

Bo Jackson Battle Arena

Tournament Rules · v1

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Tournament Rules

Bo Jackson Battle Arena is committed to delivering the best play experience for everyone participating in Organized Play events. Bo Jackson Battle Arena Tournament Rules outline the expectations for Players, Judge Staff, Event Management, Spectators, and other attendees.

These rules ensure consistency across events of all levels, allowing participants to know what to anticipate at any *Bo Jackson Battle Arena* event. All attendees are required to read, understand, and adhere to these tournament guidelines.

Violations of the rules or actions that undermine the integrity of an event may result in penalties issued by Tournament Officials, Judges, or representatives of *Bo Jackson Battle Arena*.

This document will be updated as necessary, with any changes announced through communication channels operated by *Bo Jackson Battle Arena*.

Current version: 1

Sections

[🔗](#) Section titled “Sections”

1. Tournament Overview
 2. Roles and Responsibilities
 3. Tournament Logistics
 4. Tournament Materials
 5. Gameplay Logistics
 6. Behaviour and Conduct
 7. Constructed Formats
 8. Limited Formats
 9. Special Formats
 10. Team Play
- Appendix A — Format Summary
 - Appendix B — Swiss Pairing Guidelines

1 Tournament Overview

1.1 Event and Tournament Structure

[Section titled “1.1 Event and Tournament Structure”](#)

Bo Jackson Battle Arena events consist of one or more tournaments, each classified into one of three tiers and governed by one of three levels of rules enforcement. The overall tier of an event is determined by the highest tier of any tournament included in it.

There are three distinct **Rules Enforcement Levels (RELs)**: Casual, Competitive, and Professional. Each REL has unique expectations, and player infractions are addressed differently depending on the level.

- **Casual REL:** Tailored for local in-store play, this level focuses on fostering a welcoming environment for player education and enjoyment.
- **Competitive REL:** Designed for structured competition, this level aims to balance player education, enjoyment, and maintaining tournament integrity.
- **Professional REL:** Reserved for the most elite levels of competitive play, this level prioritizes tournament integrity above all else.

While most tournaments adhere to a single REL, some may transition between levels during the course of the event. For example, an event might begin under Competitive REL on Day 1 and shift to Professional REL on subsequent days.

1.2 Formats

[Section titled “1.2 Formats”](#)

Tournaments consist of one or more formats. Bo Jackson Battle Arena supports three main categories of tournament formats: Constructed, Limited, and Special.

- **Constructed Formats:** These require players to prepare their card pool in advance, using cards they own to participate in the tournament.
- **Limited Formats:** In these formats, all necessary materials are provided by the Tournament Organizer for players to use.
- **Special Formats:** These encompass unique formats that do not strictly fall under Constructed or Limited categories.
- **Team Formats:** These formats are played by teams of players rather than individual competitors. Each player on a team competes in a separate match against a corresponding opponent, and the combined results determine the outcome for the team.

The official formats currently supported by Bo Jackson Battle Arena include:

Constructed:

- Rookie
- Substitution
- Playmaker

Limited:

- Booster Box Sealed
- Double Blaster Sealed
- Double Mega Sealed


Special:

- SPEC Playmaker
- SPEC+
- Elite Playmaker

Team:

- Apex Madness
- HiLo Madness

1.3 Player Identification

 Section titled "1.3 Player Identification"

Individuals must have a Bo Jackson Battle Arena Collect and Play Network Profile to participate in a tournament. A profile can be created by registering an account on play.bobbattlearena.com. Each profile includes a Player ID that serves as a unique identifier for the individual.

Players are allowed only one profile. If an individual has multiple profiles, they must contact help@bobbattlearena.com to resolve the issue.

Some events may require Players to verify their identity.

The following forms of identification are accepted:

- Birth Certificate (for players under the age of 18)
- Driver Licence
- Passport

- School ID card
- Government-issued ID card
- Other form of ID approved by Tournament Organizer

1.4 Tournament Eligibility

🔗 Section titled “1.4 Tournament Eligibility”

Participation in Bo Jackson Battle Arena tournaments is open to all, subject to specific tournament eligibility rules, with the following exceptions:

- **Banned Individuals:** Those who are currently banned from participation.
- **Suspended Individuals:** Those under suspension may not participate in tier 2 or higher events or in tournaments with a Competitive or Professional REL. Suspended individuals may participate in Casual REL tournaments within tier 1 events, but only with the Tournament Organizer’s approval.
- **Prohibited Individuals:** Those explicitly barred from participation by Bo Jackson Battle Arena or individuals asked to leave the venue by the Tournament Organizer.
- **Minors:** Individuals aged 17 or younger who do not have permission from their guardian(s).
- **Legally Restricted Individuals:** Those restricted by local laws, venue management policies, or Tournament Organizer rules.
- **Tournament Officials:** Officials are not allowed to participate as players in the same tournament if it is a tier 2 or higher event.

Eligibility to Serve as a Tournament Official

🔗 Section titled “Eligibility to Serve as a Tournament Official”

Anyone may act as a tournament official, except:

- Individuals who are currently banned or suspended.
- Individuals who have already participated as players in the same tournament, if the event is tier 2 or higher.

Suspended Individuals:

- May not participate in tier 2+ events or in tournaments with a Competitive or Professional REL.
- May participate in Casual REL tournaments as part of tier 1 events, subject to Tournament Organizer approval.
- May attend and spectate Bo Jackson Battle Arena events but are not eligible to serve as tournament officials.

Banned Individuals:

- May not participate in, attend, spectate, or act as tournament officials in any Bo Jackson Battle Arena events.
- If a banned individual is present at a Bo Jackson Battle Arena event, they must be asked to leave the venue.

2 Roles and Responsibilities

2.1 Roles

[🔗](#) Section titled “2.1 Roles”

Each individual at a tournament assumes one or more of the following roles:

- Player
- Spectator
- Tournament Organizer
- Head Judge
- Floor Judge
- Scorekeeper
- Coverage Member

Individuals serving as Tournament Organizer, Head Judge, Floor Judge, or Scorekeeper are classified as tournament officials. Additionally, the Tournament Organizer may assign other individuals as tournament officials even if they do not hold a specific tournament role. Both the Head Judge and Floor Judge are categorized as judge roles, while Coverage Members are collectively referred to as coverage.

Tournament officials may transition between roles during the tournament. However, the Tournament Organizer and Head Judge should remain in their designated roles for the entirety of the event.

- **Tier 1 Tournaments:** Tournament officials are permitted to also act as Players, and the Tournament Organizer may serve as a judge.
- **Tier 2+ Tournaments:** Tournament officials cannot act as Players, and the Tournament Organizer is not permitted to serve as a judge.

2.2 Player

[🔗](#) Section titled “2.2 Player”

A Player is any individual actively participating in the tournament. Players are responsible for the following:

- Familiarizing themselves with the rules and policies of Bo Jackson Battle Arena tournaments.
- Bringing all necessary materials required to participate in the tournament.

- Adhering to announced start times and time limits, and being physically present for their games.
- Acting respectfully and avoiding unsporting conduct at all times.
- Maintaining a clear and legal game state, as well as effective communication with other Players.
- Calling a judge to address rule infractions or resolve disputes between Players.
- Reporting any discrepancies in their tournament record to Judges or Scorekeepers.

2.3 Spectator

🔗 Section titled “2.3 Spectator”

An individual is considered a Spectator for any match in which they are not actively participating, except in cases where they are serving as a judge.

Spectators are responsible for the following:

- Remaining silent and refraining from interacting with players to ensure they do not influence the outcome of any ongoing match.
- Discreetly notifying a Judge if they observe a game action or behavior that violates the rules or policies of Bo Jackson Battle Arena.

2.4 Tournament Organizer

🔗 Section titled “2.4 Tournament Organizer”

The Tournament Organizer (TO) is the individual designated to oversee and manage the logistics of a tournament. The responsibilities of a Tournament Organizer include:

- Ensuring tournament details are advertised well in advance of the event date.
- Providing a venue that adequately accommodates the tournament and its participants.
- Supplying all materials required for tournament operations and logistics.
- Assembling and organizing appropriate staff to ensure the tournament runs smoothly and efficiently.
- Addressing player conduct infractions as they arise.
- Coordinating the distribution of tournament prizes to players.
- Reporting the tournament results in play.bobattlearena.com.

The role of the Tournament Organizer must be assigned prior to each event and no later than the start of the tournament.

