



**2025 World Championships**  
**at The National**  
*Event Participation Guide*

**Event Overview:** The Bo Jackson Battle Arena (BoBA) World Championships will take place during the The National Sports Collectors Convention (“NSCC” aka “The National”) in Chicago, from July 30 to August 2, 2025.

With \$100,000 in cash along with tons of prizes up for grabs across multiple divisions and play modes, this is the premier event for BoBA players to showcase their skill and competitive nature.

The following Divisions/Brackets are scheduled:

- APEX Playmaker (Solo Playmaker)
- APEX Madness (Team Rookie Mode)
- Elite Playmaker (Solo Playmaker)
- SPEC Playmaker (Solo Playmaker)
- 80's Blizzard Bowl (Solo Substitution)
- Silver Headlines (Solo Playmaker)

#### **Important Details for All Divisions and Game Modes:**

##### **1 Entry Per Deck:**

If you play in multiple formats you must have a completely unique deck for each.

##### **No Deck Modifications During the Event:**

Once a deck is registered for the event, this is your deck for that entry until you win or get eliminated. Note that some brackets allow side boards and you may mix and match your registered cards in or out of your deck between matches.

##### **Opaque Card Sleeves Required:**

You must use clean card sleeves that aren't marked in any way. Different color sleeves for Heroes, Plays and Hot Dogs are suggested but not required. The back side of the sleeves must be 100% opaque.

##### **Event Legal Proxy Rentals (“ELPs”):**

Due to the market price for some BoBA cards, Event Legal Proxies will be available to rent and use in place of graded Hero cards meeting one or more of the following conditions:

- Power above 160
- Those with Super, Hex and Gum weapon types
- Inserts and parallels of Featured Heroes

Cards must be graded or slabbed authentic by PSA, TAG, CGC, SGC or BGS to be eligible. No proxies will be available for raw Hero cards. There will be no ELPs for Plays or Hot Dogs (raw or graded).

### **Uniforms are REQUIRED (i.e. jerseys):**

World Championship play is a big deal for the BoBA community. We want to model our major events after eSports where competitors wear team jerseys and hats.

Jerseys will be required for all APEX participants (officially licensed BoBA t-shirts are ok for other divisions and brackets).

If you wear a hat it must match/complement your team uniform, be an officially licensed BoBA hat or be a plain hat with no visible logos, words or graphics.

NOTE: We will provide approved art for shoulder, upper chest, sleeve patches and hats that teams can incorporate into their uniforms as well as a list of jersey vendors you may want to consider. Overall, getting uniforms won't be a major expense, and they will help us all present our community to others in a fun way.

IMPORTANT: No college or pro sports team merch is allowed, and no athletic wear logos other than shoes (due to Bo's iconic Nike relationship, their logos are ok).

### **Team Names:**

We're not going to write a do and don't list about team names. Make 'em fun and keep 'em clean. And no, we won't "approve" any names ahead of time. If in doubt just don't.

Please understand if you show up with an inappropriate team name or uniform you won't be allowed to participate in the event. The BoBA team will make any necessary decisions unilaterally, and the decision won't be up for debate. No refunds will be issued for inappropriate team name or uniform violations. Please use common sense and this shouldn't ever be an issue.

## **Event Legal Proxy (“ELP”) Rental Details:**

*Graded cards ARE NOT a requirement for any brackets/divisions at The National.*

You may rent ELPs for all, some or none of your Hero Deck. ELP rental is \$8 per card. This fee is low enough to be fairly immaterial compared to high-end rare cards while serving as a deterrent for bringing graded versions of less premium cards which would add unnecessary overhead to event management. We recognize that some BoBA cards are too cherished to actually use in gameplay, but for those that are “close calls” to play with or not we would like to remind our community that ships are safest in port but that’s not what ships are for.

Our goal is to monitor ELPs closely and not have them enter the “grey market” or otherwise show up for sale, but ELPs will also be watermarked “do not grade” with different backs just in case they are lost or stolen.

