DRAGON BALL LEGENDS
WORLD CHAMPIONSHIP 2025-2026

TOURNAMENT RULES

(Last updated: October 22, 2025)

Preface

"DRAGON BALL LEGENDS WORLD CHAMPIONSHIP 2025-2026" (hereafter referred to as "Tournament") is managed and operated by Bandai Namco Entertainment Inc. (hereafter, "the Organizer" or "us", "we", etc.) and other companies contracted by the Organizer to assist with such responsibilities as part of the tournament administration group (hereafter, "the Tournament Administration"). Please read and agree to adhere to these Tournament Rules (hereafter, "Rulebook") before entering the Tournament.

1. Participation Requirements

For details on participation requirements, please refer to the separately published "DRAGON BALL LEGENDS WORLD CHAMPIONSHIP 2025-2026 Terms and Conditions" (hereafter, "Terms and Conditions").
Hereafter, all Tournament participants will be referred to as "players."

2. Terminology

For the purposes of hosting the Tournament, the following terminology is defined.

● STAGE

Refers to the main competition phases across the entire Tournament. Those who pass the 1st STAGE will advance to the 2nd STAGE, and those who pass the 2nd STAGE will advance to the 3rd STAGE.

● FINALS

Refers to the ending contests of the Tournament which decide the ultimate champion. Those who pass the 3rd STAGE earn the right to participate. The player who advances through the FINALS and wins the final championship match (hereafter, "GRAND FINAL") will be declared the champion of the Tournament.

● SESSION

Refers to the three separate competition periods of the 1st STAGE. These are designated as 1st STAGE SESSION A, 1st STAGE SESSION B, and 1st STAGE SESSION C.

● ROUND

Refers to a group of contests held at the same level within the Tournament. These are labeled as ROUND 1, ROUND 2, etc.

*This term is specific to the 3rd STAGE and FINALS. It is not used in the 1st STAGE or 2nd STAGE.

● MATCH

Refers to a single instance of one player facing another (ex: the winner of a MATCH in ROUND 1 will proceed to ROUND 2).

● BATTLE

Refers to a two-player contest held within DRAGON BALL LEGENDS under the standard rules (ex: the first to win two BATTLES will win the MATCH).

3. How to Enter the Tournament

For those 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.

Registering a Bandai Namco ID in advance is required for entry (https://www.bandainamcoid.com/). In addition, players must use their Bandai Namco ID to set up Dat a Transfer Settings within DRAGON BALL LEGENDS. Players who, by the entry deadline s, have completed setup of Data Transfer Settings and have cleared up to Part 1 Bo ok 7 Chapter 6 of the Main Story, and thus are able to participate in PvP Rating M atches, will be automatically entered into the Tournament. Please be advised that

those who fail to meet one or both of these requirements will be unable to participate.

4. Tournament Schedule

The schedule for the Tournament is outlined below. Details on the time slots for the 3rd STAGE and FINALS will be updated on the special site and in-game notices as needed.

*For the purposes of this Rulebook, the in-game mode "LEGENDS BATTLE ROYAL" will hereafter be referred to as "LBR."

4.1. 1st STAGE

4.1.1. SESSION A

・Format: Online (via LBR)

・Time Period: 7/23/2025 06:00 - 7/30/2025 04:00 (UTC)

・LBR Time Slots: 12:00 - 14:00, 20:00 - 22:00, 02:00 - 04:00 (all UTC)

・Entry Deadline: 7/16/2025 06:00 (UTC)

・Ticket Distribution Period: 3 tickets daily by 12:00 (UTC) from 7/23/2025 - 7/28/2025 (18 tickets total)

*Entry Tickets will be sent sequentially to each player's Gift Box.

*Please note that Entry Tickets must be claimed by a certain date.