2.5 Head Judge

🔗 Section titled “2.5 Head Judge”

The Head Judge is responsible for overseeing the overall operation of a tournament and ensuring its integrity. In addition to general Judge responsibilities, the Head Judge has the following duties:

- Using sound judgment to enforce or modify rules and policies as necessary to uphold the integrity of the tournament.
- Making final rulings when a player appeals the decision of another Judge.
- Assigning tasks to Judges and ensuring they possess the knowledge required to perform these tasks effectively.
- Providing feedback to Judges to support their growth in rules knowledge, policy understanding, and personal development.
- Acting as the final authority on a card’s official properties and interpreting its rules text.
- Establishing acceptable thresholds for misprinted, damaged, altered, or marked cards; sleeves; game layouts; electronic device use; and issuing proxies as needed.

The Head Judge may temporarily delegate their responsibilities to another Judge if they are unable to perform them. In exceptional cases where tournament integrity would otherwise be compromised, the Tournament Organizer may assume the role of Head Judge.

Large Tournaments

🔗 Section titled “Large Tournaments”

In large-scale tournaments, multiple individuals may serve as Head Judges simultaneously. In such cases:

- One individual is designated as the official Head Judge.
- Additional Head Judges are referred to as Appeals Judges.
- Appeals Judges share the same responsibilities and authority as the Head Judge but operate under the direction of the official Head Judge.


2.6 Floor Judge

🔗 Section titled “2.6 Floor Judge”

A Floor Judge assists the Head Judge with the general operation of the tournament and ensures that it runs smoothly. The responsibilities of a Floor Judge include:

- Responding to judge calls.
- Answering questions from Players and Spectators.
- Providing information and assistance to Players as needed.
- Resolving disputes between Players.
- Handling reasonable requests from Players or tournament officials.
- Issuing rulings and applying appropriate procedures and penalties.
- Pausing and investigating games when infractions are observed.


2.7 Scorekeeper

 Section titled “2.7 Scorekeeper”

The Scorekeeper is responsible for collecting and processing tournament information to manage pairings, standings, and records throughout the event. Their responsibilities include:

- Generating accurate pairings for each round.
- Inputting round results into play.bobattlearena.com.
- Producing standings, typically before and after the final Swiss rounds.
- Resolving any errors in tournament information in consultation with the Head Judge.
- Verifying that all tournament information entered into play.bobattlearena.com is accurate, legitimate, and correct before final submission.

2.8 Coverage Member


 Section titled “2.8 Coverage Member”

A Coverage Member is responsible for providing media coverage of the event. Their duties include:

- Reporting relevant tournament information in a manner that prevents Players from gaining a strategic advantage.
- Coordinating with tournament officials to organize feature matches.
- Managing match timing and game layout for Players in feature matches.

3 Tournament Logistics

3.1 Round Structure

 Section titled “3.1 Round Structure”


Tournaments are divided into rounds. Each round typically consists of matches between pairs of Players. A Player wins a match by winning a specified number of games.

- **Swiss Rounds:** In Swiss-system tournaments, players compete in each round and are paired based on their standings, match history, and the tournament format.
- **Elimination Rounds:** In knockout-style tournaments, players are eliminated from the event if they lose a match (single elimination) and do not participate in subsequent rounds.

Round structure and formats may vary across tournaments. A typical tournament will consist of a single format with timed Swiss rounds for all players, followed by untimed single-elimination rounds for the top 8 players (also known as the “top-cut” or “play-off” rounds).

For **timed rounds**, players compete until one player wins a specified number of games or the round timer expires. For **untimed rounds**, players compete until one player wins a specified number of games. If a match is still undecided at the end of a round, players complete the end-of-match procedure to determine the match result. Generally, only one game is needed to win a match unless the Tournament Organizer announces otherwise before the tournament begins.

3.2 Timed Rounds

 Section titled “3.2 Timed Rounds”

Timed rounds are used to keep the tournament progressing at a reasonable pace and give players a clear understanding of when to be ready for their next round.

- The timer for a round starts when most players are seated or have had a fair chance to do so. Players may perform the first game’s start-of-game procedure before the round timer begins, but the first turn of the first game cannot start until after the round timer starts.
- If a Judge pauses a match for more than one minute during the round, the players in that match will be granted at least the same amount of additional time to finish the match.

- If the match is paused for a deck-check, players will receive the time taken for the deck-check plus an additional three minutes to shuffle and present their decks. However, this should not exceed the original round time.

Feature Matches

🔗 Section titled “Feature Matches”

Feature matches should be allotted extra time to compensate for the time spent setting up or moving players, or the feature matches should be timed separately from the regular rounds.

3.3 Start-of-Game Procedure

🔗 Section titled “3.3 Start-of-Game Procedure”

Each match begins with the following standard setup steps, followed by mode-specific rules depending on which game mode is being played: **Rookie**, **Substitution**, or **Playmaker**.

1. Determine First Player and Battle Direction

🔗 Section titled “1. Determine First Player and Battle Direction”

Players randomly determine, using an agreed-upon method, a player.

The randomly selected player chooses:

- Who goes first in the first battle, and
- The direction in which Battles will resolve (left-to-right or right-to-left).

This procedure applies to all game modes unless otherwise specified by the format.

2. Prepare Decks

🔗 Section titled “2. Prepare Decks”

Each player presents all required decks for the selected format.

Players must sufficiently randomize their decks before presenting them to an opponent at the start of a game.

After shuffling, a player must present their deck to their opponent. The opponent may cut the deck or shuffle it further before returning it. Once returned, the deck is considered finalized and ready for play.

Whenever a player searches their deck, that player must shuffle the deck afterward unless the card effect specifically instructs otherwise. After shuffling, the deck must again be presented to the opponent.

Players may not intentionally manipulate the order of cards in a way that provides knowledge of the deck's order. If a deck is not sufficiently randomized, a judge may require the deck to be reshuffled before play continues.

Deck requirements depend on the format:

- Rookie Mode: Hero Deck
- Substitution Mode: Hero Deck + Hot Dog Deck
- Playmaker Mode: Hero Deck + Hot Dog Deck + Playbook

See the **Format** section for details on legal deck construction.

3. Place Starting Lineup

 Section titled "3. Place Starting Lineup"

Each player draws 7 Hero cards. Players simultaneously place their 7 Heroes face-down into one of each 7 Battle Zones in the order they choose.

- Players must remember their placements; **players are not** allowed to look at their heroes after placing.

Once both players confirm readiness, the match begins.

4. Draw Opening Hands

 Section titled "4. Draw Opening Hands"

- **Rookie:** No additional cards drawn.
- **Substitution & Playmaker:** Draw 4 additional Hero cards as your hand.
- **Playmaker Only:** Draw 4 Play cards.

The **maximum time** allowed for the start-of-game procedure is:

- **5 minutes** for the first game of a match
- **3 minutes** for each subsequent game of the match

Players who exceed this time limit are considered to have committed slow play.

3.4 End-of-Game Procedure

🔗 Section titled “3.4 End-of-Game Procedure”

At the end of a game, players must reveal any cards with hidden information if requested by their opponent or a tournament official.

At the end of a match, both players must agree on the match result and then submit it to the Scorekeeper.

3.4.1 Time Expiration in Timed Matches

🔗 Section titled “3.4.1 Time Expiration in Timed Matches”

When the round timer expires during a match, the following procedure is followed:

Players complete the current game using Rookie Mode rules. Players continue playing Battles until the game reaches its natural conclusion. If the game reaches a tied Battle score, Sudden Death is used to determine the winner of that game as defined in the Comprehensive Rules Guide. No new game may begin after time has expired.

Once the current game has concluded, determine the winner of the match as follows:

Step 1: The winner of the match is the player who has won more completed games in that match.

Step 2: If both players have won an equal number of games, the match is resolved using Sudden Death.

Step 3 — Sudden Death: Each player reveals the top card of their Hero Deck. The player whose revealed Hero has the higher Power value wins Sudden Death.

If both revealed Heroes have equal Power, repeat this process by revealing the next top Hero from each Hero Deck until a winner is determined.

Super Weapon Type Rule: If both revealed Heroes have equal Power and one of those Heroes has a Super Weapon, the Hero with a Super Weapon wins Sudden Death.

3.4.2 Untimed Elimination Matches

🔗 Section titled “3.4.2 Untimed Elimination Matches”


Some elimination matches may be designated as untimed. Untimed elimination matches do not use the Time Expiration procedure.

Untimed elimination matches are played as Best-of-3 games. The winner of the match is the first player to win two games.

