

2021 Black Desert Arena of Arsha Best-in-Class Championship Rules

Section 1 (Overview)

Article 1 - Designated Names

1.1 Game Name: Black Desert

1.2 Tournament Name: 2021 Black Desert Arena of Arsha Best-in-Class Championship Rules

Article 2 - Player Eligibility

2.1 Only Adventurers with a character that is level 62 or higher within their Black Desert Family are eligible to participate. (At the time of sign-ups)

2.2 Adventurers who were restricted from accessing the game for exploiting in-game contents or systems within the past 6 months will not be eligible to participate.

2.3 Participants are asked to apply under their own actual name/identity. No other persons shall enter on the participant's behalf or vice versa.

2.4 If a player is found to have failed to meet any of the aforementioned qualifications before or during the tournament, then their entry shall be forfeited and their spot in the tournament shall be surrendered to another

2.5 If the participant's in-game name is inappropriate, the participant may be disqualified and/or their name may be changed by the tournament organizer.

Section 2 (Tournament Format)

Article 3 Match Format

3.1 Participation Format: Individual

3.2 Tournament Stages

① Preliminary Stage

- 1 vs 1 (Single Elimination)

- Brackets will be decided by the tournament organizers.

② Qualifier Stage

- 1 vs 1 (Single Elimination)

- Best of Three

- Brackets will be decided by the tournament organizers.

③ Semi-final Stage

- 1 vs 1 (Single Elimination)
- Best of Three
- Brackets will be decided by the tournament organizers.

④ Final Stage

- 1 vs 1 (Single Elimination)
- Best of Five
- Brackets will be decided by the tournament organizers.

3.3 Official Tournament System: Arena of Arsha

Article 4 Match Setting

4.1 Participants must be connected to Black Desert before the start of the matches.

4.2 Tournament Client: Latest Black Desert Live Servers and Client

4.3 Preliminary Stage

Category	Setting
Mode	Individual
Stage Format	1 vs 1 Individual Match
Location	Online (Arena of Arsha)
Match Time	3 Minutes
Victory Condition	Best of One (Single Elimination)
Allowed to Broadcast?	Yes
Join During Match?	No
Resurrect During Match?	No
Buff Effects (Elixirs, Food, Scrolls etc.)	Disallowed (Removed Upon Entry)
Character Self-Buffs	Yes
Potions Allowed	[Battlefield] Potions, Ornette's Spirit Essence, and Odore's Spirit Essence

4.4 Qualifier Stage (Round of 16, Round of 8)

Category	Setting
Mode	Individual
Stage Format	1 vs 1 Individual Match
Location	Online (Arena of Arsha)
Match Style	Arena of Arsha's battlefield will gradually shrink over time

Match Time	3 Minutes
Victory Condition	Best of Three (Single Elimination)
Allowed to Broadcast?	Yes
Join During Match?	No
Resurrect During Match?	No
Buff Effects (Elixirs, Food, Scrolls etc.)	Disallowed (Removed Upon Entry)
Character Self-Buffs	Yes
Potions Allowed	[Battlefield] Potions, Ornette's Spirit Essence, and Odore's Spirit Essence

4.5 Semi-final Stage

Category	Setting
Mode	Individual
Stage Format	1 vs 1 Individual Match
Location	Online (Arena of Arsha)
Match Style	Arena of Arsha's battlefield will gradually shrink over time
Match Time	3 Minutes
Victory Condition	Best of Three (Single Elimination)
Allowed to Broadcast?	Yes
Join During Match?	No
Resurrect During Match?	No
Buff Effects (Elixirs, Food, Scrolls etc.)	Disallowed (Removed Upon Entry)
Character Self-Buffs	Yes
Potions Allowed	[Battlefield] Potions, Ornette's Spirit Essence, and Odore's Spirit Essence

4.6 Final Stage

Category	Setting
Mode	Individual
Stage Format	1 vs 1 Individual Match
Location	Online (Arena of Arsha)
Match Style	Arena of Arsha's battlefield will gradually shrink over time
Match Time	3 Minutes
Victory Condition	Best of Five (Single Elimination)
Allowed to Broadcast?	Yes
Join During Match?	No

Resurrect During Match?	No
Buff Effects (Elixirs, Food, Scrolls etc.)	Disallowed (Removed Upon Entry)
Character Self-Buffs	Yes
Potions Allowed	[Battlefield] Potions, Ornette's Spirit Essence, and Odore's Spirit Essence

Article 5 Resolving Draws

5.1 If the match time reaches zero with a winner being decided, the character with the higher HP percentage will be declared the winner.

