

Black Desert Master Class 2026

Tournament Rules



<Contents>

■ Chapter 1. Tournament Overview

1. Rule Announcements & Amendments
2. Registration for the Black Desert Master Class 2026
3. Eligibility & Disqualification

■ Chapter 2. Tournament Format

4. General Match Information
5. 2026 Black Desert Master Class Match Format
6. Master Class: World Finals Qualifiers Match Format
7. Tournament Schedule

■ Chapter 3. Detailed Match Rules

8. Participant Responsibilities
9. Organizer Decisions, Issue Resolution & Identity Verification
10. Prohibited & Unsportsmanlike Conduct
11. Naming & Character Customization Policy
12. Copyright & Additional Terms
13. Effective Date of Rules

■ Chapter 1. Tournament Overview

1. Rule Announcements & Amendments

[1.1] The Black Desert Master Class 2026 (hereinafter "BDMC") and Master Class: World Finals Qualifiers (hereinafter the "Qualifiers") will be held on the live Arsha server and conducted according to official announcements and these rules.

[1.2] The BDMC consists of Main Matches and Finals to determine a winner for each class, as well as the Qualifiers for the Master Class World Finals 2027.

[1.3] All participants in the BDMC and the Qualifiers must comply with these rules and all additional instructions issued by the Organizer. Completion of registration constitutes acceptance of these rules and instructions.

[1.4] Any matters not explicitly addressed in these rules will be determined by the Organizer in accordance with the [Black Desert Operational Policy](#) and [Black Desert Event Rules](#).

[1.5] The Organizer reserves the right to update rules or procedures to address issues that may arise and will notify participants of any changes.

[1.6] Any amendments to the rules will be announced in advance via the official website or directly to participants.

[1.7] Additional rules may be introduced as needed, with prior notification and public announcement.

2. Registration for the 2026 Black Desert Master Class

[2.1] Registration is accepted only through the method specified in the Master Class notice on the official Black Desert website.

[2.2] In-game registration is available through [Menu (ESC)] > [War] > [Apply for Arena of Arsha Tournament]. Once registration has been completed, the participant may not register again.

[2.3] Changes to registration can be requested through Support until Oct 8, 2026 (Thu) before maintenance. Requests must be made from the account used to register. (Requests submitted as a guest will not be accepted.)

[2.4] Multiple registrations under the same identity are not permitted. If duplicate registrations are submitted, eligibility will be determined based on the account associated with the most recent registration.

[2.5] Participants are responsible for regularly reviewing the BDMC Rules and official notices. Failure to understand information that has been adequately communicated may result in a warning, cancellation of registration, disqualification, or other action under these rules.

3. Eligibility & Disqualification

[3.1] Participation is limited to individuals who are at least 18 years of age.

[3.2] Participants may register only with an account created under their own identity.

[3.3] Accounts must have a Family Gear Score (AP + DP) of at least 860 to register.

[3.4] To complete the registration, participants must satisfy both of the following requirements before the registration closes on Oct 8, 2026 (Thu) maintenance:

1) Complete registration in-game via [Apply for Arena of Arsha Tournament]

2) Complete identity verification through the questionnaire specified in the official notice.

* The required gear score (AP + DP) can be checked via the Equipment (I) UI and includes bonuses from the Happy Black Spirit and Adventure Log (excludes the Blessing of the Morning from Black Shrine Boss Blitz).

[3.5] Accounts that have been restricted from accessing the game due to a violation of the Operational Policy within the six months preceding the opening of BDMC registration may not register for the BDMC or the Qualifiers.

[3.6] If any information provided is found to be false, or the participant is found not to satisfy the eligibility requirements, the participant will be immediately disqualified.

[3.7] Engaging in conduct contrary to general social standards or deemed disruptive by the Organizer may result in warnings or disqualification. Additional action may be taken under the Black Desert

Operational Policy depending on the severity.

[3.8] If a participant is disqualified, that participant's placement and eligibility will pass to the opponent who the disqualified participant most recently faced. This provision does not apply to the Final.

[3.9] If a participant's access to the game is restricted or a participant is disqualified under these rules before tournament rewards are distributed, that participant will not receive any tournament rewards.

[3.10] Employees of Pearl Abyss are not eligible to participate in the BDMC.

