

## **Tuvala Cup: Eternal Winter 2022 - Rules**

### **Article 1 - Name of the Event and Competition**

1.1 Game Name: Black Desert

1.2 Tournament Name: Tuvala Cup: Eternal Winter 2022

### **Article 2 - Eligibility**

2.1 Participants must use a season character, a character that has graduated from the current season (Season: Drakania), or a character that has used a Fughar's Timepiece during the current season (Season: Drakania).

2.2 The characters of all participants must be Level 61 or higher

2.3 Participants must not have had their account access restricted due to violation of the Operational Policy in the last 3 months.

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

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

2.6 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.

2.7 Each team must consist of three participants

2.8 Duplicate class combinations are not allowed. (E.g. You cannot have two Warrior characters on one team.)

2.9 Participants are only allowed to use "Tuvala" equipment. Alchemy Stones, Artifacts or any other items that do not have "Tuvala" in their name will not be allowed in this tournament.

## Article 3 Match Format

### 3.1 Tournament Format

#### (1) Up to Semi-Finals

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

#### (2) Semi-Finals, 3<sup>rd</sup> Place Match, Finals

- Special Match Rules (Best of Seven Sets, Single Elimination) \*
- Teams will be randomly seeded by the tournament organizer.

\* Best of Seven Sets (First to win 4 Sets wins the Match)

Sets are structured as follows

Sets	Format
Set 1	3 vs 3 Best of 3 Rounds
Set 2	3 vs 3 Best of 3 Rounds
Set 3	3 vs 3 Best of 3 Rounds
Set 4	2 vs 2 (Ban Pick**) Best of 3 Rounds
Set 5	2 vs 2 (Ban Pick**, no duplicate pick from the set 4) Best of 3 Rounds
Set 6	2 vs 2 (Ban Pick**, no duplicate pick from the set 4 & 5) Best of 3 Rounds
Set 7	1 vs 1 (Last Man Standing***, 1 vs 1 until all the opponents are beaten) Best of 1 Round

- Each Set will be played until a winner is decided. The draw rules as explained further on will apply.

\*\* **Ban Pick:** Each team will select a single opposing participant that cannot participate in each set, creating a 2v2 fight. In the following set, each team will ban again, and cannot ban an participant that has already been banned before. Thus, each participant will have participated in two sets and been banned for one set over the course of three sets. (The ban will take place before each set, once you have sent your choice to the GM you may not go back on your decision.)

#### Example:

Set 4: Team B bans Adventurer 1 of Team A, Team A bans Adventurer 3 of Team B  
-> Team A Adventurer 2 & 3 fight Team B Adventurer 1 & 2

Set 5: Team B bans Adventurer 2 of Team A, Team A bans Adventurer 1 of Team B

-> Team A Adventurer 1 & 3 fight Team B Adventurer 2 & 3

Set 6: Team A must leave out Adventurer 3 and Team B must leave out Adventurer 2

-> Team A Adventurer 1 & 2 fight Team B Adventurer 1 & 3

\*\*\* **Last Man Standing:** Each team captain will choose one participant of their team to participate in a 1v1 fight. The winner of the first fight will go up against the next participant, chosen by the opposing team captain. This will continue until all participants of one team have lost, resulting in the other team winning the set. (Once a participant has lost a fight, they can no longer participate in the Set 7 fights.)

### Example:

Team A Adventurer 1 fights Team B Adventurer 1, Team A Adventurer 1 wins.

-> Team A Adventurer 1 fights Team B Adventurer 2; Team B Adventurer 2 wins.

-> Team A Adventurer 2 fights Team B Adventurer 2; Team A Adventurer 2 wins.

-> Team A Adventurer 2 fights Team B Adventurer 3; Team A Adventurer 2 wins.

-> Team A wins the Set

## 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 Semi-Finals

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 (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 Semi-Finals, 3<sup>rd</sup> Place Match and Finals

Context	Setting
Participation	Team
Game Process	Depending on each Set's rule 3:3 Team Match, 2:2 Team Match, 1:1 Individual Match
Match Location	Online (Arena of Arsha)
Game Time	3 Minutes
Match Victory Condition	Best-of-Seven Sets (Single Elimination)
Allowed to Broadcast	Yes
Join During Game	No
Resurrect During Game	No
Buff Effect (Elixirs, Food, Scrolls etc.)	No (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
<p><b>Warning</b></p>	<ul style="list-style-type: none"> <li>▶ Failure to comply with the tournament organizer's instructions</li> <li>▶ Requesting a timeout due to participant's setup or equipment issues.</li> <li>▶ Problem with participant's PC or network equipment due to participant's error</li> <li>▶ Attempting to affect a match through in-game chat</li> <li>▶ Intentionally provoking an opponent through excessive language displays, etc.</li> </ul> <p><b>* Receiving 2 warnings equals a strike.</b></p>
<p><b>Strike</b></p>	<ul style="list-style-type: none"> <li>▶ Use of bugs, exploits, etc. to affect the match in any way.</li> <li>▶ Use of equipment and software that is not permitted</li> <li>▶ Intentionally disconnecting from the game and disrupting the match.</li> <li>▶ Receive repeat warning for same offense.</li> <li>▶ Strikes may be given at tournament organizer's discretion.</li> </ul> <p><b>※ Receiving 2 strikes equals a tournament forfeit</b></p>
<p><b>Tournament Forfeit</b></p>	<ul style="list-style-type: none"> <li>▶ Use of unauthorized or illegal external programs</li> <li>▶ Use of macro programs or improper gameplay</li> <li>▶ Conflicts between participants, profanity and/or unsportsmanlike behavior</li> <li>▶ If normal matches are no longer able to be played</li> <li>▶ Failure to arrive on time of scheduled game</li> </ul>

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 interferes 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 30day 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 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.

<b>Context</b>	<b>Procedure</b>
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.

#### **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.