Entry Ticket Distribution Dates (UTC)	Claim Deadlines (UTC)
7/23/2025	Until 7/25/2025 06:00
7/24/2025	Until 7/26/2025 06:00
7/25/2025	Until 7/27/2025 06:00
7/26/2025	Until 7/28/2025 06:00
7/27/2025	Until 7/29/2025 06:00
7/28/2025	Until 7/30/2025 04:00

・Results Announcement: about 1 week following the end of the LBR, via in-game notice

4.1.2.　SESSION B

・Format: Online (via LBR)

・Time Period: 8/20/2025 06:00 - 8/26/2025 22:00 (UTC)

・LBR Time Slots: 12:00 - 14:00, 20:00 - 22:00, 02:00 - 04:00 (all UTC)

*Please note that system maintenance is scheduled to be conducted on 8/27/2025 (UTC). As a result, this SESSION period will be shorter than other SESSION periods.

・Entry Deadline: 8/13/2025 06:00 (UTC)

・Ticket Distribution Period: 3 tickets daily by 12:00 (UTC) from 8/20/2025 - 8/25/2025 (18 tickets total)

*Entry Tickets will be sent sequentially to each player's Gift Box.

*Please note that Entry Tickets must be claimed by a certain date.

Entry Ticket Distribution Dates (UTC)	Claim Deadlines (UTC)
8/20/2025	Until 8/22/2025 06:00
8/21/2025	Until 8/23/2025 06:00
8/22/2025	Until 8/24/2025 06:00
8/23/2025	Until 8/25/2025 06:00
8/24/2025	Until 8/26/2025 06:00
8/25/2025	Until 8/26/2025 22:00

・Results Announcement: about 1 week following the end of the LBR, via in-game notice

4.1.3.　SESSION C

・Format: Online (via LBR)

・Time Period: 9/17/2025 06:00 - 9/24/2025 04:00 (UTC)

・LBR Time Slots: 12:00 - 14:00, 20:00 - 22:00, 02:00 - 04:00 (all UTC)

・Entry Deadline: 9/10/2025 06:00 (UTC)

・Ticket Distribution Period: 3 tickets daily by 12:00 (UTC) from 9/17/2025 - 9/22/2025 (18 tickets total)

*Entry Tickets will be sent sequentially to each player's Gift Box.
*Please note that Entry Tickets must be claimed by a certain date.

Entry Ticket Distribution Dates (UTC)	Claim Deadlines (UTC)
9/17/2025	Until 9/19/2025 06:00
9/18/2025	Until 9/20/2025 06:00
9/19/2025	Until 9/21/2025 06:00
9/20/2025	Until 9/22/2025 06:00
9/21/2025	Until 9/23/2025 06:00
9/22/2025	Until 9/24/2025 04:00

・Results Announcement: about 1 week following the end of the LBR, via in-game notice

4.2. 2nd STAGE

・Format: Online (via LBR)
・Time Period: 10/8/2025 06:00 - 10/15/2025 04:00 (UTC)
・LBR Time Slots: 12:00 - 14:00, 20:00 - 22:00, 02:00 - 04:00 (all UTC)
・Ticket Distribution Period: 3 tickets daily by 12:00 (UTC) from 10/8/2025 - 10/13/2025 (18 tickets total)

*Entry Tickets will be sent sequentially to each player's Gift Box.
*Please note that Entry Tickets must be claimed by a certain date.

Entry Ticket Distribution Dates (UTC)	Claim Deadlines (UTC)
10/8/2025	Until 10/10/2025 06:00
10/9/2025	Until 10/11/2025 06:00

10/10/2025	Until 10/12/2025 06:00
10/11/2025	Until 10/13/2025 06:00
10/12/2025	Until 10/14/2025 06:00
10/13/2025	Until 10/15/2025 04:00

・Results Announcement: about 1 week following the end of the LBR, via in-game notice

4.3. 3rd STAGE

・Dates:　　　Server 1, Japan/Asia/Oceania - Sat., Nov. 1, 2025 (UTC)

　　　　　　　Server 2, Europe/Africa - Sat., Nov. 8, 2025 (UTC)

　　　　　　　Server 3, North/South America - Sun., Nov. 9, 2025 (UTC)

*Specific times will be made available at a later date.

*Players may only participate once on the day scheduled for the server they play on.

*Servers are based on the region a player normally plays from (the server they connect to in order to play the game).

*The designated server may differ from the player's place of residence.