Games are played following the normal rules of the game. If a game reaches a tied Battle score, Sudden Death is used to determine the winner of that game as defined in the Comprehensive Rules Guide.

Elimination matches cannot end in a draw. A winner must be determined for every match.

3.5 Concessions and Refusal to Play

 Section titled “3.5 Concessions and Refusal to Play”

Players may concede a game or match at any time before the round timer expires.

Once the round timer expires, players may no longer concede and the match must be resolved using the Time Expiration procedure defined in Section 3.4.

Players may not agree to intentionally draw a match. Because matches must produce a winner, any agreement between players not to play a match or intentionally produce a draw is considered mutual non-participation.

If a player refuses to participate in a game or match, that player is considered to have conceded.

If both players refuse to participate in the match, the result is recorded as a Double Loss.

A Double Loss may be issued for the following situations:

- Mutual non-participation
- Collusion

Players may not concede in exchange for any form of consideration. If players discuss possible considerations based on the match outcome (for example prizes or standings), they may no longer concede.

Players are prohibited from asking their opponent to concede at any time. Implicitly suggesting or pressuring a player to concede may be considered asking for a concession.

If a player must stop playing due to a legitimate reason, they should call a Judge immediately. Examples of valid reasons include, but are not limited to:

- A personal emergency requiring the player’s attention
- The player feeling physically unwell
- An accidental disruption of the game area requiring cleanup

3.6 Dropping from a Tournament

Section titled “3.6 Dropping from a Tournament”

A player may drop from a tournament at any time by informing the Scorekeeper. Once dropped, a player may only re-enter the tournament at the discretion of the Head Judge.

Players who fail to show up for their match are considered to have conceded that match and should be dropped from the tournament unless they inform the Scorekeeper before the next round’s pairings are generated.

If a player drops before the first pairings are made, they are considered not to have participated and will not be listed in the final standings. If a player drops after the pairings for a round have been generated, they are considered to have conceded that round before being dropped.

If a player drops during a limited format portion of the tournament, they retain ownership of all cards they have legally obtained, including any opened, unopened, and partially-drafted booster packs.

Players who drop early may not be eligible for participation prizes, at the discretion of the Tournament Organizer. If a player drops after being announced as part of the top cut, there will be no replacement for them in the top cut.

Players may not drop from a tournament in exchange for any form of consideration.

3.7 Card-Pool Registration

Section titled “3.7 Card-Pool Registration”

Card-pool registration (decklist) refers to the recorded list of cards a player may use or intends to use during a tournament. Decklists are mandatory for all tournaments.

When a player submits their decklist to a tournament official, the decklist and its contents become the property of the Tournament Organizer. Decklists that are illegal, illegible, or improperly formatted may be rejected. Once a decklist is accepted, the player is not permitted to alter it. Players are responsible for submitting all required decklists before the start of the first round (for constructed formats), the end of deck construction (for limited formats), or another time designated by the Tournament Organizer. Late submission of decklists may result in penalties.

Players may request to review their decklist between matches, which should be accommodated when possible.

It is recommended that decklists remain private between the player and tournament officials throughout the tournament, except for use in coverage or sharing with players in the play-offs at a professional REL. If there are any deviations from this, the Tournament

Organizer should notify participants before the tournament begins. At professional REL, players in the play-offs of a constructed format should be provided with copies of their opponent's deck lists as soon as possible, with sufficient time to review them before the first game of the match. This requirement does not apply to limited-format play-offs.

3.8 Deck-Checks

✍ Section titled "3.8 Deck-Checks"

A deck-check is a procedure used to verify a player's cards against their accepted decklist. During a regular deck-check, the player's cards are collected when they have presented their deck for a game (before drawing their opening hand) and are returned without any guarantee of the cards being in the same order. The goal of regular deck-checks is to ensure that the cards are not marked and that the player has presented their deck legally.

Regular deck-checks are mandatory at professional REL and recommended at competitive REL. They may be conducted at casual REL at the discretion of the Tournament Organizer. If deck-checks are being performed at a tournament, it is advised that all players in the play-offs have undergone a deck-check during the Swiss rounds before starting the first round of the play-offs. In the case of timed rounds, affected players should be granted additional time to complete their round if necessary.

The Head Judge reserves the right to perform a (non-regular) deck-check for any Player, including during the middle of a game or between rounds. If a deck-check is performed during a game, the deck must be returned to the Player in the exact state it was in before the deck-check was conducted in order to reinstate the game properly.

3.9 Judge Calls and Appeals

✍ Section titled "3.9 Judge Calls and Appeals"

Players may call a Judge at any time during their match. The recommended procedure for calling a Judge is to pause the game, raise a hand, shout "Judge!", and wait for the Judge to arrive. Tournament officials can also pause the game and call a Judge on behalf of the Players. Spectators are not allowed to call a Judge in competitive and professional REL, but they can discreetly bring a game issue to the attention of a Judge if needed. Judges should respond to calls in accordance with the official Comprehensive Rules, Procedure and Penalty Guide, and Tournament Rules and Policy.

During a match, Players should immediately call a Judge in the following situations:

- A Player commits a minor infraction that cannot be resolved between the Players in a timely manner.


- A Player commits an infraction that requires corrective action or could create a significant advantage or disadvantage for one of the Players.
- A dispute arises between Players that cannot be resolved promptly.
- There is an emergency or issue that requires the attention of a tournament official.
- A Player needs to leave the table for any reason.
- The Player requires immediate oversight from a Judge.

Players may also call a Judge if they need assistance with information. During a judge call, Players must answer all questions truthfully and may request to do so away from the match.

In tournaments with both Head Judges and Floor Judges, it is preferable for a Floor Judge to be the first responder to a call. If a Floor Judge is not available in a reasonable amount of time, a Head Judge should respond first. Players are not permitted to request a specific Judge to attend their call or to ask for a different Judge than the first one to respond. If there is a language barrier, Players can request a translator, which should be accommodated if feasible.

Once a Judge has made a ruling, but before any procedures or penalties are applied, either Player has the right to appeal the decision. In the event of an appeal, the Head Judge will review the ruling and make the final decision. If the Head Judge was the first responder to the call, the Player may still request an appeal. In such cases, the Head Judge should consult with another Judge before confirming or modifying the initial ruling.


3.10 Accessibility

 Section titled “3.10 Accessibility”

The Tournament Organizer is responsible for ensuring that reasonable steps are taken to create an environment that is accessible to all Players, allowing them to participate in the tournament.

Players may request assistance from tournament officials regarding accessibility needs. In certain cases, exceptions to specific tournament rules may be made to accommodate individual Players, as long as these exceptions do not provide a strategic advantage. Any such exceptions must be approved by the Head Judge before being implemented.

3.11 Coverage

 Section titled “3.11 Coverage”

Bo Jackson Battle Arena reserves the right to release any official tournament information at any time, including during the event. The Tournament Organizer may also publish such

information after the tournament concludes. By entering a tournament, players give their consent for their tournament information, including but not limited to their names, decklists, and results, to be used for coverage purposes.

Tournaments may feature live media coverage, such as video streams or replays of matches (feature matches). In these feature matches, the coverage team may manage the gameplay logistics and tournament materials to enhance the recording quality and prevent any strategic advantages. This can include, but is not limited to, using extra markers for better camera visibility, having players wear noise-cancelling headphones, and limiting the use of materials containing non-Bo Jackson Battle Arena intellectual property.

The Head Judge may authorize the use of video replays from the official media coverage to aid in rulings during a match. Additionally, video replays may be reviewed after a match for investigation purposes.

At casual and competitive REL (Regulated Event Levels), players can decline to be featured during Swiss rounds without facing any penalties. However, at professional REL or during play-off rounds at casual and competitive REL, players who decline to be featured will receive a match loss for that round.

Spectators may record matches as long as they do so unobtrusively. If a player or spectator wishes to use an intrusive method of recording, they must request permission from both the Tournament Organizer and the players involved in the match.

4 Tournament Materials

4.1 Player Materials

🔗 Section titled “4.1 Player Materials”

Players are responsible for bringing all necessary materials required to participate in the tournament, including:

- Physical, visible, and reliable items to record and track game information (e.g., pen and paper, counters, markers, etc.).
- Materials specific to the tournament’s format and REL (e.g., assembled decks, decklists, sleeves, etc.).

For formats where players are provided cards to play with, players are expected to take care of these materials once they are in possession. Players are also responsible for safeguarding their belongings at all times during the tournament.