ELPs are there as an OPTION to help you play “bigger cards” without worrying about DAMAGE, but you must keep ELPs secure so they can be safely returned. ELP rentals will require your graded card(s) as collateral either physically at the event or by using an approved vaulting service (currently the PSA and Blokpax vaults). You get your graded card back when you return the ELPs. There will be a fine equal to the raw comp of the same official card for any unreturned ELPs. Such comps will be determined by the BoBA team. Theft insurance to cover stolen ELPs (with a police report) will be available for \$99 per player.

ELPs are intended as a community service but we must collectively honor our commitment to avoiding “grey markets” of unofficial cards. We understand these policies require you to keep ELPs safe from loss but you don’t have to worry about their condition (and that is the point). If you aren’t comfortable agreeing to the ELP terms you are always welcome to play with your official cards instead.

## DIVISIONS/BRACKETS AT THE NATIONAL

### APEX Overview and Prizes:

NOTE: BoBA has a “lane for everyone” but it’s important to understand that APEX level play requires highly competitive collecting of extremely rare cards to build the most competitive decks. APEX is not for the faint of heart.

### APEX Entry Requirement:

APEX Playmaker and APEX Madness requires the entrant to own a specific card as your “Entry Ticket.”

The 2025 World Championships APEX Entry Ticket is the BoJax Secret Starter #101A Inspired Ink from the 2024 National Starter Set.

Each is good for 1 solo entry to the APEX Playmaker or 1 team of 4-6 competitors in APEX Madness.

Each Entry Ticket is valid for 1 entry only. If you want to play in multiple APEX formats you will need multiple Entry Tickets.

These cards are limited to only 99 serialized copies. Roughly half were awarded randomly to those who purchased “silver” and “gold” packs at The National in 2024 (via randomizer - the autographed cards are not found inside those packs.)

The remainder will be available as prizes and as inserts in the “2025 BoBA Alpha Update” release (this is a fresh checklist second full set release - it is NOT a reprinting of existing Alpha cards).

Your first chance to win an Entry Ticket in 2025 will be at the BoBA Winter Brawl in Columbia, South Carolina on February 22.

We hope to see you there!

## **APEX Prize Pool Allocation Methodology:**

Promo cards, products and other special awards will be up for grabs at The National.

But make no mistake... ***\$100,000 STRAIGHT CASH*** is the main attraction.

The cash prize will be divided across the 2 APEX Play Formats using a simple Prize Pool Shares (“PPS”) calculation as outlined below.

Each entry in APEX Playmaker (solo) will allocate 1 PPS to that format.

An Entry in APEX Madness (teams of 4-6 players) will allocate 3 PPS to that format.

### **PPS Allocation Example:**

Let's assume there are 60 total APEX entries with Prize Pool Shares (“PPS”) as follows:

45 solo entries in APEX Playmaker (45 PPS)

15 team entries in APEX Madness (45 PPS)

This example accounts for a total of 90 PPS to be used for the \$100,000 prize pool allocation.

APEX Playmaker gets 50% of the pool ( $45/90 = 50\%$ ) which is \$50,000

APEX Madness would get 50% of the pool ( $45/90 = 50\%$ ) which is \$50,000

### **Prize Payout By Finishing Position:**

The cash portion of the APEX Prizes will pay out the “Top 8” in each bracket as follows. (The percentage listed is the percentage of the Prize Pool allocated to each specific bracket using the calculations above.)

1st Place: 30.0%

2nd Place: 20.0%

3rd & 4th Place: 10.0%

5th-8th Place: 7.5%

\*So using the hypothetical PPS example above, the winner in APEX Playmaker, and the winning team in APEX Madness, ***would each receive \$15,000 for taking home first place*** honors (along with other non-cash awards!)