・Format: Online (via Discord and start.gg)

4.3.1. Schedule

Please note the times listed below are rough estimates and may vary depending on the progress of the event. Participants who are eliminated from the tournament will finish their participation at that point and will be dismissed in order.

4.3.1.1. Server 1 Japan/Asia/Oceania

▽ Check-in Time

11/1/2025 12:30 - 13:00 (JST)

▽ Bracket Adjustment Time

11/1/2025 13:00 - 14:00 (JST)

▽ Tournament Start Time

11/1/2025 14:00 (JST)

▽ Tournament End Time

11/1/2025 20:00 (JST)

4.3.1.2. Server 2 Europe/Africa

▽ Check-in Time

11/8/2025 12:30 - 13:00 (CET)

▽ Bracket Adjustment Time

11/8/2025 13:00 - 14:00 (CET)

$\triangledown$ Tournament Start Time

11/8/2025 14:00 (CET)

$\triangledown$ Tournament End Time

11/8/2025 20:00 (CET)

4.3.1.3. Server 3 North/South America

$\triangledown$ Check-in Time

11/9/2025 12:30 - 13:00 (PST)

11/9/2025 15:30 - 16:00 (EST)

$\triangledown$ Bracket Adjustment Time

11/9/2025 13:00 - 14:00 (PST)

11/9/2025 16:00 - 17:00 (EST)

$\triangledown$ Tournament Start Time

11/9/2025 14:00 (PST)

11/9/2025 17:00 (EST)

$\triangledown$ Tournament End Time

11/9/2025 20:00 (PST)

11/9/2025 23:00 (EST)

4.4. FINALS

・Date: Sat., Feb. 7, 2026 (UTC)

・Format: Offline (in Tokyo, venue to be announced on the Tournament's official website at a later date)

5. 1st STAGE Overview & Rules

5.3. Overview

The 1st STAGE is comprised of preliminaries conducted online through the in-game LBR mode. It is divided into three total SESSIONS: A, B, and C, with LBR held for each SESSION at the designated time periods. Rankings will be determined according to Section 5.4, "How Ranking Is Determined," and the highest ranked players will advance to the 2nd STAGE.

Each SESSION will be considered as its own preliminary, and anyone who advances in a given SESSION will be unable to participate in any later SESSIONS (ex: a p

layer who advances in SESSION A cannot participate in SESSIONS B or C, a player who advances in SESSION B cannot participate in SESSION C).

5.4. Rules

Battle Rules	Standard Rules
Level	Based on player-held characters
Limit Break	Based on player-held characters
Zenkai Awakening	Based on player-held characters
Arts Effects	Based on player-held characters
Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
Title Bonus	None
Equipment	Equipment in use by each player
Boost Characters	None
Party Restrictions	None
Usable Battle Characters	Any player-held characters available in DRAGON BALL LEGENDS at the time of battle
Usable Supporters	Any player-held supporters available in DRAGON BALL LEGENDS at the time of battle
Devices	Player-provided device

5.5. About BATTLE ROYAL POWER

When joining LBR, players start with 9000 BATTLE ROYAL POWER. They will gain 500 BATTLE ROYAL POWER from winning and lose 500 BATTLE ROYAL POWER from losing. As a rule, you will be matched with players who have a similar amount of BATTLE ROYAL POWER. Only LEGENDS BATTLE ROYAL victories and losses will affect the "Total Victories" and "Number of Battles" sections of the LEGENDS BATTLE ROYAL screen. Your PvP wins and losses outside of LEGENDS BATTLE ROYAL will not have an effect.

5.6. How Ranking Is Determined

Ranking will be determined by those with the highest BATTLE POWER ROYAL as outlined above. If two players have the same amount, their rankings will be determined by the following in order of priority:

1. The player with the greater number of wins will be ranked higher.

2. The player with the higher amount of damage inflicted will be ranked higher.

5.7. About Advancing Players

The top 5% of players in each SESSION as determined by the process outlined above will advance to the 2nd STAGE. Which players constitute the top 5% will be determined based on the total number of players when each SESSION ends.
*Details about which players advanced to the 2nd STAGE or about individual player placement will not be revealed.

