

# Black Desert Master Class 2025 Tournament

## Rules



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## ■ Chapter 1: Tournament Overview

### 1. Event Title & Name

[1.1] Event Title: Black Desert Master Class 2025

[1.2] Tournament Name: Master Class 2025

### 2. Rule Announcements & Amendments

[2.1] The Black Desert Master Class (BDMC) 2025 will be held on the live Arsha server and conducted according to official announcements and these rules.

[2.2] All participants must adhere to these rules and any additional instructions issued by the organizer.

Registration implies agreement to all terms and instructions.

[2.3] Any matters not explicitly addressed in these rules will be at the sole discretion of the organizer and governed by Black Desert's operational and event policies.

[2.4] The organizer reserves the right to update rules or procedures if issues arise and will notify participants of any changes.

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

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

### 3. Registration

[3.1] Registration is only accepted via the official Black Desert website as detailed in the Master Class announcement.

[3.2] In-game registration is available through [Menu (ESC)] > [War] > [Apply for Arena of Arsha Tournament]. Once registered, re-registration is not permitted.

[3.3] Changes to registration can be requested through Support until October 16 (Thu) before maintenance. Requests must be made from the account used to register. (Non-registered users will not be accepted.)

[3.4] Participants are responsible for keeping up to date with announcements and rules. Failure to comply may result in warnings, registration cancellation, or disqualification from the event.

### 4. Eligibility & Disqualification

[4.1] Only accounts with a Family gear score (AP + DP) of at least 810 may register.

[4.2] By **October 16 (Thu) before maintenance**, participants must meet both:

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

2) Possess the "Master Class 2025 Application Form" item on a character in the Family.

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

[4.5] Accounts with access restrictions for policy violations within the past six months cannot participate.

[4.6] If any information provided is found to be false or eligibility is not met during the event, disqualification is immediate.

[4.7] Unsportsmanlike behavior or actions deemed disruptive by the organizer may result in warnings or disqualification, subject to Black Desert's operational policy.

[4.8] If a participant is disqualified during the event, the next eligible participant in the ranking will take their place. If there is a tie, the last player to compete will advance (not applicable to finals).

[4.9] The organizer, including employees of Pearl Abyss, may not participate.

## ■ Chapter 2: Tournament Format

### 5. Match Structure

[5.1] Format: Single-class, 1v1 tournament

[5.2] Match Type: Arena of Arsha PvP

[5.3] Victory Conditions:

|                    |                             |
|--------------------|-----------------------------|
| Main to Semifinals | Best of 3 (first to 2 wins) |
| Finals             | Best of 5 (first to 3 wins) |

- Participants use trial characters on the live server
- Special tournament gear provided (375 AP, 435 DP)
- Crystals, Millennial Wild Ginseng, and pets are prohibited
- Effects from Adventure Logs and Guild Skills are allowed
- Match duration: 3 minutes
- Dark Fog: Enabled

[5.4] In the event of a draw, additional matches will be played until a winner is determined.

[5.5] Extra matches may be added based on the number of participants per class.

[5.6] Byes and additional matches may be assigned depending on tournament structure and participant numbers.

### 6. Tournament Schedule

| Phase                            | Dates                                                                       |
|----------------------------------|-----------------------------------------------------------------------------|
| Registration                     | Oct 2, 2025 (Thu) after maintenance – Oct 16, 2025 (Thu) before maintenance |
| Registration Status Announcement | Oct 10, 2025 (Fri)                                                          |
| Bracket Announcement             | Oct 23, 2025 (Thu)                                                          |

|                     |                             |
|---------------------|-----------------------------|
| Main to Semi Finals | Group A: Nov 22, 2025 (Sat) |
|                     | Group B: Nov 22, 2025 (Sun) |
|                     | Group C: Nov 23, 2025 (Sat) |
|                     | Group D: Nov 23, 2025 (Sun) |
| Finals              | Nov 30, 2025 (Sun)          |

[6.1] Each class’s schedule will be posted with the bracket. Participants must be available for up to two match days: one for the main to semifinals and one for the finals (broadcast live online).