### **Apex Playmaker:**

- Solo Play
- Playmaker Mode  
*Standard rules*
- \$100,000 Cash Prize Share & More
- Deck Restrictions: None  
*Standard deck rules with no power cap*
- Sideboard: Active
- *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 (meaning your deck is locked until your entire match against a specific opponent has concluded).*

### **APEX Madness:**

- Team Play (4-6 Player Squads): Any 4 compete each match.
- Rookie Mode  
*Standard rules.*
- \$100,000 Cash Prize Share & More
- Match Scoring:  
*Each player's match contributes to the team total*  
*Win = 1 Point*  
*Tie = ½ Point*  
*Team with the most points after all 4 individual matches wins*  
*Tiebreaker rules will be posted at the event*
- Deck Restrictions: YES  
*Modified as outlined below*

Each team member needs a 60 “Core Hero Deck” built to a 160 SPEC power cap but APEX TEAM players can upgrade to an “Expanded Hero Deck” subject to the restrictions below:

Players “earn” additional cards for their Expanded Hero Deck by including certain parallels and inserts in their Core Deck.

First, for each different “foil” Hot Dog the player has, they can add an additional Hero cards of any power and treatment (base, parallel or insert) to their Expanded Hero Deck (limit of 4 from foil Hot Dogs). During the game players should “flex” their foiled Hot Dogs on the table (since they aren’t needed for Rookie Mode play let’s just have some fun with ‘em).

Next, for every 10 of the following inserts and parallels in their Core Hero Deck the player may add 1 additional card OF THE SAME PARALLEL/INSERT TYPE with any weapon or power (i.e. 1 APEX card of the same insert/parallel) giving them an Expanded Hero Deck for the event.

These parallels and inserts are:

- Inspired Ink Battlefoils
- 80's Rad Battlefoils
- Grandma's Linoleum Battlefoils
- Blizzard Battlefoils
- Color Battlefoils (Orange, Blue, Green, Pink)
- Bubblegum Battlefoils
- Mixtape Battlefoils
- Miami Ice Battlefoils
- Fire Tracks Battlefoils

\*\*Players can classify an Inspired Ink Bubblegum Battlefoil as either Inspired Ink or Bubblegum (but any single card only counts once).

So, a Core Hero Deck with 10 of each parallel/insert listed above qualifies the player to upgrade to an Expanded Hero Deck that includes 6 APEX cards (1 of each parallel/insert) bringing their Expanded Hero Deck size to 66 cards (60 SPEC power cards and 6 APEX cards with no power restriction) and they can max out with up to 70 cards (60 SPEC and 10 APEX with no power cap) if they also max out the 4 foil Hot Dogs.

All methods of adding APEX cards to your Expanded Hero Deck are independent of each other and you may earn the right to use 0-10 APEX cards depending on which criteria you meet. For example, a player might only have 2 foil Hot Dogs to add 2 APEX cards (of any type) and then only hold 10 of a single parallel/insert type. In this case the player would earn 3 total APEX cards (2 of any type for their foil Hot Dogs and 1 matching the specific insert/parallel they have 10 of in their Core Hero Deck).

**Note:** A player can only get 1 APEX card per parallel/insert type. Meaning, if you have 20 RAD Battlefoils in your deck you only get 1 RAD APEX card, not 2. To max out your APEX cards you will need 10 of each insert/parallel type in your Core Hero Deck.

**SUPERS ARE WILD:** Hero cards with the Super weapon type can be used in any APEX slot you have earned. Example: If you have 10 RAD Battlefoils in your Core Hero Deck you can use a Super as the APEX slot you have earned in place of a RAD.

**APEX Power Cards Must be UNIQUE across a TEAM:**

Different SQUAD members may have the same SPEC and Hot Dog cards in their deck, but ALL APEX cards for the entire team must be unique. For example, only 1 player on the team can have a BoJax Bubblegum Inspired Ink Battlefoil Founding Hero variation.