During matches at competitive and professional REL, players must keep their registered cards clearly distinguishable from other card-like objects within their card pool. If there are cards stored near the registered card pool that could potentially be confused with the registered cards, those cards will be considered part of the card pool unless they meet one of the following exceptions:

- Promotional cards given out at the event that are not part of the decklist.
- Cards on the decklist that are proxied for the duration of the tournament.

These cards must not be sleeved in such a way that they can be confused with the actual cards in the registered card pool.

4.2 Cards


🔗 Section titled “4.2 Cards”

A card is a physical object that represents itself in the game of *Bo Jackson Battle Arena*. Players may use any official card in a tournament. A card is considered an official *Bo Jackson Battle Arena* card if it is genuine, published by *Bo Jackson Battle Arena*, and meets one of the following criteria:

- A single-faced Hero card with the official red *Bo Jackson Battle Arena* back-face.
- A single-faced Play card with the official purple *Bo Jackson Battle Arena* back-face.
- A single-faced Hot dog card with the official green *Bo Jackson Battle Arena* back-face.

Official cards are game pieces distributed through retail products and promotional programs. Artist proofs, informational inserts, and oversized cards are not considered official cards. The properties of a card are defined by the latest printing of the card, subject to any errata published by Bo Jackson Battle Arena.

Non-English Cards

 Section titled “Non-English Cards”

A non-English card is a card printed with text translated into a language other than English. A Player may use an otherwise-legal non-English card provided it is clear what card it represents and the Player is not using it to create an advantage, such as by having misleading text or pictures.


Misprinted Cards

 Section titled “Misprinted Cards”

A misprinted card is a card that, due to a design or printing error, does not accurately represent its intended form. A Player may use a misprinted card if it is clear what card it represents. However, a Player may not use a misprinted card if it depicts the properties of another card that it does not represent or if it gives a strategic advantage, such as through misleading text or images.

If the printed information on a misprinted card is missing or objectively incorrect (e.g., orbital, power, cost, etc.), the Player must inform their opponent when the misprinted card becomes visible and provide the correct printed information for their opponent to reference.

Damaged Cards

 Section titled “Damaged Cards”

A damaged card is a card that has undergone physical treatment that ruins its aesthetic quality and/or functionality as a game piece. A Player may use a damaged card as long as the damage was due to wear and tear or was accidental, and does not make the card unrecognizable or provide a strategic advantage.

Intentionally damaged cards, such as those that have been cut, ripped, shredded, or reconstructed, are not allowed. However, this rule does not apply to cards intentionally altered for artistic purposes.

If a Player opens a damaged card from a limited product or a card is damaged by an opponent or tournament official, the Player may be issued a proxy for that card.

Altered Cards

🔗 Section titled “Altered Cards”

An altered card is one that has been intentionally physically modified, often for artistic purposes. Alterations may include painting, signing, foiling, collages, printed inner-sleeves, or any other modification to the card’s visuals.

A Player may use an altered card as long as the modifications do not make the card unrecognizable, contain offensive material, or provide a strategic advantage. The altered card must be originally an official *Bo Jackson Battle Arena* card and should allow tournament officials to authenticate the original card.

Modifications must not obscure the name, orbital, or numeric properties (such as cost or power) of the card. The Head Judge will determine what alterations are acceptable for the tournament.

At competitive and professional REL, a Player must receive prior approval from the Head Judge before using an altered card in the tournament. Alterations must not drastically change the appearance of the primary subject(s) in the artwork, including modifications to the silhouette, color scheme, or focus.

4.3 Proxy Cards

🔗 Section titled “4.3 Proxy Cards”

A proxy card (or “proxy”) is a card used to represent an official Bo Jackson Battle Arena card in a game. Proxies are not allowed unless they are officially issued by the Head Judge of the tournament. The Head Judge may issue or approve a proxy at their discretion in the following situations:

- A foil card where the foiling causes the card to be marked in the deck, and no non-foil version of the card is available, or it would be unreasonable to expect the Player to find a substitute.
- A damaged card where the damage marks the card in the deck, and the damage was caused by either opening limited product or by the Player’s opponent or a tournament official.
- A token-rarity card at a limited event where there are insufficient official cards available.

The proxy is used to represent an official Bo Jackson Battle Arena card, and the Player must have the original card or the relevant information about the original card for their opponent to reference during the game involving the proxy.

Proxies are only valid for the duration of the tournament in which they were issued. Proxies issued from previous tournaments or self-made proxies are not permitted.

Event Legal Proxy (ELP) Rental Policy

🔗 Section titled “Event Legal Proxy (ELP) Rental Policy”

Graded cards are not required for participation in any brackets or divisions.

ELP rentals are available for any number of cards in a player’s Hero Deck.

Rental Fee: \$8 per ELP card.

Collateral Requirement: Players must provide the corresponding graded card as collateral. Collateral may be submitted physically at the event or through an approved vaulting service (currently PSA and Blokpax). Collateral is returned when the ELPs are returned.

Card Appearance: ELPs will have different card backs and will be watermarked with “do not grade.”

Loss or Non-Return: Any unreturned ELP will result in a fine equal to the current raw market value of the official card. Market values will be determined by the BoBA team.

Insurance Option: Players may purchase theft insurance for ELPs for \$99 per player. A police report is required to file a claim. Use of ELPs is optional. Players may choose to play with their official cards instead. ELPs must be kept secure and returned in full to avoid penalties.

4.4 Counters

🔗 Section titled “4.4 Counters”

A counter is an item used to represent a specific type of counter on an object in the game. Players may use any item to represent a counter, as long as it clearly indicates the type of counter it represents, does not provide strategic assistance, is not too small or difficult to see, and is not excessively large or obstructive in the play area.

If two or more counters of the same type are placed on an object, they must be uniform and arranged in a way that clearly shows their quantity and type. Dice or similar counting items may also be used to represent multiple counters of the same type, instead of using a separate item for each individual counter.

4.5 Markers

🔗 Section titled “4.5 Markers”

A marker is a small item used to optionally represent part of the state of the game. Markers should not be confused with counters, which represent a specific in-game element. Players may use any non-card-like item as a marker, provided it clearly represents the intended information, does not offer strategic assistance, is visible and easy to see, and is not so large as to obstruct the play-space.

Markers may be used to represent visible or public information in the game, but not to track information about cards in a player’s deck, or any private, historical, or assisted information. To prevent abuse, markers may not be used to track cards within a deck. A marker should only be used temporarily to represent information; once that information is no longer relevant, the player must either update or remove the marker.

If two or more markers are used for the same piece of visible or public information, they must be uniform and arranged clearly to make the information they represent easily identifiable. Dice or similar counting items may be used as markers to represent numerical information.

4.6 Dice

🔗 Section titled “4.6 Dice”

When an action requires the use of dice, any method can be employed to simulate the dice roll, as long as the method can produce a range of results that is correct and ensures all outcomes have an equal chance of occurring. At professional REL, electronic devices are not allowed to simulate dice rolls.

Physical dice must have clearly readable values, be properly weighted so each side has an equal chance of landing, and be of a size that is not disruptive when rolled. High-value dice with values grouped together, such as spindown dice, are not allowed for use.

When physical dice are rolled, they must be rolled from a discernible height and with enough spin to produce sufficiently random results. Dice that leave the playing surface, become mixed with other dice in an unclear way, or fail to come to rest in a stable position on a flat surface are considered void and must be re-rolled.

If the result of a dice roll would have no impact on the game, the Player may choose to skip rolling them. If a Player rolls too many dice at once, those dice are ignored, and the correct number of dice must be re-rolled.

4.7 Sleeves

🔗 Section titled “4.7 Sleeves”


A sleeve is a thin, flexible, card-shaped pocket designed to protect a card during play.

If a Player chooses to use card sleeves, all cards in their deck must be sleeved in the same manner. At Professional REL, the Head Judge may require all players to use sleeves for their deck cards.

At Competitive and Professional REL, sleeves with highly reflective or holographic patterns are not permitted. The Head Judge has the final authority on whether any type of sleeve may be used in the tournament.

Players are responsible for ensuring that their sleeves do not cause their cards to be marked during the tournament. A Judge may disallow particular card sleeves if they believe the sleeves are in poor condition or have a design that interferes with shuffling or gameplay. The Judge may choose to delay requiring a sleeve change until the end of a match.