■ Chapter 2. Tournament Format

4. General Match Information

- Match Type: Arena of Arsha.
- Character & Equipment: Trial Characters and Arena of Arsha IV gear (395 AP, 465 DP).
- Crystals and pets are prohibited.
- Alchemy Stones are allowed, and their effects will apply.
- Effects from Adventure Logs and Guild Skills will apply.
- Match duration: 3 minutes
- Dark Fog: Enabled

* The Dark Fog appears 10 seconds after the match begins. At 1 and 2 minutes into the match, it will shrink inward from the outer edge toward the center of the arena. Characters inside the Dark Fog take 500 damage per second.

- Maximum HP will decrease over time.

* Maximum HP will decrease to 80% when 2 minutes remain and to 50% when 1 minute remains.

[4.1] All matches will be conducted as one-on-one tournaments between participants of the same class.

[4.2] If a tournament match ends in a draw and no winner is determined, additional single-round matches will be played until a winner is determined.

[4.3] Depending on the tournament format and number of participants, byes or additional matches may be scheduled. As a result, the maximum number of matches may vary by participant.

5. 2026 Black Desert Master Class Match Format

[5.1] Victory Conditions

Main Matches - Semifinals	Best of 3 (first to 2 wins)
Final	Best of 5 (first to 3 wins)

6. Master Class: World Finals Qualifiers Match Format

[6.1] Master Class participants who won the BDMC 2025 or 2026 will be eligible to participate in the World Finals Qualifiers.

[6.2] After the 2026 BDMC Final concludes, the Organizer will provide instructions regarding participation in the Qualifiers. Failure to complete registration by the specified deadline will result in forfeiture of eligibility to participate in the Qualifiers.

[6.3] Participants entering the qualifiers must be eligible to participate in the Master Class 2027 World Finals. The winner of the Qualifiers must participate in the Master Class 2027 World Finals.

[6.4] Participants will remain eligible to receive BDMC 2026 rewards even if they do not enter the Qualifiers.

[6.5] A participant may enter more than one Qualifier. A participant who wins multiple Qualifiers must compete in the 2027 Master Class World Final with each class for which that participant qualified.

* A participant who won as Warrior in BDMC 2025 and as Ranger in BDMC 2026 is eligible to enter both the Warrior and Ranger Qualifiers. The participant may compete in both Qualifiers or choose to enter only one.

[6.6] If only one participant enters a Qualifier, no Qualifier match will be held, and that participant will qualify automatically.

[6.7] If no participant enters a Qualifier, no participant will be selected, and the position will remain vacant.

[6.8] The Organizer will verify that the account of each participant wishing to take part in the Qualifiers matches the personal information provided during account registration. A mismatch in the information may prohibit the participant from entering the Qualifiers.

[6.9] Victory Conditions

Qualifier Match	Best of 5 (first to 3 wins)
-----------------	-----------------------------

7. Tournament Schedule

Category	Schedule
Participation Notice	Sep 14, 2026 (Mon)
Registration	Sept 17, 2026 (Thu) after maintenance - Oct 8, 2026 (Thu) before maintenance
Registration Status Announcement	Sep 30, 2026 (Wed)
Main Match Bracket Announcement	Oct 22, 2026 (Thu)
Main Match - Semifinals	Group A: Oct 31, 2026 (Sat)
	Group B: Nov 1, 2026 (Sun)
	Group C: Nov 7, 2026 (Sat)
	Group D: Nov 8, 2026 (Sun)
Finals	Group A: Nov 14, 2026 (Sat)
	Group B: Nov 15, 2026 (Sun)

Qualifier Bracket Announcement	Nov 17, 2026 (Tue)
Qualifier Matches	Group A: Nov 21, 2026 (Sat) Group B: Nov 22, 2026 (Sun)

[7.1] Each class's schedule will be posted with the bracket.

■ Chapter 3. Detailed Match Rules

8. Participant Responsibilities

[8.1] Participants must promptly report any issues during matches to the Organizer. The Organizer will determine whether the match is to be suspended or resumed.

[8.2] Participants must be logged in and ready at the scheduled time. Failure to do so will result in a win by default for the opponent.

[8.3] Each participant is solely responsible for ensuring their game settings, PC peripherals, and environment are properly configured. The Organizer is not liable for any technical issues arising from the participant's setup.

[8.4] Equipment, skill presets, and Succession/Awakening can be changed during wait time or matches, but no separate setup time will be provided.

9. Organizer Decisions, Issue Resolution & Identity Verification

[9.1] The Organizer is the primary authority for match rulings and retains final decision -making authority over all rulings throughout the tournament.

[9.2] The Organizer may issue warnings or disqualifications verbally or through in-game chat.

[9.3] The Organizer must inspect the game environment in advance to support the orderly conduct of matches.

