

# DRAGON BALL GEKISHIN SQUADRA

## SQUADRA BLAST 2026 #1

### Rulebook

(Ver. 1.0)

#### 1. Introduction

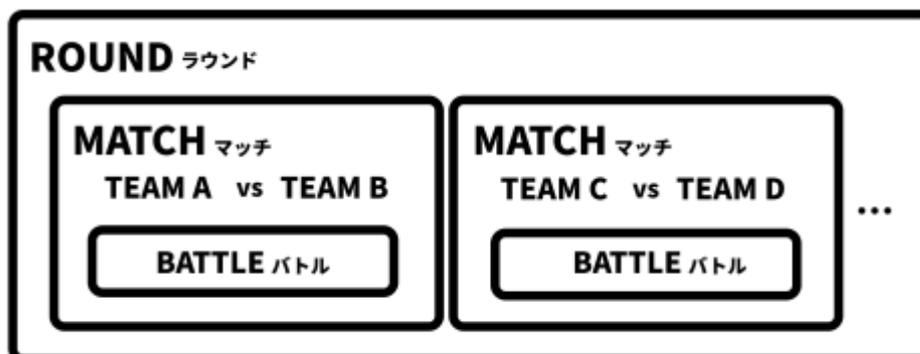
This Rulebook stipulates important information for DRAGON BALL GEKISHIN SQUADRA SQUADRA BLAST 2026 #1 (hereinafter to be referred to as "the Tournament"), a tournament hosted by Bandai Namco Entertainment. The Tournament is being operated and managed by a tournament administrative organization (hereinafter to be referred to as the "Tournament Administration"), consisting of the host and companies commissioned by the host. This Tournament's rules apply to the individuals and companies that have entered this tournament, as well as each team's players, coaches, and other involved parties.

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

#### 1.1. Definition of Terminology

The following terms are used when managing the Tournament.

- Battle : A single custom battle.
- Match : A complete set of battles between two teams.
- Round : One set of matches involving all participants in the Swiss-system.



#### 1.2. Tournament Outline

Tournament Name : DRAGON BALL GEKISHIN SQUADRA SQUADRA  
BLAST 2026 #1  
Server : ASIA / NA / EU / SA  
Number of Teams : Up to 128 teams  
Event Format : Online  
Host : Bandai Namco Entertainment

### **1.3. Tournament Date/Time**

#### EU Open Stage:

Saturday, 3/7/2026

10:30 – 16:30 (UTC) | 2:30 – 8:30 (PT)

#### EU Main Stage:

Saturday, 3/7/2026

17:00 – 20:30 (UTC) | 9:00 – 12:30 (PT)

#### SA Open Stage:

Sunday, 3/8/2026

14:30 – 20:30 (UTC) | 7:30 – 13:30 (PT)

#### SA Main Stage:

Sunday, 3/8/2026

21:00 – 00:30 (UTC) | 14:00 – 17:30 (PT)

#### ASIA Open Stage:

Saturday, 3/14/2026

1:30 – 7:30 (UTC)

Friday, 3/13/2026

18:30 – 0:30 (PT)

#### ASIA Main Stage:

Saturday, 3/14/2026

8:00 – 11:30 (UTC) | 1:00 – 4:30 (PT)

#### NA Open Stage:

Saturday, 3/14/2026

18:30 – 0:00 (UTC) | 11:30 – 17:00 (PT)

#### NA Main Stage:

Sunday, 3/15/2026

1:00 – 4:30 (UTC) | 18:00 – 21:30 (PT)

## **2. Participant Entry Conditions**

For details about participant entry conditions, see the "SQUADRA BLAST Tournament Terms and Conditions" (hereinafter to be referred to as "Terms").

### **2.1. Entry Period**

Monday, 2/2/2026 3:00 – Sunday, 2/15/2026 14:59 (UTC)

Sunday, 2/1/2026 19:00 – Sunday, 2/15/2026 6:59 (PT)

\*The cancellation deadline is Tuesday, 3/3/2026 14:59 (UTC) / Tuesday, 3/3/2026 6:59 (PT)

### **2.2. Team Entry Limit**

128 Teams

Among participating teams, 10 will consist of Squadra creators.

### **2.3. How to Enter**

Please apply for entry through the Google Form linked on the official website. Joining the Discord server and a "Start.gg" account are necessary to enter.

\*Tournament application is limited to one server each season. If you have applied to multiple servers, only the earliest application will be valid.

Example: If you have entered ASIA #1, you may not enter NA #1.

### **2.4. Regarding the Drawing**

Should the number of teams entered exceed maximum capacity, a drawing for selecting teams will be held.

If any teams selected by the first drawing cancel before the cancellation deadline, a secondary drawing will be held to select replacements among teams not originally selected. After the cancellation deadline, no more teams will be selected from the pool of teams not chosen in the drawing. The tournament will commence even if there are fewer than 128 teams following the secondary drawing.

\*The top two teams (Winners and Runners-Up) from each server in the DRAGON BALL GEKISHIN SQUADRA: SQUADRA BLAST 2025 #01 tournament (hereinafter to be referred to as "the Previous Tournament") will be exempt from the drawing for the same server in this tournament. However, eligible teams must have at least two members who were on the same team in the Previous Tournament. Furthermore, If members of

the top two teams from the Previous Tournament decide to split from their previous teams and enter as separate teams, those teams that include the previous team leaders will be given priority exemption from the drawing.

### 3. Event Format

This tournament consists of an "Open Stage" and "Main Stage".



#### 3.1. Open Stage

Up to 128 teams will participate in a Swiss-system tournament.\*1

There are 4 rounds, and all matches are best-of-one.

