

SQUADRA BLAST 2025 #1

Rulebook

(Ver.1.0)

1. Introduction

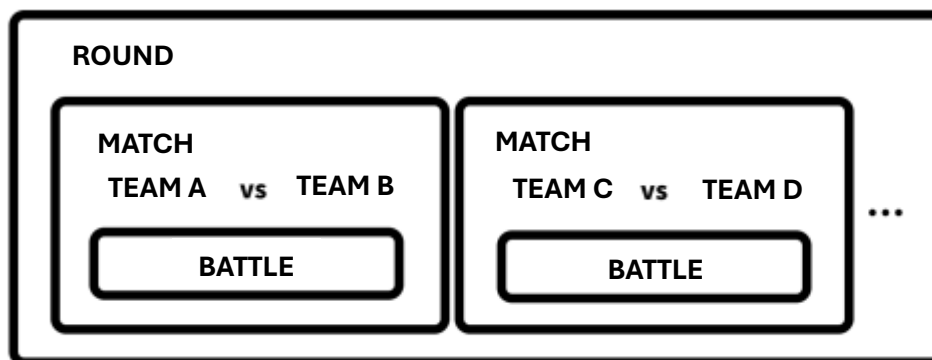
This SQUADRA BLAST Rulebook (the "**Rulebook**") stipulates important information for SQUADRA BLAST (hereinafter to be referred to as the "**Tournament**"), a tournament hosted by Bandai Namco Entertainment Inc ("**BNEI**"). The Tournament is being operated and managed by a tournament administrative 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.

1.1 Definition

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: SQUADRA BLAST

Server: ASIA, NA, EU

Tournament Date/Time:

-ASIA:

Open Stage

- Saturday, December 6, 2025 5:00 AM (UTC)
- Friday, December 5, 2025 9:00 PM (PST)

Main Stage

- Saturday, December 6, 2025 9:00 AM (UTC)
- Saturday, December 6, 2025 1:00 AM (PST)

-NA:

Open Stage

- Sunday, December 7, 2025 10:00 PM (UTC)
- Sunday, December 7, 2025 2:00 PM (PST)

Main Stage

- Monday, December 8, 2025 2:00 AM (UTC)
- Sunday, December 7, 2025 6:00 PM (PST)

-EU:

Open Stage

- Saturday, December 13, 2025 1:00 PM (UTC)
- Saturday, December 13, 2025 5:00 AM (PST)

Main Stage

- Saturday, December 13, 2025 5:00 PM (UTC)
- Saturday, December 13, 2025 9:00 AM (PST)

Number of Teams: Up to 128 teams

Event Format: Online

Host: BNEI

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

Tuesday, 11/11 3:00 AM ~ Sunday, 11/23 2:59 PM (UTC)

Monday, 11/10 7:00 PM ~ Sunday, 11/23 6:59 AM (PST)

*The cancellation deadline is 12/3 14:59 (UTC) (12/3 6:59 AM (PST))

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 "start.gg." A "start.gg" account is necessary to enter.

As the leader of the team, please invite team members when entering. After team members have accepted their invitations, they will need to complete their application through "start.gg."

Once all team members have applied, entry is completed.

* At the time of entry, you have reached the age of majority under the laws of your country, state/province, or region of residence (for Japan, 18 or older).

* You must register an account for the external "Bandai Namco ID" service provided and operated by the BNEI, and link your Bandai Namco ID with the DRAGON BALL GEKISHIN SQUADRA game account.

*One of your Role Ranks must be C4 or above by the time the entry period ends.

*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 Second Lottery

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

If any teams selected by the first lottery cancels before the cancellation deadline, a secondary lottery 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 lottery. The tournament will commence even if there are fewer than 128 teams following the Second Lottery.

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 3 rounds, and all matches are best-of-one.

After the 3 rounds are completed, 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 will 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. Main Stage will be a best-of-three while all other battles will be best-of-one.

3.3 Dropping Out (Withdrawing)

During this tournament, 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 Open Stage are ineligible to receive rewards.

4. Competitive Rules

4.1 Custom Match Settings

Ruleset: GEKISHIN Rules

Divine Draw: Random

Usable Characters: Heroes available from the start of Season 2

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.

*In-game, the left side is the Blue Side and the right side is 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 are responsible to prepare a device/account/network to participate in the Tournament.

5. Etiquette/Prohibited Behavior

5.1 To participate in the Tournament, you must:

- You must be able to communicate smoothly in either Japanese or English with the Tournament Administration staff or other Participants.
- You must be able to receive and respond to communications sent by the Tournament Administration.
- You must understand and comply with the Terms and Conditions, as well as the Tournament Rulebook.
- Your player name must not include words or phrases that are inappropriate or that would infringe upon the rights of a third party.
- Participants, as well as their relatives, must not be a part of or involved with anti-social forces (gangs or criminal syndicates, including their associate members and related corporations, corporate blackmail rings, racketeer groups acting under the guise of social or political movements, other specialized organized crime groups, or any group equivalent to these groups).
- You have not engaged in any prohibited activities as defined by Bandai Namco Entertainment Inc., have not violated the in-game Terms and Conditions, and have not been subject to account suspension measures or the equivalent.

5.2 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 reserves the right to impose penalties against participants who fail to comply with this Rulebook, Terms, or BNEI's Code of Conduct

(<https://legal.bandainamcoent.co.jp/terms/codeofconduct>) on its sole discretion.

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. Remakes will only occur once a match; as a general rule, should disconnections occur during a later battle in the match, the battle shall 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 the battle will be remade.

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.