[9.4] If the Organizer determines that a match cannot proceed due to exceptional circumstances, it may declare the match as a draw or declare a rematch.

[9.5] The Organizer may request a photo or physical ID verification. Failure to comply may result in

disqualification.

[9.6] If a participant is disconnected during a match due to an issue involving the game client, network, PC, or peripheral equipment, the following procedures will apply:

Procedures in the Event of a Game Disconnection	
Before the arena doors open (Before the match starts)	(1) If the affected participant cannot reconnect within 5 minutes, or if they disconnect again after reconnecting, that round will be counted as a loss. (2) If the same issue occurs again as described above, the participant will be disqualified. (3) All such incidents will be accumulated throughout the BDMC. The accumulated count will be reset when the participant enters the Qualifiers.
After the arena doors open (After the match starts)	(1) The disconnected participant will lose the round. (2) After the participant reconnects, the next round will proceed if the overall match result has not yet been determined.

[9.7] If the Organizer determines that a critical bug or technical issue has occurred, or if any other unavoidable circumstance prevents the match from proceeding normally, a rematch may be declared.

10. Prohibited & Unsportsmanlike Conduct

[10.1] If any prohibited or unsportsmanlike conduct is identified during a match, the Organizer reserves the right to impose the following penalties on participants:

Category	Description
Warning	(1) Failure to follow instructions or comply with directives from the Organizer.

	(2) Intentionally provoking or mocking other participants during the match. * E.g., Repeatedly performing actions or jumping over a defeated character (3) Repeatedly using movement skills to run down the clock without continuing to engage in combat, contrary to the intended purpose of a PvP match, as determined by the Organizer. (4) Any other conduct deemed inappropriate by the Organizer and warranting a warning. * Accumulating two warnings will result in disqualification from the tournament. * Warnings are cumulative throughout the duration of BDMC. * Depending on the severity of the conduct, a participant may be disqualified without prior warning.
Disqualification	(1) Meeting any of the grounds for disqualification specified in Section 3, Eligibility & Disqualification. (2) Exploiting in-game bugs or unintended features that may directly impact match outcomes. (3) Using unauthorized third-party software or illegal programs. (4) Repeated unsportsmanlike behavior or conduct that disrupts the match or ongoing disputes that prevent the match from proceeding.

[10.2] Any other actions not explicitly listed above that disrupt or interfere with the normal conduct of a match may result in additional penalties at the Organizer's discretion and may also be subject to Black Desert Operational Policies.

[10.3] If another person is found to have participated in a match on behalf of a participant, the match will be stopped immediately and that participant will be disqualified.

The participant will not receive any tournament rewards and may also be subject to action under the Black Desert Operational Policy.

[10.4] If a participant is found to have violated the Terms of Service or Operational Policy with respect to a matter not otherwise addressed in these rules, that participant's eligibility will be revoked in accordance with [1. Rule Announcements & Amendments] and [8. Participant Responsibilities] of these rules. Additional action may also be taken under the applicable Terms of Service or Operational Policy.

11. Naming & Character Customization Policy

[11.1] If the Organizer determines that a participant's Family name or character name violates the Black Desert Operational Policy or may cause offense to others based on generally accepted social standards, the Organizer may require the participant to change the applicable name. Failure to comply may result in action under [10. Prohibited & Unsportsmanlike Conduct] of these rules.

[11.2] Participants may customize their character's appearance and use dyes. However, if the Organizer determines that an appearance may cause offense to others, the Organizer may require the participant to change that appearance. Failure to comply may result in action under [10. Prohibited & Unsportsmanlike Conduct] of these rules.

12. Copyright & Additional Terms

[12.1] All matches will be recorded and may be broadcast or livestreamed at the Organizer's discretion. Matches that are not broadcast live will also be recorded. All participants are deemed to consent to such recording and broadcasting.

[12.2] Family names, character names, and player names submitted during event registration may be published in advance on the official website and during broadcasts.

[12.3] All copyrights in videos related to the BDMC and the Qualifiers belong to the Organizer. These rights include, but are not limited to:

- The right to use photographs and recorded footage related to the BDMC and the Qualifiers
- The right to broadcast matches live and use recorded footage

[12.4] The Organizer may use such materials to create online or offline promotional materials, edited VOD content, or other derivative works for Black Desert-related events, promotions, broadcasts, or similar purposes. Participants in the BDMC and the Qualifiers are deemed to consent to such use.

13. Effective Date of Rules

[13.1] These rules are effective from the date of publication.

[13.2] Any amendments or additions to these rules will take effect when applicable amendments or additions are made.