

Arena of Arsha – Best-In-Guilds Championship Rules

Chapter 1 (Overview)

Article 1 - Name of the Event and Competition

1.1 Game Name: Black Desert

1.2 Tournament Name: Arena of Arsha - Best-In-Guilds Championship

Article 2 - Eligibility

2.1 Only guilds that are 90 days or older at the time of the notice release are eligible for the tournament.

2.2 Guild Participants (Including substitutes) cannot be a Guild Apprentice at the time of the notice release (Last Updated: 11/09/2021 20:49 UTC).

2.3 Each guild will field three main team members and have one substitute. Please refer to Chapter 3, Article 14 for more information regarding Substitutes.

2.4 Team member participants must use a normal character that is level 62 or higher.

2.5 Participants must not have had their account access restricted due to the violation of the Operational Policy in the last 6 months.

2.6 Participants must only enter the tournament on their account. No other persons shall enter on the participant's behalf.

2.7 If an account is found in violation of the aforementioned rules before or during the tournament, then entry shall be forfeited and their spot in the tournament shall be surrendered to another team.

2.8 If the family/character name of the participant violates the Operational Policy, the participant may be disqualified and/or their name may be changed by the tournament organizer.

Chapter 2 (Tournament Format)

Article 3 Match Format

3.1 Tournament Format

(1) Up to Round of 16

- 3 vs 3 (Best of Three Rounds, Single Elimination)
- Teams will be randomly seeded by the tournament organizer.

(2) Round of 16, Round of 8

- 3 vs 3 (Best of Five Rounds, Single Elimination)
- Teams will be randomly seeded by the tournament organizer.

(3) Semi-final Stage

- 3 v 3 (Best of Five Rounds, Single Elimination)
- Teams will be randomly seeded by the tournament organizer.

(4) Third-Place Match

- 3 v 3 (Best of Five Rounds, Single Elimination)
- Teams will be randomly seeded by the tournament organizer.

(5) Final Stage

- 3 v 3 (Best of Seven Rounds, Single Elimination)
- Teams will be randomly seeded by the tournament organizer.

3.2 Official Tournament System: Arena of Arsha

Article 4 Match Setting

4.1 Participants must connect to Black Desert and wait for their match.

4.2 Tournament Client: Latest Black Desert live server and client.

4.3 When the match starts, each participant must move out of the arena's gate within 10 seconds to proceed with the match. After 10 seconds, the arena's gate will automatically close. Any participants who have not moved beyond the gate before it closes will not be able to proceed with the match.

4.4 Before Round of 16

Context	Setting
Participation	Team
Game Process	3:3 Team Match
Match Location	Online (Arena of Arsha)
Game Time	3 Minutes
Match Victory Condition	Best-of-Three Rounds (Single Elimination)
Allowed to Broadcast	Yes
Join During Game	No
Resurrect During Game	No
Buff Effect (Elixirs, Food, Scrolls etc.)	No (including buffs that are not removed upon arena entry)
Self-buffs	Yes
Potions	[Battlefield] Potions, Ornette's Spirit Essence and Odore's Spirit Essence
Pets	No
Region Holding Guild Master Outfit (e.g., Asula's Armor)	No

4.5 Round of 16, Round of 8

Context	Setting
Participation	Team
Game Process	3:3 Team Match
Match Location	Online (Arena of Arsha)

Game Time	3 Minutes
Match Victory Condition	Best-of-Five Rounds (Single Elimination)
Allowed to Broadcast	Yes
Join During Game	No
Resurrect During Game	No
Buff Effect (Elixirs, Food, Scrolls etc.)	No (including buffs that are not removed upon arena entry)
Self-buffs	Yes
Potions	[Battlefield] Potions, Ornette's Spirit Essence and Odore's Spirit Essence
Pets	No
Region Holding Guild Master Outfit (e.g., Asula's Armor)	No

4.6 Semi-final, 3rd Place Match

Context	Setting
Participation	Team
Game Process	3:3 Team Match
Match Location	Online (Arena of Arsha)
Game Time	3 Minutes
Match Victory Condition	Best-of-Five Rounds (Single Elimination)
Allowed to Broadcast	Yes
Join During Game	No
Resurrect During Game	No
Buff Effect (Elixirs, Food, Scrolls etc.)	No (including buffs that are not removed upon arena entry)
Self-buffs	Yes

