

DRAGON BALL LEGENDS

WORLD CHAMPIONSHIP 2026-2027

TOURNAMENT RULES

(Last updated: June 30, 2026)

1. Preface

DRAGON BALL LEGENDS WORLD CHAMPIONSHIP 2026-2027 (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.

2. Participation Requirements

For details on participation requirements, please refer to the separately published "DRAGON BALL LEGENDS WORLD CHAMPIONSHIP 2026-2027 Terms and Conditions" (hereafter, "Terms and Conditions"). Hereafter, all Tournament participants will be referred to as "players".

3. Terminology

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

● **SUMMER/AUTUMN**

Refers to the preliminaries in the Tournament. The Tournament consists of a SUMMER and AUTUMN Preliminary, both comprising of a 1st STAGE and 2nd STAGE.

● **STAGE**

Refers to the main competition phases in the Tournament. Each season comprises of a 1st STAGE and 2nd STAGE, and those who pass the 1st STAGE will advance to the 2nd STAGE.

● **EXTRA STAGE**

Refers to the last preliminary held to determine who will participate in the FINAL S. Players who have failed to advance through each STAGE of SUMMER or AUTUMN will be provided an opportunity to qualify for the FINALS.

● **FINALS**

Refers to the ending contests of the Tournament which decide the ultimate champion. This will be held for those who clear the SUMMER and AUTUMN 2nd STAGE, as well as the EXTRA STAGE. The player who advances through the FINALS and wins the final championship match (hereafter, "GRAND FINAL") will be declared the champion of the Tournament.

● **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 2nd STAGE and FINALS.

● **MATCH**

Refers to an 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 Standard Rules (ex: the first to win two BATTLES will win the MATCH).

4. **Tournament Entry/Participation**

For those who wish to participate in the Tournament, please refer to Section 3, "Tournament Entry/Participation", of the Terms and Conditions. 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 Data Transfer Settings within DRAGON BALL LEGENDS. Players who, by the entry deadlines, have completed setup of Data Transfer Settings and have cleared up to Part 1 Book 7 Chapter 6 of the Main Story, and thus are able to participate in PvP Rating Matches, 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.

5. Tournament Schedule

The schedule for the Tournament is outlined below. Details on the time slots for the 1st STAGE and EXTRA STAGE will be updated on the special site and in-game News as needed.

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

*The following content is subject to change due to maintenance or other circumstances.

5.1. SUMMER Schedule

5.1.1. SUMMER 1st STAGE

- **Format**

Online (via LBR)

- **Entry Deadline**

7/22/2026 06:00 (UTC)

- **Time Period**

7/29/2026 12:00 – 8/5/2026 04:00 (UTC)

*Please note that LBR participation may not be possible during the listed time due to maintenance or other circumstances.

*Please check the in-game News for maintenance dates and times as they become available.

*Please note that individual compensation or support will not be accommodated when Entry Tickets cannot be used due to maintenance or other circumstances.

- **LBR Time Slots**

12:00 – 14:00, 20:00 – 22:00, 02:00 – 04:00 (UTC)

- **Entry Ticket Distribution Dates (UTC)**

3 tickets daily by 12:00 from 7/29/2026 – 8/3/2026 (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)
7/29/2026	Until 7/31/2026 06:00
7/30/2026	Until 8/1/2026 06:00
7/31/2026	Until 8/2/2026 06:00
8/1/2026	Until 8/3/2026 06:00
8/2/2026	Until 8/4/2026 06:00
8/3/2026	Until 8/5/2026 04:00

● Notification of Results

About 1 week following the end of LBR, via the in-game News.

5.1.2. SUMMER 2nd STAGE

● Dates

Server 1, Japan/Asia/Oceania - Sat., Sep. 12, 2026 (UTC)

Server 2, Europe/Africa - Sat., Sep. 19, 2026 (UTC)

Server 3, North/South America - Sat., Sep. 21, 2026 (UTC)

*Participation is limited to the assigned date for the server that the player plays 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.

*Details on the server you will participate in will be announced via the in-game News when the notification for the 2nd STAGE qualifiers are sent.

● Format

Online (via Discord and start.gg)

● Schedule

*Specific times for the SUMMER 2nd STAGE will be made available at a later date.

5.2. AUTUMN Schedule

5.2.1. AUTUMN 1st STAGE

- **Format**

Online (via LBR)

- **Entry Deadline**

9/23/2026 06:00 (UTC)

- **Time Period**

9/30/2026 12:00 - 10/7/2026 04:00 (UTC)

*Please note that LBR participation may not be possible during the listed time due to maintenance or other circumstances.

*Please check the in-game News for maintenance dates and times as they become available.

*Please note that the Tournament Administration will not be held responsible if Entry Tickets cannot be used due to maintenance.

