

Rules - NA vs EU Showdown at Heidel Ball 2026 (Championship Match)



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■ Section 1: Match Overview

1. Mode and Event Title

[1.1] Mode : Black Desert Arena of Arsha 3v3 Team Match

[1.2] Event Name : NA vs EU Showdown at Heidel Ball 2026 (Championship Match)

2. Match Guide and Update Responsibilities

[2.1] NA vs EU Showdown at Heidel Ball 2026 (Championship Match) is a team competition held in Arena of Arsha in Black Desert and proceeds according to the rules and guidelines announced on the official website.

[2.2] The NA vs EU Showdown at Heidel Ball 2026 consists of Regionals held on each region's live server and the Championship Match held on a live server at the 2026 Heidel Ball. The first-place team from each Regionals will advance to the Championship Match.

[2.3] The NA vs EU Showdown at Heidel Ball 2026 (Championship Match) is a 3v3 team competition, and teams can be formed with 3 to 4 members.

[2.4] Participants must follow the match rules and the organizer's guidelines.

[2.5] Any content not specified in the rule book is subject to the organizer's decisions, [\[Black Desert Operational Policy\]](#), and [\[Black Desert Event Rules\]](#).

[2.6] The organizer may notify participants and apply updates to fix any element deemed to have an unfair impact on the event.

[2.7] The organizer must provide match rules and proceedings in advance. If the rules must be revised due to unavoidable circumstances, the updated details must be announced via a notice on the website or direct communication.

[2.8] The organizers reserve the right to add and apply rules for cases not specified in the current rule book. Participants will be notified in advance, and any such changes will also be announced on the website.

3. Eligibility and Disqualification

[3.1] Eligibility to participate in the NA vs EU Showdown at Heidel Ball 2026 (Championship Match) is granted to the first-place team from each of the NA vs EU Showdown at Heidel Ball 2026 Regionals.

[3.2] If the first-place team from the NA vs EU Showdown at Heidel Ball 2026 (Regionals) is unable to participate, eligibility to participate in the NA vs EU Showdown at Heidel Ball 2026 (Championship Match) will be granted to the next highest-ranking team.

[3.3] Participants with a history of account restrictions due to Operational Policy violations within the last six months may be disqualified.

[3.4] Adventurers who are currently subject to an active tournament ban may be ineligible to participate in this tournament.

[3.5] Participants must participate in the tournament using only the tournament account issued by the organizers.

[3.6] 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.

[3.7] 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.

[3.8] Behaviors against social norms or interference with a match or the event may lead to a warning or disqualification. Depending on the severity, actions may be taken based on the Black Desert Operational Policy.

■ Section 2: Match Progression

4. Basic Rules

[4.1] Each team may not contain duplicate classes.

[4.2] Class changes are allowed only between sets.

[4.3] The Championship Match will be played in a best-of-five format, with the first team to win three sets declared the winner.

Set 1	3 vs 3, Best of Three Rounds
Set 2	3 vs 3, Best of Three Rounds
Set 3	3 vs 3, Best of Three Rounds
Set 4	3 vs 3, Best of Three Rounds
Set 5	3 vs 3, Best of Five Rounds

[4.3] Official Tournament System: Arena of Arsha

5. Championship Match Information

[5.1] Participants must connect to Black Desert and wait for their match.

[5.2] Tournament Client: Latest Black Desert live server and client.

[5.3] 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.

[5.4] Participants use trial characters on the live server.

- Arena of Arsha III gear will be used.

- 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.

[5.5] NA vs EU Showdown at Heidel Ball 2026 (Championship Match) Match Settings

Context	Setting
Participation	Team
Game Process	3:3 Team Match
Match Location	(Arena of Arsha)
Game Time	3 Minutes
Championship Match Victory Condition	Best-of-Three Sets
Set Victory Conditions	- Sets 1~4: Best of Three Rounds - Set 5: Best of Five Rounds
Break Time Between Sets	3 Minutes
Allowed to Broadcast	No
Join During Game	No (In the event of a disconnection, a participant may only rejoin from the next round after reconnecting.)
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

6. Draw Procedure

[6.1] If the timer reaches zero, the match result will be determined in the following order.

- 1) If the timer reaches zero, the team with more surviving members will be declared the winner.
- 2) If the timer reaches zero and both teams have the same number of surviving members, the team with the higher total HP percentage will be declared the winner.
- 3) If the timer reaches 0 and the total HP percentage of both teams is equal, the round will end in a draw.

[6.2] 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.

7. NA vs EU Showdown at Heidel Ball 2026 Schedule

Event	Schedule
Application	March 19, 2026 (Thu) after maintenance ~ April 16, 2026 (Thu) before maintenance
Region Tournament Roster Announcement	April 23, 2026 (Thu)
Regionals Schedule	NA/EU Preliminaries – April 25 (Sat) NA/EU Tournament – April 26 (Sun)
Championship Match Schedule	July 25, 2026 (Sat)

■ Section 3. Detailed Rules

8. Participant Obligations

[8.1] Participants may notify the organizers about issues that occur during a match and request confirmation. However, the decision to halt or resume the match is determined solely by the organizers.

[8.2] Participants must log into the game by the designated time and be ready to begin the match. Failure to do so will result in a set win for the opposing participant.

[8.3] All participants must check the individual game settings and surroundings, including PC peripherals. The organizers bear no responsibility for issues arising from a failure to check these details, and the participant bears the full liability.

[8.4] Participants may replace equipment, skill presets, and Succession/Awakening on a Character between and during matches. However, a separate time for individual setup is not provided.

9. Organizer Rulings, Issue Response, and Verification Requests

[9.1] The organizer acts as the primary body for match rulings, and final decision-making authority for all rulings during the match period rests with the organizer at all times.