4.8 Electronic Devices

 Section titled “4.8 Electronic Devices”


An electronic device is any personal machine capable of recording or presenting strategic notes, communicating with others, or accessing the internet (or similar networks).

In general, Players may use electronic devices during a match as long as the content presented is visible to all Players and is not used to gain strategic advice. If a Player wishes to use a device privately, they must request permission from a Judge. Electronic devices may be used during the start-of-game procedure for taking strategic notes, but they may not be used for communication.

Physical records should be preferred over electronic records when resolving discrepancies in a game. At Competitive and Professional REL, electronic devices may not be used at all during a draft.

Additional restrictions or exceptions to the use of electronic devices are enforced at the discretion of the Head Judge.

4.9 Playmats

 Section titled “4.9 Playmats”

At official Bo Jackson Battle Arena events, players may only use official Bo Jackson Battle Arena playmats or blank playmats. A blank playmat is a playmat with no printed image, design, artwork, or text.

Playmats must not:

- Obstruct gameplay
- Create confusion regarding the game state or card positioning
- Contain offensive, explicit, or infringing material

The Head Judge or Tournament Organizer may require a player to remove or replace a playmat at any time.

To preserve tournament integrity and avoid disruption to an active match, if a player is instructed to remove or replace a playmat during a match, that player receives a Game Loss.

4.10 Infringing and Offensive Material

[↗](#) Section titled “4.10 Infringing and Offensive Material”

Individuals are prohibited from possessing material that infringes on the intellectual property rights of *Bo Jackson Battle Arena*, as well as non-*Bo Jackson Battle Arena* materials that are offensive, disruptive, or negatively impact the enjoyment of others. If an individual is found in possession of such materials, the Tournament Organizer may request that the material be removed, or the individual may be disqualified (or, for non-Players, asked to leave the venue).

The Tournament Organizer has the authority to determine what non-*Bo Jackson Battle Arena* material is acceptable for use throughout the tournament.

4.11 Sealed Deck and Booster Draft Product

[↗](#) Section titled “4.11 Sealed Deck and Booster Draft Product”

For sealed deck or booster draft formats, product must be supplied directly by tournament officials and cannot be reused for another sealed deck or booster draft event. If the Tournament Organizer permits players to provide their own product, it must be pooled with the rest of the product and then distributed randomly by tournament officials.

Booster packs given to players in a pod for a booster draft should, if possible, come from the same box.


Product must remain sealed until distribution. At *Bo Jackson Battle Arena's* discretion, packs may be opened in advance for stamping purposes. When preparing stamped product for a draft, double-faced tokens should be replaced with appropriate proxy cards that indicate the card they are replacing. After the draft, but before the start of the first

round, players who drafted proxy cards will be provided with the actual double-faced token cards.

If the product does not contain enough token-rarity cards for the limited format, the Tournament Organizer is responsible for supplying the necessary additional cards or appropriate substitutes. The Tournament Organizer may require that any supplied token-rarity cards be returned at the conclusion of the format. Players may substitute their own cards for token-rarity cards as long as they are the same unique card.

5 Gameplay Logistics

5.1 Game Information

 Section titled “5.1 Game Information”

There are five categories of information in a game: Visible, Public, Assisted, Historical, and Private.

Visible Information refers to any aspects of the game state that are physically represented. Players are responsible for maintaining the physical representation of the cards, tokens, and counters they own. Visible Public Information includes:

- The state and zones of cards.
- The printed properties of public cards.
- The counters or markers on objects in play.

Public information refers to aspects of the game state that are not physically represented but are known to all players. Players are responsible for recalling public information about the decisions they’ve made, the cards and tokens they own, and the assets they have. There is a shared responsibility among players to recall and keep track of the public information regarding the state of the game and the match. Public information includes:

- The properties of public objects that differ from their printed properties.
- Details of current public decisions, effects, or events that define the current game state.
- Details of past public decisions, effects, or events that influence the current game state.
- Assets of players, including unspent Hotdogs.
- The current first turn player.
- The game score of the current match.

Assisted information refers to details that are unrelated to the current game state. Players are not required to recall assisted information on their own, but they may request it from a Judge if needed. Assisted information includes:

- The printed properties of any card in *Bo Jackson Battle Arena*.
- The game rules.
- Tournament rules and policies.
- Official information regarding the tournament.

Historical information refers to details that were once public but no longer affect the current game state. Players are not responsible for recalling this information. Historical

information includes:

- Printed properties of cards that were revealed but are now private.
- Details of public decisions, effects, or events that no longer influence the current game state.

Private information refers to details that are not accessible or cannot be known by all players. Players are not required to recall private information. Private information includes:

- Printed properties of cards that are private (i.e., cards that have not been revealed to all players).
- Details of private decisions, effects, or events that have not been made public.

Player Responsibility for Information


 Section titled “Player Responsibility for Information”

Players are responsible for recalling and accurately providing **Visible** and **Public** information. However, they are not required to recall **Assisted**, **Historical**, or **Private** information. Players must answer questions about **Visible** and **Public** information completely and honestly. If a Player notices that **Visible** or **Public** information is incorrect, they are responsible for pointing it out.

Players are entitled to know **Visible**, **Public**, and **Assisted** information, but not **Historical** or **Private** information. Judges are obligated to provide any requested **Assisted** information when logistically possible.

Players may not misrepresent or intentionally mislead another Player about any **Visible**, **Public**, **Assisted**, or **Historical** information, nor may they misrepresent one type of information as another.

5.2 Reversing Actions

 Section titled “5.2 Reversing Actions”

Players are expected to carefully consider their options, take actions intentionally, and commit to them. In general, players are not allowed to reverse a completed action that has been communicated, whether verbally or nonverbally (commonly referred to as “take backs”). Players may not pressure or coerce their opponent into allowing them to reverse a completed action.

Dexterity errors (such as accidental movements) are not considered as intentional actions taken by a Player.

If a Player realizes they have made the wrong decision regarding an action they have just taken and wishes to correct it, they may request to reverse the action. The Judge may allow this as long as the Player has not gained any additional information since making the decision. If the Judge cannot confirm that no new information was acquired, they should not allow the reversal of the action.

5.3 Triggered Effects

🔗 Section titled “5.3 Triggered Effects”

Players are expected to remember and acknowledge the triggered effects they control. While Players are not required to acknowledge triggered effects controlled by their opponent, they may choose to do so.

Missed Triggered Effects

🔗 Section titled “Missed Triggered Effects”

A triggered effect is considered missed if:

1. Neither Player acknowledges the trigger, **and**
2. The controller of the triggered effect takes an action (or allows an action to be taken) that moves the game state beyond the point where the triggered effect would have been relevant.

The point at which a triggered effect becomes relevant varies based on the nature of the trigger. A trigger is **not considered missed** if the following criteria are met:

1. Triggers requiring decisions (e.g., choosing targets or modes):
 - Must be acknowledged before the controller passes the turn to their opponent.
2. Triggers affecting game rules:
 - Must be acknowledged before an action is taken that would otherwise be made illegal by the triggered effect.
 - Alternatively, the triggered effect must be acknowledged by stopping such an illegal action before it completes.
3. Triggers with visible effects or decisions upon resolution:
 - Must be acknowledged before any player takes an action that could only occur after the trigger would have resolved.
4. **Triggers with non-visible effects:**
 - Must be acknowledged before the trigger first visibly affects the game state.

Optional and Mandatory Triggers

🔗 Section titled “Optional and Mandatory Triggers”

- If an **optional trigger** is missed, it is assumed that the controlling Player chose not to apply the effect.
- **Intentionally ignoring either player’s mandatory triggers** is considered cheating and will be treated as a rules infraction.

5.4 Game Layout

🔗 Section titled “5.4 Game Layout”

The play-space is defined as the area consisting of zones owned and shared by the Players during a game. At Competitive and Professional REL, Players are required to adhere to the official *Bo Jackson Battle Arena* zone layout.

The official layout may be reasonably adjusted to accommodate a Player’s physical needs. If a Player wishes to deviate from the standard layout, approval must first be obtained from a Judge. Tournament officials and coverage teams may adjust or enforce layout guidelines as necessary to maintain clarity in the representation of the game. The Head Judge has the final authority on what constitutes an acceptable game layout for the tournament.

General Guidelines

🔗 Section titled “General Guidelines”

- Cards should be kept in neat piles within their respective zones.
- The Hero deck and the Playbook deck are the only zone where the order of cards must be strictly maintained.
- In all other zones, Players are not required to maintain card order unless it is necessary to differentiate between face-down cards.