## **Elite Playmaker**

- Solo Play
- Playmaker Mode  
*Standard rules*
- Prizes: YES  
*Promo Cards, Sealed Products & More*
- Entry Requirements: Entry Fee

*Anyone may pay the entry fee to enter while space is available.*

*Players may earn a free entry and a first round bye through regional qualifier events (watch out for details to be posted).*

- Deck Restrictions: YES (8,250 Combined Power)

*Hero Decks must include a minimum of 60 cards and the total power of all Heroes in the deck must not exceed 8,250 Combined Power cap ("CP").*

- Sideboard: Active

*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 (meaning your deck is locked until your entire match against a specific opponent has concluded).*

## **SPEC Playmaker**

- Solo Play
- Playmaker Mode  
*Standard rules*
- Prizes: YES  
*Promo Cards, Sealed Products & More*
- Entry Requirements: Entry Fee

*Anyone may pay the entry fee to enter while space is available.*

*Players may earn a free entry and a first round bye through regional qualifier events (watch out for details to be posted).*

- Deck Restrictions: YES (160 SPEC)

*Standard deck rules with no single Hero cards above 160 Power.*

- Sideboard: Active

*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 (meaning your deck is locked until your entire match against a specific opponent has concluded).*

## **80's Blizzard Bowl**

- Special Theme: We are snowed in at Grandma's house in the 80's.
- Special Uniform Option: "Something 80's" (prizes for best dressed) - or a custom BoBA team jersey or an officially licensed BoBA t-shirt like other divisions/brackets.
- Solo Play
- Substitution Mode
- Standard rules*
- Prizes: YES
- Promo Cards, Sealed Products & More*
- Entry Requirements: Entry Fee.  
*No specific requirements beyond deck compliance.*
- Deck Restrictions: YES  
*Decks must consist entirely of Blizzard, Rad, and Grandma's Linoleum Battlefoils.*  
*Hero Deck size: 60-70 cards.*  
*Hero Decks must contain 60 cards that comply with the Spec Deck power limit of 160.*  
*Up to 10 additional Hero cards may exceed the 160 power cap but must adhere to all other standard rules.*

## **The Silver Headlines**

- Solo Play
- Playmaker Mode  
*No Bonus Plays allowed*  
*Otherwise standard rules apply*
- Prizes: YES  
*Promo cards, sealed products & more*
- Entry Requirements: Entry Fee.  
*No specific requirements beyond deck compliance.*
- Deck Restrictions: YES  
*Decks must consist entirely of Silver and Headline Battlefoils (at least 20 of each).*  
*Otherwise Standard deck rules with no power cap (Silver and Headlines are steel weapons only so there is a "built in" power cap).*
- Sideboard: Active  
*You may register up to 45 standard plays for your deck. You may mix and match your plays from match to match to form any legal deck. You **MAY NOT** change your deck between games within a single match (meaning your deck is locked until your entire match against a specific opponent has concluded).*

## Checklist for Event Preparations

This checklist will help players prepare for The National and ensure they meet all necessary requirements to avoid hassles and maximize the fun:

### 1. Deck Preparation:

- Build decks according to the rules for your chosen format.
- Verify all deck requirements (card types, power caps, etc.)
- Ensure graded/slabbed cards you want to use meet the requirements for Official Proxy Rental (“OPR”).

### 2. Official Proxy Rental (“ELP”)

- Decide which cards’ conditions are important enough to warrant the OPR expense.
- Be sure to grade with an approved grader (PSA, TAG, CGC, SGC and BGS).
- Decide whether to use onsite check-in or an approved asset vault for proxy cards.

Be prepared to pay the OPR fee of \$8 per card.

### 3. Registration:

- Register early once sign-ups are posted to avoid missed deadlines and sellouts.
- Ensure all required documentation and deck lists are ready for submission.

### 4. Event Conduct and Rules:

- Familiarize yourself with general rules, sportsmanship guidelines, and match time limits (to be announced).

### 5. Side Activities:

Look out for announcements regarding other special events at The National.

Stay tuned for additional updates, detailed rule clarifications, logistics information, and additional event details.

Good luck, and see you at the BoBA 2025 World Championships at The National!

PS: If you want to be sure you don't miss any information about The National or other major events, join the [BoBA World alerts list here.](#)