6. 2nd STAGE Overview & Rules

6.3. Overview

Only players who have cleared SESSIONS A, B, or C of the 1st STAGE will be able to advance to the 2nd STAGE. Like the 1st STAGE, it will be held online using the in-game LBR mode.

6.4. Rules

Battle Rules	Standard Rules
Level	Based on player-held characters
Limit Break	Based on player-held characters
Zenkai Awakening	Based on player-held characters
Arts Effects	Based on player-held characters
Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
Title Bonus	None

Equipment	Equipment in use by each player
Boost Characters	None
Party Restrictions	None
Usable Battle Characters	Any player-held characters available in DRAGON BALL LEGENDS at the time of battle
Usable Supporters	Any player-held supporters available in DRAGON BALL LEGENDS at the time of battle
Devices	Player-provided device

6.5. About BATTLE ROYAL POWER

When joining LBR, players start with 9000 BATTLE ROYAL POWER. They will gain 500 BATTLE ROYAL POWER from winning and lose 500 BATTLE ROYAL POWER from losing. As a rule, you will be matched with players who have a similar amount of BATTLE ROYAL POWER. Only LEGENDS BATTLE ROYAL victories and losses will affect the "Total Victories" and "Number of Battles" sections of the LEGENDS BATTLE ROYAL screen. Your PvP wins and losses outside of LEGENDS BATTLE ROYAL will not have an effect.

6.6. How Ranking Is Determined

Ranking will be determined by those with the highest BATTLE ROYAL POWER as outlined above. If two players have the same amount, their rankings will be prioritized according to the following in order of priority:

1. The player with the greater number of wins will be ranked higher.

2. The player with the higher amount of damage inflicted will be ranked higher.

6.7. About Advancing Players

A total of 192 players, the top 64 from each DRAGON BALL LEGENDS server (Japan/Asia/Oceania, Europe/Africa, North/South America) as determined by the process outlined above, will advance to the 3rd STAGE. To account for the potential withdrawal or absence of advancing players, a further 36 players from each server (ranks 65-100) will be selected as alternates. In the event alternates are needed to fill spots in the tournament, candidates who placed in the higher ranks of the 2nd STAGE will be chosen first.

*Details about which places advanced to the 3rd STAGE or about individual player placement will not be revealed.

7. 3rd STAGE Overview & Rules

7.3. Overview

The 3rd STAGE will be held online using the Friend Battle system. Only players who have cleared the 2nd STAGE will be able to participate. It will be held a total of three times, one time on each server (Japan/Asia/Oceania, Europe/Africa, North/South America). Players may only participate one time, and they must participate on the server they play on. Alternates will only be able to join in the event a player who has advanced to the 3rd STAGE is absent.

To join this stage, players are required to create a Discord (https://discord.gg) account and join the official Discord server designated by the Tournament Administration for Tournament-related communications (Information will be provided only to players who advance to the 3rd STAGE). Discord is a free voice and chat application, and it will be used to relay announcements and communicate with the Tournament Administration on the day of the tournament. Check-ins on the day of the event, communication with other players, information related to the 3rd STAGE, and inquiries to the Tournament Administration will all be handled via the Discord server.

Communication between players and the recording of results will be managed using start.gg (https://www.start.gg/). Please note players may be disqualified if they fail to arrive on time or are unable to be reached.

7.4. Rules

Tournament Format	Double elimination
Match Format	Best-two-out-of-three (maximum of three battles)
Battle Rules	Standard Rules
Level	Set at 5000
Limit Break	Set at ★7+

Zenkai Awakening	Based on player-held characters
Arts Effects	Based on player-held characters
Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
Title Bonus	Based on player-owned Titles
Equipment	Equipment in use by each player
Boost Characters	None
Stage	Random
Limit Status	Applicable *Level, Limit Break, Zenkai Awakening, and Arts Effects will be at max.
Party Restrictions	Up to 3 of the 6 battle characters ("battle members") may be selected for each battle. Each match will consist of up to 3 battles, and each battle member may only participate in 1 battle. *There are no specific restrictions on party compositions, but please ensure that 9 characters, each with a different card number (ex: DBL00-01), can be chosen across 3 parties. *Supporters may be selected multiple times.
Usable Battle Characters	Any player-held characters available in DRAGON BALL LEGENDS at the time of battle
Usable Supporters	Any player-held supporters available in DRAGON BALL LEGENDS at the time of battle
Devices	Player-provided device

7.5. How Ranking Is Determined

Determined based on double elimination ranking methods. Please note if the player on the LOSERS side in the GRAND FINAL is victorious, a "reset" will occur and a new GRAND FINAL (rematch) will commence.