Rearranging Cards

🔗 Section titled “Rearranging Cards”

Players may rearrange cards in zones to ensure clear communication and facilitate efficient gameplay. However:

- The **discard** zone must not be sorted to determine the contents of a player’s deck. Sorting this zone by cost, name, type, or other criteria is considered note-taking and is prohibited.
- If certain cards in the **discard** zone are relevant to the current game state, players may maintain one additional visible pile of those specific cards. It must remain clear that all

such cards still belong to the discard zone.

5.5 Slow Play

🔗 Section titled “5.5 Slow Play”

Players are expected to maintain a reasonable pace of play to ensure fairness and the timely progression of the tournament. This includes respecting their opponent’s time for decision-making and contributing to the overall smooth flow of the event. The expectation to play at a reasonable pace applies regardless of whether:

- Players agree to divide round time between themselves.
- The round is untimed.

Player Responsibilities

🔗 Section titled “Player Responsibilities”

1. Reasonable Pace of Play:
 - Players must make decisions in a timely manner that progresses the game state.
 - Prolonged indecision or delays may be deemed as slow play.
2. Addressing Slow Play:
 - Players are encouraged to remind their opponent to play at a reasonable pace if they believe their opponent is taking an unreasonably long time.
 - If necessary, Players may call a Judge to moderate the pace of play. Judges should address these requests if logistically possible.

A Player exceeding the time limit for the start-of-game procedure is committing slow play and should receive the appropriate penalty.

Intentionally playing slowly to gain an advantage is considered Stalling.

5.6 Note-Taking

🔗 Section titled “5.6 Note-Taking”

Note-taking refers to the use of aids to record information related to the game. Players, Spectators, and Judges must adhere to the following guidelines regarding note-taking during a tournament. Players are generally not allowed to take notes during a game.

Notes regarding **assisted**, **historical**, or **private** information are strictly prohibited.

Recording misleading or misrepresented **visible** or **public** information is not allowed.


Players may take notes between games, but these notes cannot be referenced during games.

Spectators may take notes at any time, but these notes must not influence gameplay or be communicated to Players during a match.

Players may record specific elements of the game state to ensure clarity and accuracy:

- Substitutions made, Play cards played, and Hot dogs spent by both Players to maintain the correct game state.
- Markers or other temporary aids may be used to represent **visible** or **public** information (e.g., counters or resources).
- Markers must accurately represent the information they are tracking.
- Any permitted notes or markers must be clear, accurate, and available for review by all Players and Judges upon request.

5.7 Outside Assistance


 Section titled “5.7 Outside Assistance”

During a match, draft, or any time as directed by the Tournament Organizer or Head Judge, Players may not seek advice from Spectators or refer to personal notes made before or during the event. Spectators are also prohibited from providing play advice to Players during a match or draft. However, Players are allowed to take and refer to personal notes during the start-of-game procedure before each game. Electronic devices may also be used during the start-of-game procedure, as long as they are not used to communicate with Spectators or to gain advice.

Players may receive assistance from Spectators, notes, or electronic devices if it is necessary to make the tournament accessible to them. Such accommodations must be approved by the Tournament Organizer or Head Judge to ensure they are appropriate and do not disrupt the integrity of the event.

At Competitive and Professional REL, both Players and Spectators are required to remain silent during a draft. This policy ensures a fair and focused environment for all participants.

5.8 Card Identification and Interpretation

 Section titled “5.8 Card Identification and Interpretation”

A Player may identify a card by its full name or by providing a description or partial name that could reasonably apply to only one specific card. If a Player or Judge believes that the

description or partial name is ambiguous, they must request further clarification before providing any card information.

The official text for any card is the English text from the most recent printing of that card, including any published errata. Players have the right to request the official text for a card, and such requests should be honored if it is logistically possible.

Players may not exploit errors in the official card text to manipulate or abuse the rules. The Head Judge serves as the final authority for card interpretations and has the discretion to overrule official card text if an error is discovered.

5.9 Card Shuffling

🔗 Section titled “5.9 Card Shuffling”

Shuffling is the act of sufficiently randomizing a set of cards so that no Player has any information regarding the order of the cards within that set. Players must shuffle their decks at the start of every game and whenever directed to do so. Once a Player has shuffled their deck, they are required to present it to their opponent. While it is recommended that the opponent cuts the deck, they also have the option to shuffle it themselves. If an opponent believes the deck has not been sufficiently shuffled before being presented, they should call a Judge.

There are various methods to shuffle a deck. Players are encouraged to use a combination of riffle and overhand shuffles, followed by a cut, to ensure the deck is adequately randomized. Methods like pile counting or other deterministic techniques are not acceptable on their own as shuffling methods. Players are expected to shuffle their decks both sufficiently and efficiently.

If a Player has had the chance to see the faces of any of the cards while shuffling, the deck is not considered randomized and must be shuffled again.

5.10 Random Values

🔗 Section titled “5.10 Random Values”


Dice may be used to determine random values. If a specific type of die is specified in the card text, that type must be used.

When a Player is instructed to select one or more random cards from a set of cards, dice should be used to determine the selection. The Player must announce beforehand which values on the dice correspond to which cards in the set. If the number of possible dice values does not match the number of cards in the set, the Player may, within reason,

assign certain values to represent a reroll. It is essential that all cards have an equal likelihood of being selected.

Alternatively, if none of the face-down cards in the set are considered marked, the Player may shuffle the set and have their opponent select the card(s) while the cards remain face-down.

5.11 Marked Cards

 Section titled "5.11 Marked Cards"

A card or set of cards is considered marked if it can be distinguishable from other cards without seeing the front of the card. Players are responsible for ensuring that none of their deck-cards are marked during a tournament. If a Player suspects that their opponent's cards are marked in a way that could give them an advantage, they may alert a judge.

If the cards are sleeved, the distinction is based on whether the cards are distinguishable while they remain in their sleeves. It is recommended that players shuffle their cards or sleeves before sleeving to reduce the likelihood of creating a distinguishable pattern. Players should also be mindful that sleeves may need to be replaced during the tournament if they become worn from use.

The Head Judge has the final authority in determining which cards are marked. If any issues are found, Judges may request that a Player sleeve or resleeve their deck immediately or before the beginning of the next round.

6 Behaviour and Conduct

6.1 Sporting Conduct

[Section titled “6.1 Sporting Conduct”](#)

Players are expected to behave respectfully towards all individuals within the tournament area. While players are not required to display exemplary sportsmanship at all times, they should avoid unsporting behavior.

Generally, unsporting conduct includes negative, offensive, or disruptive behavior that harms the safety or enjoyment of others and/or undermines the integrity or organization of the event. The Head Judge has the final authority in determining what constitutes unsporting conduct.

6.2 Bribery

[Section titled “6.2 Bribery”](#)

Players are prohibited from offering or accepting a reward or other incentive in exchange for determining the result of a game or match, for dropping from the tournament, or for influencing an in-game decision.

Players may offer and accept a prize split with their opponent, provided that it does not influence the outcome of the game or match (e.g., a player conceding). The prize split does not have to be equal in value. Prize splits are arranged and facilitated by the players themselves, and tournament officials are not responsible for ensuring that the prize split occurs.

6.3 Cheating

[Section titled “6.3 Cheating”](#)


Players are expected to adhere to the rules of the game and the tournament, and cooperate with tournament officials to the best of their knowledge and ability. Cheating occurs when a player intentionally breaks these rules, ignores another player breaking the rules, or lies to a tournament official in order to gain an advantage in the tournament.

6.4 Stalling

[Section titled “6.4 Stalling”](#)


Players are not allowed to intentionally play at a pace that deliberately avoids completing a game before the round time expires or disrupts the organization of the tournament.

6.5 Wagering

 Section titled “6.5 Wagering”

Individuals are prohibited from wagering, anteing, or betting on any portion or result of a game, match, or tournament.

6.6 Buying, Selling, and Trading Cards

 Section titled “6.6 Buying, Selling, and Trading Cards”

Individuals are expected to follow the floor rules regarding buying, selling, and trading products and services. If the event is held in a local game store, the store sets the rules regarding buy, sell, or trade activity. If the event is held in a public venue, the Tournament Organizer sets the rules regarding such activities.