5.2 If the round ends in a draw according to the Arena of Arsha system, additional (single) round(s) will be played until a winner can be determined.

5.3 If a winner cannot be decided before the end due to a draw, the player with the higher point total will be declared the winner.

Section 3 (Game Rules)

Article 6 Personal Hardware and Third Party (External) Programs

6.1 Players shall participate in the tournament with their own equipment. In the event of an offline match, participants may have to use hardware (equipment) provided by the tournament organizer.

6.2 Participants of the tournament may use the following hardware (equipment):

Category	Setting
Mouse	▶ No Restrictions (macro capable mouse is allowed, but use of macro is prohibited)
Keyboard	▶ No Restrictions (macro capable keyboard is allowed, but use of macro is prohibited)
Mousepad and Bungee	▶ No Restrictions
Earphones/Headsets and Extension Cord	▶ No Restrictions
External Sound Card	▶ No Restrictions

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 third-party programs other than hardware drivers and voice chat programs. E.g) Unauthorized programs that can arbitrarily adjust mouse polling rate, monitor scan rate and etc.

6.5 Participants shall be responsible for any program faults that may occur as a result of installed hardware driver and voice-chat program.

6.6 Participants shall be responsible for any disadvantages and/or match results due to the personal hardware they use.

Article 7 Match Settings

7.1 Participants shall complete setting their game options and hardware before the start of the match.

7.2 Participants shall check their surroundings and the state of their PC for anything that might affect the outcome of the match before the match starts. If any of the aforementioned factors affect the outcome of the match, it is solely the responsibility of the participant.

7.3 The Family name of the participant must be the same as the Family name provided at sign up.

Article 8 Organizer Discretion

8.1 The tournament organizers shall be the final authority regarding decisions during the tournament. Any decisions made by the tournament organizers cannot not be overruled.

8.2 The tournament organizers have the responsibility to examine the game conditions to ensure the competition can be conducted without major difficulties.

8.3 If it is determined by the tournament organizer that a match can no longer be played due to a 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 believes it is difficult for them to continue 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 organizers may impose penalties or punishment to any participants who overreact to the decision of the organizers 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. The organizers will make the final decision after reviewing the disagreement.

8.8 However, in accordance with 8.1 the decision will not be overturned. In case of a misjudgment, further decisions will be made accordingly.

Article 9 Prohibited and Unsportsmanlike Acts

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

Disciplinary Action	Details
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

	<ul style="list-style-type: none"> ▶ 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>
Disqualification	<ul style="list-style-type: none"> ▶ Use of unauthorized/third-party 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
Penalty	<ul style="list-style-type: none"> ▶ If a participant fails to provide prior notice through Customer Support and does not show up for a match, they will be disqualified and the silver used to purchase the ticket from the NPC will not be returned.

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 penalties may be imposed in accordance with the judgment of the tournament organizers if the participant interferes with 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 also be subject to a maximum 30-day game restriction.

Article 10 Disconnections

10.1 In the event of a disconnection, the participant shall re-connect and inform the tournament organizer regarding the status of continuing the match.

10.2 The determination of the match results shall be as follows, regardless of if the disconnection occurred on the participant's end or the system's end.

Category	Details
Before the Match	The current match will be void and match will be restarted.

After the Match	Remaining matches shall be played after the end of the current match (previous match scores will be acknowledged) * Participant who have disconnected shall receive a loss for that round.
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Article 11 Family Name, Class, And Item Usage

11.1 Any discrepancies between the Family name and class information given on the sign-up form and the actual in-game information shall result in a disqualification.

11.2 Character/class appearance can be changed.

11.3 If the tournament organizer determines that the Family/Character name of the participant violates the Black Desert Operational Policy, or is offensive to others, the participant may be disqualified and their spot in the tournament may be given to the next participant

11.4 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 rules will take effect the moment they are announced.

Article 13 Amendments and Obligations

13.1 If the latest game patch or version affects the tournament rules, the tournament organizers 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 rules shall be published in advance. If changes are made, an announcement will be made on the official website and/or in-game.