7.6. About Advancing Players

The number of advancing players and alternates from each server will be as follows:

	Advancing Players	Alternates
▼Server 1 Japan/Asia/Oceania	3	1
▼Server 2 Europe/Africa	2	1
▼Server 3 North/South America	3	1

8. FINALS Overview & Rules

8.3. Overview

The FINALS will consist of 8 players who cleared the 3rd STAGE, and will be held as an offline double elimination tournament. Alternates will only be able to join in the event a player who has advanced to the FINALS is absent.

8.4. Rules

Tournament Format	Double elimination
Match Format	Best-two-out-of-three (maximum of three battles)
Battle Rules	Standard Rules
Level	Set at 5000
Limit Break	Set at ★7+
Zenkai Awakening	Based on player-held characters
Arts Effects	Based on player-held characters
Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
Title Bonus	Based on player-owned Titles
Equipment	Equipment in use by each player
Boost Characters	None
Stage	Designated by the Tournament Administration

Limit Status	Applicable *Level, Limit Break, Zenkai Awakening, and Arts Effects will be at max.
Party Restrictions	Up to 3 of the 6 battle characters ("battle members") may be selected for each battle. Each match will consist of up to 3 battles, and each battle member may only participate in 1 battle. *There are no specific restrictions on party compositions, but please ensure that 9 characters, each with a different card number (ex: DBL00-01), can be chosen across 3 parties. *Supporters may be selected multiple times.
Usable Battle Characters	Any player-held characters available in DRAGON BALL LEGENDS at the time of battle
Usable Supporters	Any player-held supporters available in DRAGON BALL LEGENDS at the time of battle
Devices	Tournament Administration-provided device (Models will be announced at a later date)

8.5. How Ranking Is Determined

Determined based on double elimination ranking methods. Please note if the player on the LOSERS side in the GRAND FINAL is victorious, a "reset" will occur and a new GRAND FINAL (rematch) will commence.

9. Handling Battle Interruptions Due to Connection Issues

● 1st STAGE & 2nd STAGE

If an issue occurs due to a poor connection, it will be handled in the same way as an interruption to a regular PvP battle. If the connection can be recovered, the battle will continue from where it left off. No additional tickets will be issued in the event a battle is interrupted and cannot be continued due to a poor connection.

● 3rd STAGE

If an issue occurs due to a poor connection, please report the circumstances to the Tournament Administration after the battle ends. The Tournament Administration will then make a ruling after gathering more information. If it is determined the game was interrupted on purpose due to a deliberate disconnection, etc., the player responsible will be disqualified.

● FINALS

If an issue occurs due to a poor connection, please get the judges' attenti
on immediately by looking in their direction and raising your hand, or othe
r similar actions. After the battle ends, the judges will make a ruling aft
er gathering more information. If it is determined the game was interrupted
on purpose due to a deliberate disconnection, etc., the player responsible
will be disqualified. In the event of a dispute regarding match results,
players must provide evidence such as screenshots and video recordings of
their own gameplay. Each player is responsible for preparing these, so
please make sure to record your data for each battle.

However, in all circumstances, the Tournament Administration may make decisions be
yond those outlined above at its own discretion.

[Tournament Rules Revision History]
・August 19, 2025
　　Changes have been made to SESSION B of the 1st STAGE's event period as well
as to the deadline for claiming Entry Tickets, due to scheduled maintenance.
・September 12, 2025
　　Updates have been made to clarify the handling of the newly implemented
"Supporters" system.
・October 22, 2025
　　Updates have been made to the 3rd STAGE schedule and event operation details.