At events run by Bo Jackson Battle Arena or Bo Jackson Battle Arena partners, individuals may buy, sell, and trade Bo Jackson Battle Arena single cards in the venue, unless otherwise stated in the event information published by Bo Jackson Battle Arena or Bo Jackson Battle Arena partners. Buying and/or selling goods or services other than Bo Jackson Battle Arena at the event venue without permission from Bo Jackson Battle Arena or Bo Jackson Battle Arena partners is strictly prohibited. Individuals caught engaging in unauthorized transactions may be asked to leave the venue and/or subject to further penalties.

7 Constructed Formats

7.1 Rookie Mode

[Section titled “7.1 Rookie Mode”](#)

Decks Used: Hero Deck

Hero Deck:

- Must contain exactly 60 Hero cards.
- You may include a maximum of 6 cards per Power value (e.g., no more than 6 Heroes with 100 Power).
- Only 1 copy of each Hero variation is allowed in your deck.
- Variations differ in artwork name, type, or Power, and are considered separate cards.

7.2 Substitution Mode

[Section titled “7.2 Substitution Mode”](#)

Decks Used:

- Hero Deck
- Hot Dog Deck

Hero Deck:

- Must contain exactly 60 Hero cards.
- You may include a maximum of 6 cards per Power value (e.g., no more than 6 Heroes with 100 Power).
- Only 1 copy of each Hero variation is allowed in your deck.
- Variations differ in artwork name, type, or Power, and are considered separate cards.
- Across all variations, a single Hero may appear up to 6 times total in your deck.

Hot Dog Deck:

- Must contain exactly 10 Hot Dog cards.
- You may include multiple copies of the same Hot Dog card.

7.3 Playmaker Mode

[Section titled “7.3 Playmaker Mode”](#)

Decks Used:

- Hero Deck
- Hot Dog Deck
- Playbook Deck

Hero Deck:

- Must contain exactly 60 Hero cards.
- You may include a maximum of 6 cards per Power value (e.g., no more than 6 Heroes with 100 Power).
- Only 1 copy of each Hero variation is allowed in your deck.
- Variations differ in artwork name, type, or Power, and are considered separate cards.

Hot Dog Deck:


- Must contain exactly 10 Hot Dog cards.
- You may include multiple copies of the same Hot Dog card.

Playbook Deck:

- Must contain exactly 30 Play cards.
- May add Bonus Plays in addition to the required 30 Play cards.
- All cards must be unique — no duplicates.

8 Limited Formats

8.1 Booster Box Sealed

 Section titled “8.1 Booster Box Sealed”

Game Mode: Playmaker

In Booster Box Sealed, each player receives **one sealed Booster Box** to open and build their decks.

Players may **only use cards opened from their packs** to build their decks. No outside cards may be added to a player’s card pool.

Players will construct the following decks from the cards they open:

Hero Deck Must contain exactly **60 Hero cards**.

Playbook Deck

- Must contain exactly **30 Play cards**.
- **Bonus Plays may be included** in addition to the required 30 Plays.
- **All Plays must be unique.** No duplicates are allowed.

Hot Dog Deck Must contain exactly **10 Hot Dog cards**.

Build Time Players have **60 minutes** to open their packs and construct their decks.

8.2 Double Blaster Sealed

 Section titled “8.2 Double Blaster Sealed”

Game Mode: Playmaker

In Double Blaster Sealed, each player receives **two Blaster boxes (12 packs total)** to open and build their decks.

Players may **only use cards opened from their packs** to build their decks. No outside cards may be added to a player’s card pool.

Players will construct the following decks from the cards they open:

Hero Deck

- Must contain exactly **40 Hero cards**.

- **No Hero Power restrictions apply.**

Playbook Deck

- Must contain exactly **20 Play cards**.
- Players **may include multiple copies of the same Play card**.

Hot Dog Deck Must contain exactly **10 Hot Dog cards**.

Build Time Players have **45 minutes** to open their packs and construct their decks.

8.3 Double Mega Sealed

 Section titled “8.3 Double Mega Sealed”

Game Mode: Playmaker

In Double Mega Sealed, each player receives **one Double Mega box (14 packs total)** to open and build their decks.

Players may **only use cards opened from their packs** to build their decks. No outside cards may be added to a player’s card pool.

Players will construct the following decks from the cards they open:

Hero Deck

- Must contain exactly **40 Hero cards**.
- **No Hero Power restrictions apply.**

Playbook Deck

- Must contain exactly **20 Play cards**.
- Players **may include multiple copies of the same Play card**.

Hot Dog Deck Must contain exactly **10 Hot Dog cards**.

Build Time Players have **45 minutes** to open their packs and construct their decks.

9 Special Formats

9.1 SPEC Playmaker Format

[↗](#) Section titled “9.1 SPEC Playmaker Format”

Game Mode: Playmaker

Hero Deck:

- Standard 60-card construction rules apply (see Playmaker Mode).
- No single Hero card in the deck may have Power above 160.

Hot Dog Deck:

- Must contain exactly 10 Hot Dog cards.
- Duplicates allowed.

Playbook Deck:

- Must contain exactly 30 Play cards.
- May add Bonus Plays in addition to the required 30 Play cards.
- All cards must be unique — no duplicates allowed.

Sideboard: If applicable, you may register up to 45 standard plays for your deck and an unlimited number of bonus plays. You can make changes between matches to form any legal deck from your available registered plays. You **MAY NOT** change your deck between games within a single match.

9.2 SPEC+ (Spec Plus)

[↗](#) Section titled “9.2 SPEC+ (Spec Plus)”

Game Mode: Playmaker

SPEC+ is a variant of the Spec format that allows a limited number of higher-Power Heroes while maintaining the core structure of a Spec deck.

Deck Requirements

[↗](#) Section titled “Deck Requirements”

Hero Deck Hero Decks in SPEC+ must follow these rules:

A SPEC+ Hero Deck may contain **between 60 and 70 Hero cards**.

At least **60 Heroes must have a Power value of 160 or less**. This is the minimum requirement to participate in the format.

Players may include **up to 10 additional Heroes with Power greater than 160**, subject to the following limits:

- Up to **two (2) Heroes with 165 Power** may be included.
- Up to **two (2) Heroes with 170 Power** may be included.
- **Only one (1) Hero may be included for each Power value from 175 through 200.**
- **No Heroes with Power above 200** may be included in this format.

Hot Dog Deck


- Must contain exactly **10 Hot Dog cards**.
- Duplicate Hot Dog cards are allowed.

Playbook Deck

- Must contain exactly **30 Play cards**.
- Players may include **Bonus Plays in addition to the required 30 Plays**.
- **All Plays must be unique**. No duplicates are allowed.

All other **standard Deck Building Rules** apply.

9.3 Elite Playmaker

 Section titled "9.3 Elite Playmaker"

Game Mode: Playmaker

Hero Deck:

- Standard 60-card construction rules apply (see Playmaker Mode).
- The total power of all Heroes in the deck must not exceed **8,250 Combined Power**.

Hot Dog Deck:

- Must contain exactly 10 Hot Dog cards.
- Duplicates allowed.

Playbook Deck:

- Must contain exactly 30 Play cards.
- May add Bonus Plays in addition to the required 30 Play cards.
- All cards must be unique — no duplicates allowed.

Sideboard: If applicable, you may register up to 45 standard plays for your deck and an unlimited number of bonus plays. You can make changes between matches to form any legal deck from your available registered plays. You **MAY NOT** change your deck between games within a single match.

9.4 Double-Up Add-On

[↗](#) Section titled “9.4 Double-Up Add-On”

Double-Up is an optional mechanic that may be added to any BoBA Game Mode. It introduces a Press and Fold system that allows players to increase the number of points a game is worth.

Double-Up may only be used in events where it is explicitly announced by the Tournament Organizer.

Match Structure

[↗](#) Section titled “Match Structure”

Each game of seven Battles begins worth **1 point**.

Players compete until one Coach reaches **7 total points**. That Coach wins the match.

Press Rule

[↗](#) Section titled “Press Rule”

Each Coach may **Press once per game**.

Pressing doubles the number of points the current game is worth.

Presses may be declared at the following times:

- After starting hands are drawn but **before Heroes are placed into Battle Zones**
- **Before the start of any Battle after Battle 1**

Press Resolution

[↗](#) Section titled “Press Resolution”

When a Press opportunity occurs, the **Coach with honors** chooses to **Press** or **Pass**.

If the Coach with honors **Passes**, the game continues normally.