Potions	[Battlefield] Potions, Ornette's Spirit Essence and Odore's Spirit Essence
Pets	No
Region Holding Guild Master Outfit (e.g., Asula's Armor)	No

4.7 Final Stage

Context	Setting
Participation	Team
Game Process	3:3 Team Match
Match Location	Online (Arena of Arsha)
Game Time	3 Minutes
Match Victory Condition	Best-of-Seven Rounds (Single Elimination)
Allowed to Broadcast	Yes
Join During Game	No
Resurrect During Game	No
Buff Effect (Elixirs, Food, Scrolls etc.)	No (including buffs that are not removed upon arena entry)
Self-buffs	Yes
Potions	[Battlefield] Potions, Ornette's Spirit Essence and Odore's Spirit Essence
Pets	No
Region Holding Guild Master Outfit (e.g., Asula's Armor)	No

Article 5 Draw procedure

5.1 If the timer reaches 0, the team with a higher total HP% wins.

Example 1:

Team A has 1 Adventurer alive with 50% HP and Team B has 1 Adventurer alive with 20% and 1 Adventurer alive with 25% HP -> Team A wins

Example 2:

Team A has 1 Adventurer 50% HP and Team B has 1 Adventurer alive with 40% HP and 1 Adventurer alive with 30% HP -> Team B wins

5.2 If the timer reaches 0 and the total HP% of both teams is equal, the round will end in a draw.

5.3 If the Best of 3 or 5 end up in a draw, Sudden Death 3v3 matches are played until a winner is determined.

Example 1: (Best of 3)

Round 1: Team A Wins -> 1:0

Round 2: Draw -> 1:0

Round 3: Team B Wins -> 1:1

Sudden Death

Round 4: Draw -> 1:1

Round 5: Team A wins -> 2:1 -> Team A is the winner

Example 2: (Best of 3)

Round 1: Team A Wins -> 1:0

Round 2: Draw -> 1:0

Round 3: Draw -> 1:0 -> Team A is the winner

Example 3: (Best of 5)

Round 1: Draw -> 0:0

Round 2: Team A Wins -> 1:0

Round 3: Team B Wins -> 1:1

Round 4: Team B Wins -> 1:2

Round 5: Team A Wins -> 2:2

Sudden Death

Round 6: Team A Wins -> 3:2 -> Team A is the winner

Chapter 3 (Game Rules)

Article 6 Personal Equipment (Gear) and External Programs Usage

6.1 Participants shall participate in the tournament with their own equipment. In the event of an offline match, participants may be given gear provided by the tournament organizer.

6.2 Participants of the tournament may use macro capable mouse or keyboard. However, use of macros are prohibited.

6.3 Participants with macro capable equipment must agree to cooperate with the tournament organizer and may be requested to share macros settings. Failure to agree may result in assumption of macro program usage.

6.4 Participants shall not use any external programs other than the game software except drivers and voice chat programs.

6.5 In the event of a program malfunction when installing drivers or using voice chat programs, the participant is responsible for their own.

6.6 The participant is responsible for disadvantages (if any), or match outcome caused using participant's own personal equipment.

Article 7 Match-setting

7.1 The participant's in-game setting and equipment setting shall be completed before the match.

7.2 The participant shall check their surrounding and PC condition and check in advance for any factors that may affect their performance. The participants shall be responsible for resulting performance and disadvantages, if any.

7.3 If any names were changed after the sign up and the end of the tournament, the team captain must inform the tournament organizer as soon as possible.

7.4 Notifying the tournament organizer too late may lead to the disqualification.

Article 8 Organizer Discretion

8.1 The tournament organizer shall be the sole responsible party, and match decisions made by the tournament organizer shall not be overturned.

8.2 The tournament organizer shall check game conditions in advance to ensure smooth operation of the tournament.

8.3 If it is determined by the tournament organizer that a match can no longer be played due to an unforeseen circumstance, or if it is deemed difficult to determine the victor at the time of the situation, the organizer may call a draw.

8.4 If the participant determines that there is difficulty in playing the match, the participant shall notify the tournament organizer using Arena of Arsha's chat (Alt+f9).

8.5 If a match spectator or official is deemed to significantly affect the outcome of the match, the organizer may forcefully remove them from Arena of Arsha.

8.6 The tournament organizer may sanction penalties or punishment to any participants who overreact to the decision of the organizer or unjustly affect the outcome of the match.

