

# **Rules - NA vs EU Showdown 2026**

## **Chapter 1 (Overview)**

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

1.1 Game Name: Black Desert

1.2 Tournament Name: NA vs EU Showdown 2026

### **Article 2 - Eligibility**

2.1 Your Family must have at least one character with a total Gear Score (AP + DP) of 840 or higher as of Apr 16, 2026 (Thu) before maintenance. Please note that the “Blessing of the Morning” stat from Black Shrine Boss Blitz does not count toward this total.

2.2 Team member participants must use a trial character of your chosen class.

2.3 Participants cannot register to be in multiple teams.

2.4 Each team may not contain duplicate classes.

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

2.6 Adventurers who currently have an active tournament ban cannot participate in this tournament.

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

2.8 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.

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

2.10 You must be at least 18 years old and the registered owner of your account. Throughout the NA vs EU Showdown 2026 event, the organizer may request a photo or in-person verification of your ID or passport to confirm your identity. Refusal to comply may result in disqualification.

## **Chapter 2 (Tournament Format)**

### **Article 3 Match Format**

#### 3.1 Tournament Format

##### (1) Up to Round of 16 (Region Preliminaries)

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

##### (2) Round of 8 (Region Tournament)

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

##### (3) Semi-final (Region Tournament)

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

##### (4) Third-Place Match (Region Tournament)

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

##### (5) Finals (Region Tournament)

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

##### (6) Championship (Offline Match)

- To be announced (TBA)

#### 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 Participants use trial characters on the live server

- Special tournament gear provided (375 AP, 435 DP)
- The above AP and DP stats reflect what you get after equipping Arsha's Gear III purchased from Haz in the Battle Arena and completing the Adventure Log with AP & DP rewards.
- Effects from Adventure Logs and Guild Skills are allowed

#### 4.5 Before Round of 16 (Region Preliminaries)

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
Morco's Gear Bag	No

#### 4.6 Round of 8, Semi-final (Region Tournament)

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
Morco's Gear Bag	No

#### 4.7 Third-Place Match, Finals (Region Tournament)

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
Morco's Gear Bag	No

### **Article 5 Draw procedure**

5.1 If the timer reaches 0, the team with a higher total HP% 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 a draw occurs, the match will continue, and teams will play to a first of X wins depending on the best-of series.

- Best of 3 (First to 2 Wins), Best of 5 (First to 3 Wins), Best of 7 (First to 4 Wins), etc

## **Chapter 3 (Game Rules)**

### **Article 6 Personal Equipment (Gear) and External Programs Usage**

6.1 Participants shall participate in the tournament with equipping Arsha's Gear III (Trial Character). In the event of an offline match, participants may be given a separate gear provided by the tournament organizer.

6.2 Participants of the tournament may use macro capable mouse or keyboard. However, use of macros is 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 surroundings 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 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+9).

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 If a non-participant is deemed to have interrupted or disrupted the operations of the tournament, the organizer may sanction penalties or punishments according to the Operational Policy.

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

8.8 If there are any concerns about 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.

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

8.10 The tournament organizer reserves the right to change the match results at any time even after they have been announced prior to it.

## 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
<b>Warning</b>	<ul style="list-style-type: none"><li>▶ Failure to comply with the tournament organizer’s instructions and tournament rules.</li><li>▶ Intentionally disconnecting from the game and disrupting the match.</li><li>▶ Attempting to affect a match through in-game chat</li><li>▶ Intentionally provoking an opponent through excessive language displays, etc. <b>*Receiving 2 warnings equals a Tournament Forfeit</b></li></ul>
<b>Tournament Forfeit</b>	<ul style="list-style-type: none"><li>▶ Use of bugs, exploits, etc. to affect the match in any way. 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>▶ 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 actions and sanctions may be imposed in accordance with the judgment of the tournament organizer if the participants interfere with the normal operations of the game.

9.4 If it is confirmed that another person has participated in a match on the participant’s behalf, the participant and/or the team may be immediately dismissed and disqualified. The participant and/or the team may be disqualified from participating in the rest of the tournament. The participant may be subject to punishment as per the Operational Policy.

**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 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 reconnect 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.

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 during the tournament, this rule may be changed, and the use of items may be restricted.

**Article 12 Amendments and Obligations**

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

12.2 Participants are encouraged to periodically check the rules to stay informed.

12.3 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 13 Substitutes**

13.1 Teams are allowed one substitute. Teams may not add or remove their substitute once the signups have been closed.

13.2 If one of the main team members cannot participate or at the team leader's discretion, the substitute may replace a team member.

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

13.4 Substitutes cannot be swapped between rounds but can be swapped between matches.

13.5 Substitutes will also receive in-game rewards regardless of their participation in the tournament.

13.6 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.

13.7 The 2026 Heidel Ball Invitation and NA vs EU Showdown Offline Match Entry will only be rewarded to 3 members per team. If a substitute participates in the tournament, the top 3 members with the most amount of participation will be awarded. If the number of matches is equal, the substitute will be excluded.

### **Article 14 Effective Date**

14.1 These regulations shall be enforced at the time of publication