If the Coach with honors **Presses**, the opponent must choose one of the following:

- **Fold** — The game immediately ends and the pressing Coach earns **1 point**
- **Accept** — The game continues and is now worth **2 points**
- **Press Back** — (only if they have not used their own Press this game)

If a **Press Back** occurs, the original Coach must choose:

- **Fold** — The opponent earns **2 points**
- **Accept** — The game continues and is now worth **4 points**

If a Coach accepts a Press but has not yet used their own Press, they may still Press later in the game.

If a later Press occurs while the game is worth **2 points**, the opponent must:

- **Accept** and continue the game for **4 points**, or
- **Fold** and award the opponent **2 points**

Ties

 Section titled "Ties"

Games played with Double-Up **cannot end in a tie**.

If a game would end in a tie after seven Battles, **Top Deck** is used to determine the winner:

- Each Coach reveals the top card of their Hero Deck
- The Hero with the higher Power wins the game
- If both Heroes have equal Power, repeat the process until a winner is determined

10 Team Play

10.1 Apex Madness

🔗 Section titled “10.1 Apex Madness”

Game Mode: Rookie

Apex Madness is a **team-based format** consisting of one **Head Coach** and multiple **Team Players**. Each role follows different deck construction rules.

Head Coach Decks

🔗 Section titled “Head Coach Decks”

The Head Coach represents the team’s **highest-power deck** and must play a full **Apex format deck**.

Head Coach decks must follow these rules:

- **60 Hero cards total**
- **Maximum 6 Heroes per Power value**
- **No Power limit**
- The same **Hero / Variation / Power / Weapon combination** may not be repeated
- The deck must include **4 Full Art Foil Hot Dog cards**
- These Foil Hot Dogs must be **clearly displayed during all games**

Team Player Decks

🔗 Section titled “Team Player Decks”

All Team Player decks must contain at least **60 Spec Heroes (160 Power or less)** before any Apex cards are added.

Apex Unlock System

🔗 Section titled “Apex Unlock System”

Team Player decks may unlock Apex Heroes using the following methods.

Insert Unlocks

🔗 Section titled “Insert Unlocks”

For each Insert type where a deck contains **10 Heroes of that Insert type at 160 Power or lower**, the deck unlocks:

- **1 Apex Hero (165 Power or higher)** of the same Insert type

Restrictions:

- Each Insert type may unlock **only one Apex Hero**
- A maximum of **6 Apex Heroes** may be unlocked through Insert types
- **Supers may count as any Insert type**

Foil Hot Dog Unlocks

[🔗](#)Section titled “Foil Hot Dog Unlocks”

Foil Hot Dogs act as **deck mascots** and unlock additional Apex Heroes.

Including **4 different Foil Hot Dogs** unlocks:

- **4 additional Apex Heroes of any in-rotation Insert type**

Requirements:

- The Foil Hot Dogs must be **clearly displayed during all games**

Maximum Deck Construction

[🔗](#)Section titled “Maximum Deck Construction”

An optimized Apex Madness deck may contain:

- 60 Spec Heroes (160 Power or less)
- Up to 6 Apex Heroes unlocked through Inserts
- Up to 4 Apex Heroes unlocked through Foil Hot Dogs

Maximum total: **70 Heroes** Maximum Apex Heroes: **10**

Insert Types

[🔗](#)Section titled “Insert Types”

The following Insert types may be used to unlock Apex Heroes:

- Inspired Ink Battlefoils
- 80’s Rad Battlefoils
- Grandma’s Linoleum Battlefoils (Green)

- Great Grandma’s Linoleum Battlefoils (Red)
- Blizzard Battlefoils
- Color Battlefoils (Orange, Blue, Green, Pink, Silver)
- Bubblegum Battlefoils
- Mixtape Battlefoils
- Miami Ice Battlefoils
- Fire Tracks Battlefoils
- Grillin Battlefoils
- Chillin Battlefoils
- Slime Battlefoils
- Logo Battlefoils
- Icon Battlefoils
- Colosseum Battlefoils
- Alpha Battlefoils
- Powerglove

Additional Notes

🔗 Section titled “Additional Notes”

- Each **Insert type** may unlock **only one Apex Hero**
- **Color Battlefoils and Icon Battlefoils are considered separate Insert types**
- **Supers may count as any Insert type**
- Heroes used to unlock Apex cards **must remain in the registered decklist**
- Foil Hot Dogs must remain **visible during all games**

10.2 HiLo Madness

🔗 Section titled “10.2 HiLo Madness”

Game Mode: Rookie

HiLo Madness is a variant of the Madness team format where some matches are played using **High Ball** rules and others using **Low Ball** rules.

Match Structure

🔗 Section titled “Match Structure”

Teams consist of **four Coaches**. Each Coach is assigned either a **High Ball** or **Low Ball** match.

- **High Ball** — The Hero with the higher Power wins the Battle.
- **Low Ball** — The Hero with the lower Power wins the Battle.

Event organizers determine which Coaches play High Ball and which play Low Ball. In most events:

- The **Head Coach plays High Ball**
- The **other three Coaches play Low Ball**

Event organizers may modify these assignments for specific events.

Deck Construction

 Section titled “Deck Construction”

HiLo Madness events are typically played using **Hero pools restricted by Weapon type, Inserts, or other event-specific criteria.**

Additional deck construction rules may apply depending on the event, including but not limited to:

- Maximum or minimum Power limits
- Restrictions on Weapon types
- Restrictions on specific card types

Foil Hot Dog Tradition

 Section titled “Foil Hot Dog Tradition”

As part of the Madness tradition, each Coach must bring **four foil Hot Dog cards** and place them face-up on the table during their matches.

These cards are for display only and have **no gameplay function.**

Appendix A — Format Summary

The following table summarizes the major Bo Jackson Battle Arena tournament formats. This appendix is provided as a quick reference for players and judges.

Format	Category	Game Mode	Hero Deck	Playbook	Hot Dog Deck	Special Rules
Rookie	Constructed	Rookie	60	none	none	
Substitution	Constructed	Substitution	60	none	10	
Playmaker	Constructed	Playmaker	60	30 unique + bp	10	
Booster Box Sealed	Limited	Playmaker	60	30 unique + bp	10	Built from one Booster Box, normal build restrictions
Double Blaster Sealed	Limited	Playmaker	40	20 Plays, duplicates allowed	10	Built from two Blasters (12 packs), no build restrictions
Double Mega Sealed	Limited	Playmaker	40	20 Plays, duplicates allowed	10	Built from one Double Mega (14 packs), no build restrictions
SPEC Playmaker	Special	Playmaker	60	30 unique + bp	10	No Heroes above 160 Power
SPEC+ Playmaker	Special	Playmaker	60-70	30 unique + bp	10	Limited higher-power Heroes allowed
Elite Playmaker	Special	Playmaker	60	30 unique + bp	10	Total Hero Power ≤ 8,250
Apex Madness	Team	Rookie	60-70	none	4	Team format, max 6 Heroes per Power value, limited higher-power Heroes allowed. Captain uses different building deck rules.
HiLo Madness	Team	Rookie	60	none	4	Team format, some matches use Low Power wins

Appendix B — Swiss Pairing Guidelines

Most Bo Jackson Battle Arena tournaments use the Swiss pairing system during preliminary rounds.

Swiss tournaments consist of a fixed number of rounds. Players are paired each round against opponents with the same or similar match record. Players are not eliminated during Swiss rounds.

B.1 Match Points

🔗 Section titled “B.1 Match Points”

Match results award points as follows:

Result	Match Points
Win	1
Loss	0
Double Loss	0
Bye	1

B.2 Swiss Round Recommendations

🔗 Section titled “B.2 Swiss Round Recommendations”

The Tournament Organizer may adjust the number of rounds based on event needs.

Players	Swiss Rounds	Top Cut
4-8	3	—
9-16	4	Top 4/8
17-32	5	Top 8
33-64	6	Top 8
65-128	7	Top 8
129-256	8	Top 8

B.3 Time Limit Recommendations

🔗 Section titled “B.3 Time Limit Recommendations”

The Tournament Organizer may adjust the duration of matches based on event needs.

Format	Round Time (min)	Build Time
Rookie Mode	15	—
Substitution Mode	30	—
Playmaker Mode	55	—
SPEC Playmaker	55	—
SPEC+ Playmaker	55	—
Elite Playmaker	55	—
Apex Madness	20	—
HiLo Madness	20	—
Booster Box Sealed	55	60 minutes
Double Mega Sealed	55	45 minutes
Double Blaster Sealed	55	45 minutes

Changelog

v1

[🔗](#) Section titled “v1”

Initial port from BoBA Tournament Rules v1.pdf.