- **LBR Time Slots**

12:00 – 14:00, 20:00 – 22:00, 02:00 – 04:00 (UTC)

- **Entry Ticket Distribution Dates (UTC)**

3 tickets daily by 12:00 from 9/30/2026 – 10/5/2026 (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)
9/30/2026	Until 10/2/2026 06:00
10/1/2026	Until 10/3/2026 06:00
10/2/2026	Until 10/4/2026 06:00
10/3/2026	Until 10/5/2026 06:00
10/4/2026	Until 10/6/2026 06:00
10/5/2026	Until 10/7/2026 04:00

- **Notification of Results**

About 1 week following the end of LBR, via the in-game News.

5.2.2. AUTUMN 2nd STAGE

- **Dates**

Server 1, Japan/Asia/Oceania - Sat., Oct. 24, 2026 (UTC)

Server 2, Europe/Africa - Sat., Oct. 31, 2026 (UTC)

Server 3, North/South America - Sun., Nov. 1, 2026 (UTC)

*Participation is limited to the assigned date for the server that the player plays 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.

*Details on the server you will participate in will be announced via the in-game News when the notification for the 2nd STAGE qualifiers are sent.

- **Format**

Online (via Discord and start.gg)

- **Schedule**

*Specific times for the AUTUMN 2nd STAGE will be made available at a later date.

5.3. EXTRA STAGE Schedule

- **Format**

Online (via LBR)

- **Entry Deadline**

11/4/2026 06:00 (UTC)

- **Time Period**

11/11/2026 12:00 - 11/18/2026 04:00 (UTC)

*Please note that LBR participation may not be possible during the listed time due to maintenance or other circumstances.

*Please check the in-game News for maintenance dates and times as they become available.

*Please note that the Tournament Administration will not be held responsible if Entry Tickets cannot be used due to maintenance.

- **LBR Time Slots**

12:00 – 14:00, 20:00 – 22:00, 02:00 – 04:00 (UTC)

- **Entry Ticket Distribution Dates (UTC)**

3 tickets daily by 12:00 from 11/11/2026 – 11/16/2026 (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)
11/11/2026	Until 11/13/2026 06:00
11/12/2026	Until 11/14/2026 06:00
11/13/2026	Until 11/15/2026 06:00
11/14/2026	Until 11/16/2026 06:00
11/15/2026	Until 11/17/2026 06:00
11/16/2026	Until 11/18/2026 04:00

5.4. FINALS Schedule

- **Dates**

Sat., Feb. 6, 2026 (JST)

- **Format**

Offline (in Tokyo, venue to be announced at a later date)

6. SUMMER/AUTUMN 1st STAGE Rules

The following 1st STAGE rules apply to both SUMMER and AUTUMN.

6.1. Overview

The 1st STAGE is an online preliminary conducted through the in-game LBR mode that will be held at the designated time periods. Rankings will be determined according to Section 6.4, "How Ranking Is Determined", and the highe

st ranked player will advance to the 2nd STAGE.

6.2. Rules

The following rules will apply to all 1st STAGE matches.

Battle Rules	Standard Rules
Level	Set at 5000
Limit Break	Set at ★7+
Zenkai Awakening	Based on player-held characters
Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
Equipment	Equipment in use by each player
Boost Characters	None
Limit Status	Applicable *Level, Limit Break, Zenkai Awakening, and Arts Effects will be at max.
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

6.3. 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 LBR victories and losses will affect

the "Total Victories" and "Number of Battles" sections of the LBR screen. Your PvP wins and losses outside of LBR will not have an effect.

6.4. How Ranking Is Determined

Ranking will be determined by those with the highest BATTLE ROYAL POWER as outlined above. If 2 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.

6.5. 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 2nd 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 1st STAGE will be chosen first. Furthermore, advancing players and alternates will be determined provided that the requirements set out in Section 2, "Participation Requirements", of the Terms and Conditions are met. Any player found not to have fulfilled these conditions, regardless of ranking, will not be designated as an advancing player or alternate and will be excluded from qualifying. The next-ranked player will be moved up in the rankings to fill the vacancy.

*Details on the criteria to clear the 1st STAGE and of individual player placement will not be revealed.

7. SUMMER/AUTUMN 2nd STAGE Rules

The following 2nd STAGE rules apply to both SUMMER and AUTUMN.

7.1. Overview

The 2nd STAGE will be held online using the Friend Battle system. Only players who have cleared the 1st 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.

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 (Information will be provided only to players who advance to the 2nd 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 2nd 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.

7.2. Rules

The following rules will apply to all 2nd STAGE matches.

