the time of the FINALS
Usable Helpers	All helpers that have been implemented in-game by the time of the FINALS
Divine Combo Card Limits	None
Server Region	ASIA Server
Patch to Be Used	The latest patch implemented by the day of the FINALS

8.5. Ban Rules

The following Ban Rules will be in effect for all FINALS matches.

*Banning is a rule that allows teams to prevent heroes from being used during a match

Battle 1	Both teams will simultaneously select one hero that neither team will be able to use. (Example: If Team A bans Super Vegito and Team B bans Full Power Bojack, both teams will be unable to use Super Vegito or Full Power Bojack in Battle 1). *If both teams ban the same hero, only that hero will become unusable. (Example: If both teams choose to ban Super Saiyan Bardock, then Super Saiyan Bardock will be the only hero that both teams are unable to use in Battle 1). *In the Grand Final, the team that wins the Upper Final (the final match between teams that have not lost even once) is granted the right to select two heroes that neither team may use. The team that wins the Lower Final (the final match between teams that have lost once and advanced through the bracket) is not granted this selection right.
Battle 2	Any heroes that a team uses in Battle 1 cannot be used by that team in Battle 2. (Example: If Team A uses Super Saiyan 2 Kefla, Super Saiyan Son Goku, Cell (Perfect Form), and Ultimate Gohan in Battle 1, then these four characters would become unusable to Team A in Battle 2). *Heroes that the opposing team used in Battle 1 can still be used by your own team in Battle 2 as long as your team did not use those heroes in Battle 1.
Battle 3	No Restrictions (No Ban Rules)

8.6. Player Side Rules

The team displayed in the upper tournament bracket will be Blue Team (left-hand slot in the Room), while the team displayed in the lower bracket will be Red Team (right-hand slot in the Room).



8.7. Play Devices and Peripheral Equipment

In the FINALS, participants will play using devices provided by the Tournament Administration. As a general rule, participants will not be allowed to play using their own devices.

However, participants will be allowed to use their own peripheral equipment, such as a controller or keyboard and mouse, given that the Tournament Administration has checked this equipment and granted permission to use it beforehand, but the Tournament Administration will not assume any responsibility for ensuring that such equipment functions correctly. Participants who wish to bring their own peripheral equipment must directly apply before the deadline specified by the Tournament Administration. In the event that participants do not bring peripheral equipment, do not apply for permission to use it by the deadline, or their equipment does not function correctly, they must use the equipment provided by the Tournament Administration instead. The Tournament Administration will not be held responsible for the functionality or management of devices that participants bring to the Tournament.

Details regarding each device will be sent directly to the teams participating in the FINALS.

8.8. Verbal Communication Between Team Members

Teams participating in the FINALS will be sent information on rules relating to verbal communication between team members during battle, as well as communication with reserve players.

8.9. Clothing

When attending the FINALS, participants (including reserve players) are required to wear the clothing (T-shirts, jackets, etc.) provided by the Tournament Administration. Further details will be sent to the teams participating in the FINALS. The Tournament Administration reserves the right to impose penalties against the participants who fail to comply with the Tournament Administration's instructions.

9. Issues During Battle and Prohibited Behavior

9.1. Exploits and Unintended Game Behavior (All Stages)

Using game mechanics in ways unintended by Tournament Administration (glitches, exploits, etc.) to gain an unfair advantage is prohibited. This rule applies to both previously known and newly discovered issues.

9.2. 1st STAGE & 2nd STAGE

9.2.1. Player Disconnection

If an issue occurs due to a poor connection, it will be handled in the same way as with a regular battle. If the connection can be recovered, please continue the battle as normal. The wins, losses, and results recorded and displayed in-game will be counted as the final results.

9.2.2. Reporting/Handling of Prohibited Behavior

If you suspect that your opponent has engaged in prohibited behavior, please report it through [this inquiry](#) form. Upon receiving such reports, the Tournament Administration will review the evidence and act accordingly. If prohibited behavior is deemed to have occurred, the offending team will be disqualified. However, please note that, even if a team is disqualified, neither wins, losses, nor results can be changed.

9.3. 3rd STAGE

9.3.1. Player Disconnection (Pre-Semifinals)

Should players lag or disconnect due to connection issues, the battle will continue and the results will be counted regardless of whether or not the player is able to reconnect.

However, should the majority of players disconnect, the Tournament Administration may make judgments at their discretion.

9.3.2. Player Disconnection (Semifinals Onwards)

Should a player disconnect due to a connection issue or other reason between the start of the battle and the "First Attack" announcement, the team from which the disconnection occurred may request for the battle to be remade by meeting the following conditions:

- 1) All players on the same team who have not disconnected must immediately return to the spawn point and gather there to indicate their intent. This indication of intent must be made before the "First Attack" announcement appears.
- 2) The incident must be promptly reported via Discord.
- 3) Evidence must be submitted, such as screenshots or screen recordings, clearly showing that a disconnection occurred before the announcement of "First Attack" appeared and that the intent to request for the battle to be remade was expressed.

Only if all of the above conditions are met and the Tournament Administration confirms that a disconnection occurred will the result of the battle be declared null and void, and the battle be remade, regardless of whether or not the disconnected player is able to reconnect.

Furthermore, the battle will be remade with the same Divine Draws as the original battle.