[9.2] The organizer may issue a warning or disqualify a participant verbally or via in-game

chat.

[9.3] The organizer must inspect the game environment in advance to ensure uninterrupted progression of the match.

[9.4] The organizer may declare a draw or a rematch if it is determined that the match cannot proceed due to unforeseen circumstances.

[9.5] The organizer may request a physical copy or photo of an ID card or passport to verify identity during the NA vs EU Showdown at Heidel Ball 2026 (Championship Match) and may disqualify participants for failure to comply.

[9.6] If a disconnection occurs during a match due to issues with the game client, network, PC, or peripherals, the situation will be handled in accordance with Articles [9.7] and [9.8].

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

[9.8] 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 (Before the arena gates have opened)	Void and re-start, keeping the current score.
During the round (After the arena gates have opened)	If an unexpected disconnection occurs during a match, the current score will be maintained, and the round will be restarted in accordance with the rules below. 1) Round Time Applied Upon Restart - Rule: When restarting the round, the remaining round time at the moment of disconnection will be rounded up to the nearest minute.

	<ul style="list-style-type: none"> - Example: If a disconnection occurs with 1 minute and 46 seconds remaining, the round will restart with 2 minutes on the timer. <p>2) Criteria for Remaining Participants Upon Restart</p> <ul style="list-style-type: none"> - Rule: Only participants who were alive immediately before the disconnection may participate in the restarted round. - Example: If a disconnection occurs while Team A has 1 remaining participant and Team B has 2 remaining participants, the round will restart in the same 1 vs 2 situation. <p>If a participant is determined to have intentionally disconnected or deliberately interfered with the match, the participant's team will immediately forfeit the match.</p>
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[9.9] The organizer may declare a rematch in case of a critical bug or a technical issue that prevents normal gameplay, or if a match interruption is unavoidable due to other reasonable causes.

10. Prohibited Actions and Unsportsmanlike Conduct

[10.1] If prohibited actions or unsportsmanlike conduct are confirmed during the NA vs EU Showdown at Heidel Ball 2026, the organizer may issue the following rulings to the participant or team.

Ruling	Offense
Warning	<p>(1) Failure to comply with the guidance and instructions of the organizer</p> <p>(2) Intentional provocation or insults to the opposing participant or team during a match</p> <p>* Example) Actions such as jumping repeatedly on top of a dead Character</p> <p>(3) Other cases where a warning is deemed appropriate by the organizer</p> <p>* Warnings accumulate on a per-team basis over the entire NA vs EU Showdown at Heidel Ball (Championship Match).</p> <p>* Teams will be disqualified upon receiving 2 warnings.</p> <p>* Teams may be disqualified without warning depending on the severity.</p>
Disqualification	<p>(1) Cases that fall under the disqualification criteria outlined in Section 1, clause 3</p> <p>(2) Abuse of bugs and similar exploits that directly impact the match result</p> <p>(3) Use of illegal or other unauthorized external programs</p> <p>(4) Disruption or interruption of normal match progression caused by mutual conflicts or repeated unsportsmanlike conduct among participants</p>

[10.2] If inappropriate conduct that hinders or disrupts normal match progression is confirmed through means other than the offenses listed above, the organizer may take appropriate action at its discretion. Measures may also be taken for offenses committed on

the event server against the account on the live server in accordance with the Black Desert Operational Policy.

[10.3] If another person is found to play a match on a participant's behalf, the match will be stopped immediately and the participant will be disqualified. Rewards will not be given, and actions may be taken based on the Black Desert Operational Policy.

[10.4] Violations of the Terms of Service or Operational Policy outside of the rule book will lead to disqualification according to clause 3 of the rule book. Further actions may also be taken based on the Terms of Service and Operational Policy.

11. Participant Name, Family Name, and Character Appearance

[11.1] The Family name, Character name, and team name that violate the Black Desert naming policy or are deemed offensive by the organizer based on the social norms may be requested to be changed, and actions may be taken for failing to comply with this request according to clause 10 of the rule book.

[11.2] Character appearance and dyes can be customized. However, appearances that may cause discomfort to others may be requested to be changed. Actions may be taken for failing to comply with this request according to clause 10 of the rule book.

12. Copyright and Other Agreements

[12.1] All matches will be recorded and may be broadcast or livestreamed at the discretion of the organizer. Matches that are not broadcast or livestreamed are equally subject to recording.

[12.2] Information such as the Family name, Character name, and team name submitted with the participant application may be made public in advance via the website and broadcasts.

[12.3] All copyright for videos related to the NA vs EU Showdown at Heidel Ball 2026 is held by the organizer. This includes the following rights:

- The right to use photos and recorded videos related to the NA vs EU Showdown at Heidel Ball 2026

- Livestreamed and recorded videos

[12.4] The organizer may use the content to produce derivative works, such as online/offline promotional materials and edited VODs, for events, promotions, and broadcasts related to "Black Desert." Participants in the NA vs EU Showdown at Heidel Ball 2026 are deemed to have agreed to this.

[12.5] Rewards and prizes for the Championship Winner team and Runner-up team of the NA vs EU Showdown at Heidel Ball 2026 will be awarded only to participants who are present on-site and compete in the offline match.

[12.6] Winners are responsible for any taxes, customs, or duties that may arise from receiving prizes and rewards.

13. 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 can be swapped between sets.

[13.5] Substitutes will be eligible to receive rewards only if they attend the NA vs EU Showdown at Heidel Ball 2026 in person.

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

- Example: If the three starting team members register as Warrior, Ranger, and Berserker, the Substitute may not register as Warrior, Ranger, or Berserker.

14. Effective Date

[14.1] These regulations shall be enforced at the time of publication.

[14.2] Clauses that are edited or added take effect based on the time they were edited or added.