Tournament Format	Double elimination *Tournament matchups will be decided by a random drawing.
Match Format	▼ WINNERS BRACKET Best of three (three-match format) ▼ LOSERS BRACKET Best of one (single-match format)
Battle Rules	Standard Rules
Level	Set at 5000
Limit Break	Set at ★7+
Zenkai Awakening	Based on player-held characters

Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
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 and Equipment may be selected multiple times. *There are no party restrictions for the LOSERS BRACKET.
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

7.3. How Ranking Is Determined

Determined based on double elimination ranking methods. Please note if the

player on the LOSERS bracket in the GRAND FINAL is victorious, a "reset" will occur and a new GRAND FINAL (rematch: best of one) will commence.

7.4. About Advancing Players

The advancing players from each server will be determined as follows: A place in the FINALS will be guaranteed if the Tournament Administration determines everything to be in order after an interview and review of personal information.

7.4.1. SUMMER

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

7.4.2. AUTUMN

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

8. EXTRA STAGE Rules

8.1. Overview

The EXTRA STAGE is the final online preliminary conducted through the in-game LBR mode that will be held at the designated time periods. Rankings will

be determined according to Section 8.4, "How Ranking Is Determined," and the highest ranked player will advance to the FINALS.

8.2. Rules

The following rules will apply to all EXTRA STAGE matches.

Battle Rules	Standard Rules
Level	Set at 5000
Limit Break	Set at ★7+
Zenkai Awakening	Based on player-held characters
Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
Equipment	Equipment in use by each player
Boost Characters	None
Limit Status	Applicable *Level, Limit Break, Zenkai Awakening, and Arts Effects will be at max.
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

8.3. 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

ar amount of BATTLE ROYAL POWER. Only LBR victories and losses will affect the "Total Victories" and "Number of Battles" sections of the LBR screen. Your PvP wins and losses outside of LBR will not have an effect.

8.4. How Ranking Is Determined

Ranking will be determined by those with the highest BATTLE ROYAL POWER as outlined above. If 2 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 top player will be the one with the highest final ranking for the Rating Matches held from 11/11/2026 09:00 to 11/20/2026 02:00 (UTC).

8.5. About Advancing Players

For the EXTRA STAGE, the 2 highest-ranked players across all servers within the final ranking will qualify for the FINALS. Those ranked 3rd and 4th will be designated as alternates and assigned a place in the FINALS in order of ranking should a player be unable to compete. Furthermore, advancing players and alternates will be determined by fulfilling the conditions according to Section 2, "Participation Requirements", of the Terms and Conditions. Any player found to have not fulfilled these conditions, regardless of ranking, will not be designated as an advancing player or alternate and will be excluded from qualifying. The next-ranked player will be moved up in the rankings.

9. FINALS Rules

9.1. Overview

The FINALS is an 8-player offline tournament featuring the 3 players who cleared the SUMMER 2nd Stage, the 3 players who cleared the AUTUMN 2nd STAGE, and the 2 players who cleared the EXTRA STAGE. Alternates may only participate if a player in the FINALS is unable to compete.

9.2. Rules

The following rules will apply to all FINALS matches.

Tournament Format	Double elimination *Tournament matchups will be decided by a random drawing.
Match Format	▼ WINNERS BRACKET Best of three (three-match format) ▼ LOSERS BRACKET Best of one (single-match format)
Battle Rules	Standard Rules
Level	Set at 5000
Limit Break	Set at ★7+
Zenkai Awakening	Based on player-held characters
Arts Boost	Based on player-held characters
Supporter Level	Based on player-held characters
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 ch

	osen across 3 parties. *Supporters and Equipment may be selected multiple times. *In the FINALS, players will form 3 parties to use in the Tournament and submit this information to the Tournament Administration ahead of the competition. *In the LOSERS BRACKET, players must select one of the three submitted parties for their matches. *Players may only use parties they have submitted. *If a reset occurs in the GRAND FINAL, players must select one of the three parties submitted for the rematch.
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 to players in the FINALS at a later date)

9.3. How Ranking Is Determined

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

9.4. About Clothing

When attending the FINALS, players are required to wear clothing (T-shirt, jacket etc.) prepared by the Tournament Administration. Details will be made available to players in the FINALS separately. Failure to follow the Tournament Administrations instructions may result in penalties.

10. Handling Battle Interruptions Due to Connection Issues

Regardless of the circumstances, the Tournament Administration may make decisions beyond those outlined below at its own discretion.

10.1. SUMMER/AUTUMN 1st 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.

10.2. SUMMER/AUTUMN 2nd 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 shall then request the relevant player(s) to submit game footage and other materials as necessary, and make a ruling after reviewing the information.

If it is determined the game was interrupted on purpose due to a deliberate disconnection, etc., the player(s) responsible will be disqualified. Furthermore, any and all decisions made on this matter shall be done so at the discretion of the Tournament Administration.

10.3. FINALS

If an issue occurs due to a poor connection, please get the judges' attention immediately by looking in their direction and raising your hand, or other similar actions. After the battle ends, the judges will 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. 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.