8.7 If there are any concerns of the decision of the tournament organizer, an appeal may be made to the organizer after the end of the tournament. A judgment will be made by the tournament organizer.

8.8 However, under Article 8 Section 1, match decision shall not be overturned. In case of a misjudgment, affected parties will be compensated.

Article 9 Prohibited and Unsportsmanlike Acts

9.1 In the event of any prohibition or unsportsmanlike conduct, the tournament organizer shall make the following judgments to the participant:

Disciplinary Action	Content
Warning	<ul style="list-style-type: none">▶ Failure to comply with the tournament organizer's instructions▶ Requesting a timeout due to participant's setup or equipment issues.▶ Problem with participant's PC or network equipment due to participant's error▶ Attempting to affect a match through in-game chat▶ Intentionally provoking an opponent through excessive language displays, etc. <p>* Receiving 2 warnings equals a strike.</p>
Strike	<ul style="list-style-type: none">▶ Use of bugs, exploits, etc. to affect the match in any way.▶ Use of equipment and software that is not permitted▶ Intentionally disconnecting from the game and disrupting the match.▶ Receive repeat warning for same offense.▶ Strikes may be given at tournament organizer's discretion. <p>※ Receiving 2 strikes equals a tournament forfeit</p>

Tournament Forfeit	<ul style="list-style-type: none"> ▶ Use of unauthorized or illegal external programs ▶ Use of macro programs or improper gameplay ▶ Conflicts between participants, profanity and/or unsportsmanlike behavior ▶ If normal matches are no longer able to be played ▶ Failure to arrive on time of scheduled game
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9.2 If any action by the participant is identified that purposely induces a draw or participant does not actively participate in the match, participant may receive a loss for the round.

(e.g., intentionally not coming out of the starting point (near the NPC located on the battlefield) during a match or entering the starting area during a match to avoid combat)

9.3 In addition to the above, appropriate disciplinary and sanctions may be imposed in accordance with the judgment of the tournament organizer in the event that the participants interfere the normal performance of the game.

9.4 If it is confirmed that another person has participated in a match on the participant's behalf, the participant may be immediately dismissed and disqualified. The participant may be disqualified from participating in the rest of the tournament. The participant may be subject to a maximum 30 day ban.

Article 10 Disconnections

10.1 In the event of a disconnect, the participant shall re-connect and inform the tournament organizer on the continuation of the match.

10.2 Substitutes may not take the place of a participant who disconnects during a match. Please refer to Article 14 for information regarding substitutes.

10.3 The determination of the match shall be as follows, regardless of if the disconnection occurred on the participant's end or the tournament organizer's end.

Context	Procedure
Before the round start	Void and re-start, keeping the current score.

During the round	The round continues and the match will be paused after the round to let the participant re-connect for the next round.
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Article 11 Team/Family/Character Name, Class, And Item Usage

11.1 If the tournament organizer determines that the team/family/character name of the participant violates the Black Desert name policy, or is offensive to others, the participant/team may be disqualified and their spot in the tournament may be surrendered to the next team.

11.2 In this tournament, [Battlefield] Potions, Ornette's Spirit Essence, and Odore's Spirit Essence may be used. If the tournament organizer determines that the use of certain items may cause issues in the course of the tournament, this rule may be changed, and the use of items may be restricted.

Article 12 Effective Date

These regulations shall be enforced at the time of publication.

Article 13 Amendments and Obligations

13.1 If the latest game patch or version affects the tournament regulations, the tournament organizer may make some changes to the rules.

13.2 Participants are encouraged to periodically check the rules in order to stay informed.

13.3 The tournament regulations shall be published in advance. If changes are made, an announcement will be made on the official website and/or in-game.

Article 14 Substitutes

14.1 Teams are allowed one substitute. If one of the main team members cannot participate, the substitute may take their place. The substitute must participate for the remainder of the tournament.

14.2 Teams must inform tournament organizers of the decision to use a substitute prior to the start of their match.

14.3 Substitutes cannot be used between rounds.

14.4 If a substitute is used, the participant that was replaced will not receive any prizes.

14.5 Substitutes will not receive any prizes unless they have participated in the tournament.

14.6 Substitutes must abide by class regulation rules (no duplicate classes during sign-up).

e.g If the three main team members enter as Warrior, Ranger, Berserker, the substitute cannot enter as a Warrior, Ranger, or Berserker.