■ Chapter 3: Match Guidelines

7. Participant Responsibilities

- [7.1] Participants must promptly report any issues during matches to the organizer. Decisions on match suspension or continuation rest with the organizer.
- [7.2] Participants must be online and ready at the scheduled time. Failure to do so will result in a bye awarded to their opponent.
- [7.3] Participants are 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.
- [7.4] Equipment, skill presets, and Succession/Awakening can be changed during wait time or matches, but no extra setup time will be given.

8. Organizer Decisions, Issue Resolution & Identity Verification

- [8.1] The organizer is the final authority for all match decisions.
- [8.2] Warnings or disqualification may be issued verbally or via in-game chat.
- [8.3] The organizer will check the game environment before matches.
- [8.4] Matches may be declared a draw or replayed if technical issues occur.
- [8.5] The organizer may request photo or physical ID verification; failure to comply results in disqualification.
- [8.6] If a match is interrupted due to technical issues such as game client errors, network problems, or issues with PC peripherals that result in a lost connection, the following procedures will apply:

| Handling Game Connection Issues |                                                                                                                                                                                                                                                                                                                                   |
|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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.<br>(2) If the same issue occurs again as described above, the participant will be disqualified.<br>(3) All such incidents will be accumulated throughout the BDMC event. |

|                                                                             |                                                                                                                                                            |
|-----------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| During an Ongoing Match<br>(Once the match begins and the arena doors open) | (1) If a participant disconnects, it will be counted as one loss. If they accumulate two losses, their opponent will be declared the winner of that match. |
|-----------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|

[8.8] 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.

## 9. Prohibited & Unsportsmanlike Conduct

[9.1] If any prohibited or unsportsmanlike behavior is detected during a match, the organizer reserves the right to impose the following penalties on participants:

| Category                | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Warning</b>          | (1) Failure to follow instructions or comply with directives from the organizer.<br>(2) Intentionally provoking or mocking other participants during the match.<br>* e.g., Repeatedly performing actions or jumping over a defeated character<br>(3) Any other conduct deemed inappropriate by the organizer and warranting a warning.<br>* Accumulating two warnings will result in disqualification from the tournament.<br>* Warnings are cumulative throughout the duration of BDMC. |
| <b>Disqualification</b> | (1) Violating any disqualification criteria specified in Chapter 1, Section 4.<br>(2) Exploiting in-game bugs or unintended features that may directly impact match outcomes.<br>(3) Using unauthorized third-party software or illegal programs.<br>(4) Repeated unsportsmanlike behavior or conduct that disrupts the match or ongoing disputes that prevent the match from proceeding.                                                                                                |

[9.2] Any other actions not explicitly listed above that disrupt or interfere with the fair progression of the match may result in additional penalties at the organizer's discretion and may also be subject to Black Desert's operational policies.

## 10. Naming & Character Customization Policy

[10.1] If the organizer determines that a participant's Family name, character name, or player name violates Black Desert's naming policy or is likely to cause discomfort to others based on social norms, the organizer reserves the right to change the name.

[10.2] Participants are free to customize their character's appearance and use dyes. However, if the appearance is deemed offensive or likely to cause discomfort to others, the organizer may require modifications.

## 11. Copyright & Additional Terms

[11.1] All matches will be recorded and may be broadcast live or streamed at the organizer's discretion. Matches not broadcast live will still be recorded.

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

[11.3] All copyrights for videos related to BDMC are owned by the organizer. This includes, but is not limited to:

- The right to use photos and recorded videos related to BDMC
- The right to broadcast matches live or as recorded content

[11.4] The organizer may use event footage for promotional or editorial purposes, both online and offline. Registration implies consent.

## **12. Effective Date of Rules**

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

[12.2] Any amendments take effect from the date of update.