The heroes and helpers used, as well as the player sides, must be the same as in the original battle.

The maximum number of battle remakes is one per match. As a general rule, even if a disconnection occurs in a subsequent battle, the battle will continue.

However, the Tournament Administration may make

judgments at their own discretion.

9.3.3. Remakes

Should the game crash or all players disconnect from the battle, the battle will be declared null and void, and a remake will be carried out. However, the Tournament Administration may make judgments at their own discretion.

9.3.4. Formal Objections

If you witness opposing team members making roster change to an unregistered player or engaging in rule-breaking behavior, you can submit a formal objection to the Tournament Administration. When submitting a formal objection, you will be required to submit videos or other evidence as proof. The Tournament Administration will take the measures they deem necessary based on the evidence provided. All judgments will be made by the Tournament Administration at their own discretion.

9.3.5. Reporting/Handling of Prohibited Behavior

Prohibited behavior which exploits game mechanics unintended by Tournament Administration is subject to rulings and penalties if discovered. In such cases, the opposing team from the battle in question must file a report and submit evidence (recorded gameplay which shows the offending behavior). The final ruling may result in the offending team being disqualified. However, no rulings can be made if no report or evidence is submitted. If you are unsure about whether the use of a certain game mechanic is prohibited, please be sure to confirm with the Tournament Administration in advance. Using the aforementioned game mechanics while waiting for a response does not count as having received confirmation and may be subject to rulings or penalties.

9.3.6. Handling Issues Related to BAN Rules

If a team accidentally selects a banned hero in a match where BAN rules are applied and the battle has already started (defined as the point at which hero selections are locked in and

the selected heroes of both teams are displayed on the game screen) (hereinafter referred to as a "pick error"), the issue will be handled in accordance with the following rules.

All rulings regarding pick errors shall be made at the sole discretion of the tournament administration.

9.3.6.1. Pick Error in Battle 1 or Battle 2

If a pick error occurs in Battle 1 or Battle 2, that battle shall be declared void, and a rematch shall be conducted after resetting the hero selection process.

For the rematch, the team that made valid hero selections will be granted the right to ban two additional heroes. These additional bans will apply only to the team that committed the pick error.

9.3.6.2. Two Pick Errors by the Same Team Within a Single Match

If the same team commits a pick error twice within the same match, that team shall forfeit the match and be recorded as the loser of the match.

9.4. FINALS

9.4.1. Connection Issues

If an issue occurs due to a poor connection, please call for the judge's attention as soon as possible, such as by raising your hand. A follow-up review will be conducted by the judge during or after the battle. If a player is discovered to have intentionally disconnected or interrupted the game, the offending player's team will be disqualified.

9.4.2. Technical Timeout

If a participating member encounters an issue which renders them unable to continue playing, they may ask the judge for a technical timeout. Communication relating to game strategy is prohibited during the technical timeout. Teams who call for a technical timeout without proper justification are subject to penalties at the Tournament Administration's discretion.

9.4.3. Handling Issues Related to BAN Rules

In a match where the BAN Rule applies, if a team selects Heroes other than Heroes submitted in advance and the battle begins after that Hero selection has been locked in (defined as the point at which hero selections are locked in and the selected heroes of both teams are displayed on the game screen) (hereinafter referred to as a "pick error"), the matter will be handled in accordance with the rules set forth below.

All rulings regarding Pick Errors shall be made solely by the tournament administration.

9.4.3.1. Pick Error

If a pick error occurs, that battle shall be declared void, and a rematch shall be conducted after resetting the hero selection process.

For the rematch, the team that made valid hero selections will be granted the right to ban two additional heroes. These additional bans will apply only to the team that committed the pick error.

9.4.3.2. Two Pick Errors by the Same Team Within a Single Match

If the same team commits a pick error twice within the same match, that team shall forfeit the match and be recorded as the loser of the match.

10. Etiquette/Prohibited Behavior

The Tournament Administration will impose penalties for the following prohibited actions/speech.

- Collusion
- Hacking
- Using exploits
- Fraudulent behavior
- Using devices or programs for cheating
- Intentionally disconnecting
- Aggressive conduct
- Making false accusations

Outside of the above, the Tournament Administration will impose a penalty upon participants should they fail to comply with this Rulebook, Terms and Conditions, or BNEI's Code of Conduct (<https://legal.bandainamcoent.co.jp/terms/codeofconduct>). The Tournament Administration makes the final decision regarding the imposition of penalties.

10.1. Fraudulent Behavior

Any fraudulent behavior, such as having someone participate instead of a team member who was registered at the time of tournament entry, is prohibited. There have been cases in previous tournaments where registered members were replaced with different, unregistered players. In the event that such behavior is determined by the Tournament Administration to have violated the rules, all of the offending team's match results will be rendered null and void, any acquired prizes, titles, and other rewards will be removed, and the team will be disqualified. Involved parties may also be banned from competing in future editions of this Tournament.

Rulebook Update History

• August 17, 2026

We have updated the rules for handling Pick Errors in matches subject to the BAN Rule during the FINALS.

June 15, 2026

Updated the rulebook to reflect changes to the reserve player registration rules for the 3rd STAGE and the FINALS

We have updated the procedures for handling pick errors in matches that use BAN rules.