After the 4 rounds are complete, the top 16 teams will advance to the Main Stage.

Final rankings in the Open Stage will be determined by the following criteria:

1. Number of Wins
2. Opponent Match Win % \*2 (OMW%)

Should the above fail to establish rankings, a random method designated by the Tournament Administration shall be used to determine rankings.

\*1

The Swiss-system is a format with a set amount of matches where teams with the same number of wins and losses will face each other. As everyone plays the same number of matches, all participants will be able to continue playing throughout the format.

\*2

The Opponent Match Win % is the average of the win percentage of opposing teams your team has faced.

Byes (wins by default due to absence) are excluded from the calculations for Opponent Match Win %.

Further methods for calculating Opponent Match Win % will be based on "start.gg" standards.

### 3.2. Main Stage

The 16 teams that advance through the Open Stage will participate in a single-elimination tournament. The semi-finals and finals will be a best-of-three while all other battles will be best-of-one. The semi-finals and finals will be a best-of-three while all other battles will be best-of-one.

### 3.3. Regarding Dropping Out (Withdrawing)

During this tournament, teams may drop out at any time. Teams that drop out will no longer be able to participate in this tournament. Teams that drop out during the Open Stage are ineligible to receive rewards.

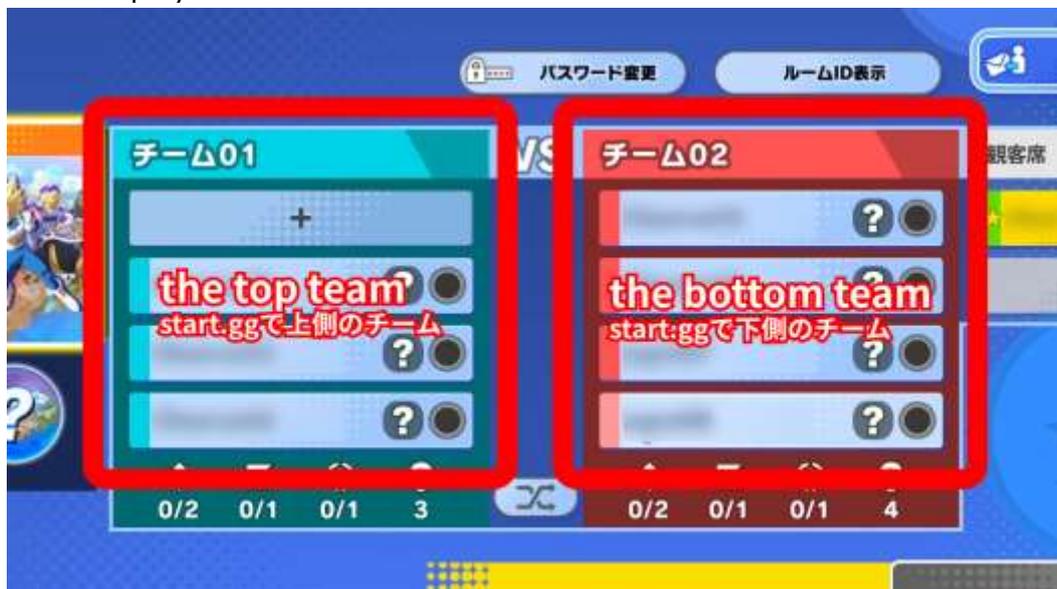
## 4. Competitive Rules

### 4.1. Custom Match Settings

Ruleset : GEKISHIN Rules  
Divine Draw : Random  
Usable Characters : All heroes that have been implemented in-game by the tournament date.  
Divine Combo Card Limits : None  
Server : The server to which you applied for entry

### 4.2. Player Side Rules

The team displayed on top of start.gg will be the Blue Side, while the team displayed on the bottom will be the Red Side.



### **4.3. Other Rules**

Patch to be used: The latest patch implemented by the day of the tournament

Usable Helpers: Helpers implemented by the day of the tournament

### **4.4. Devices**

Participants shall play on the device/account/network that they have prepared themselves.

## **5. Etiquette/Prohibited Behavior**

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

- Collusion
- Hacking
- Using exploits
- Fraudulent behavior
- Devices or programs for cheating
- Intentionally disconnecting
- Aggressive conduct

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

## **6. Tournament Administration/Progression**

The Tournament Administration will contact participants via the official Discord server. Once the Tournament Administration has confirmed participation status, participants will be added to the participants-only channel.

During the tournament, please be available for contact at all times.

On the day of the tournament, a check-in will be performed. Teams that do not check-in or have missing team members will be disqualified.

Those who are not connected to the custom battle when the match starts may be disqualified from participating in that match.

## **7. Issues During Battles**

### **7.1. Player Disconnection**

#### **7.1.1. Open Stage**

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

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

#### **7.1.2. Main Stage**

Should there be connection issues between the start of the battle and the announcement of First Attack, the results of the battle will be void and the battle will be remade, regardless of reconnection.

- 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 organizers confirm that a disconnection occurred will the result of the battle be declared null and void, and the battle be remade, regardless of whether 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 side must be the same as in the original battle.

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

However, the Tournament Administration may make judgments at their own discretion.

## **7.2. Remakes**

Should the game crash or all players are disconnected from the battle, the battle will be void and a remake will be carried out.

However, the Tournament Administration may make judgments at their own discretion.

## **7.3. Formal Objections**

If you witness opponents benefiting from actions that violate the rules, bugs, etc., you can submit a formal objection to tournament management with a declaration of intent and screenshots/screen recordings as evidence. The Tournament Management 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.