

Global Friendly Match 2026 Rule Book

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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: Global Friendly Match 2026

2. Match Guide and Update Responsibilities

[2.1] The Global Friendly Match 2026 (hereafter "Friendly 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 Friendly Match consists of preliminaries held on each region's live server and a main match held on an event server. The top 4 teams from each regional preliminary enter the event server to compete against teams from other regions.

[2.3] The Friendly 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. Once the application is complete, participants are considered to have agreed to all rules and 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. Application

[3.1] Applications are only accepted via the method provided in the Global Friendly Match notice on the Black Desert official website.

[3.2] Applications can be made in-game via [Menu (ESC)] - [War] - [Apply for Global Friendly Match]. Applications can only be made once.

[3.3] If application details must be changed, a request can be submitted via Support before May 7 (Thu) maintenance using *the account that needs the edit*. (*Requests from non-members will not be accepted.*)

[3.4] Multiple applications cannot be made by the same person. In such a case, only the last account to apply will be evaluated for participation.

[3.5] Participants must regularly check the Friendly Match rules and notices. Any issue caused by the lack of understanding of the provided information may result in a warning, rejection of application, or disqualification in accordance with the rules.

4. Eligibility and Disqualification

[4.1] Applications may only be submitted using the account owned by the participant.

[4.2] Applications may only be submitted by accounts with Gear Score of 820 or higher.

[4.3] All 3 of the following requirements must be **met before the application deadline**, May 7 (Thu) maintenance:

- 1) A character in the Family must possess the Global Friendly Match Application Form
- 2) Application must be completed via [Apply for Global Friendly Match] in game.
- 3) Identity verification and team registration must be completed via the survey provided in the notice.

* The Gear Score required to apply can be checked via the Equipment (I) UI. This includes stats increased by Happy Black Spirit and completed Adventure Log. (However, stats increased by the Blessing of the Morning from Black Shrine subjugation are excluded.)

[4.4] Accounts with a history of gameplay restrictions due to Operational Policy violations within the last 6 months cannot apply.

[4.5] If any application detail is found to be false or deficient during the tournament, the participant will be immediately disqualified.. If the team has an insufficient number of members, the match will be forfeited and no reward will be distributed.

[4.6] 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.

[4.7] If a participant is disqualified during the tournament, the participant at the next rank will inherit the eligibility. If the next highest-ranked participant cannot be determined, the last opponent of the disqualified participant will qualify. (Does not apply to matches on the Event Server.)

[4.8] Pearl Abyss employees cannot participate in the Friendly Match.

■ Section 2. Match Progression

5. Basic Rules

- Game mode: Arena of Arsha
- Played with Trial Characters
- Arena of Arsha III gear used (375 AP, 435 DP)
- Crystals and Pets unavailable
- Adventure Log and Guild Skill effects applied

- No duplicate classes within a team
- Match Duration: 3 min
- Veil: None

[5.1] If a match results in a draw, a single round match will be conducted until a winner is determined.

[5.2] Depending on the match and participant status, byes or additional matches may take place, resulting in differences in the matches played by each participant.

6. Preliminaries (On each region's live server)

[6.1] Match format up to the round of 16 - 3v3 team-based tournament

[6.2] Match format from the Quarterfinals onwards - 3v3 team-based league

***Teams will be separated into Group A and B, with 4 teams in each league.**

[6.3] Victory Conditions

Tournament	Advance to the next round in a best-of-three match
League (Quarterfinals)	Earn points through a best-of-three

[6.4] If the top 2 teams cannot be determined after 3 matches in their respective group, the ranking will be decided in the following order:

<p>League Match Win/Loss Point Comparison</p>	<p>Group League Match ranking is decided by calculating each victory as 1 point, and each defeat as -1 point. Example: If the Red Team and Blue Team have the same rank, but Red Team has 6 wins and 2 losses, and Blue Team has 6 wins and 1 loss, Red Team has 4 points and Blue Team has 5 points. Therefore, Blue Team will be ranked higher.</p>
<p>League Match Kill/Death Point Comparison</p>	<p>In the league matches played within each group, each kill against an opponent is worth 1 point and each death of an allied player is worth -1 point. The team with the higher score will be ranked higher. Example: If Red Team and Blue Team are still tied after comparing win/loss points, and Red Team records 9 kills and 5 deaths across 3 matches while Blue Team records 9 kills and 6 deaths across 3 matches, Red Team will have 4 points and Blue Team will have 3 points. Red Team will therefore be ranked higher.</p>
<p>Single-Round Tiebreaker Match</p>	<p>If the top 2 teams still cannot be determined after comparing win/loss scores and kill/death scores, the tied teams will play a single-round tiebreaker match to determine the final rankings.</p>

7. Main Match (On the event server)

[7.1] Match Format - 3v3 team-based tournament

[7.2] Victory Conditions

<p>Tournament</p>	<p>Advance to the next round through a best-of-five</p>
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[7.3] A 3rd place match will be held before the Finals

8. Schedule

Event	Schedule
Application	Apr 23, 2026 (Thu) after maintenance – May 7, 2026 (Thu) before maintenance
Application Roster Announcement	Apr 30, 2026 (Thu)
Preliminary Bracket Announcement	May 11, 2026 (Mon)
Preliminary Match Schedule	May 16, 2026 (Sat) May 23, 2026 (Sat) *Backup Date
Main Match Bracket Announcement	June 5, 2026 (Fri)
Main Match Schedule	June 13, 2026 (Sat)

■ Section 3. Detailed Rules

9. Participant Obligations

[9.1] 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.

[9.2] 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 bye for the opposing participant.

[9.3] 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.

[9.4] 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.

10. Organizer Rulings, Issue Response, and Verification Requests

[10.1] 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.

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

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

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

[10.5] The organizer may request a physical copy or photo of an ID card or passport to verify identity during the Friendly Match and may disqualify participants for failure to comply.

[10.6] The following measures will be taken in case of a disconnection due to issues with the game client, network, PC, or peripherals during a match:

Measures in the Event of a Disconnection	
If the arena gates haven't opened (Before match start)	(1) If the disconnected participant fails to reconnect within 5 min, or if the participant disconnects again after reconnecting, the round counts as a defeat. (2) If the issue in (1) occurs again, the participant is disqualified. The match is automatically forfeited if the team is unable to continue the 3v3 match. (3) If there is a substitute participant, the match will proceed after substitution. (4) The cases above accumulate throughout the Friendly Match.
If the arena gates have opened (After match start)	(1) The match will proceed without the disconnected participant. (2) The disconnected participant may enter the arena again for the next round if the match result has not been determined.

[10.7] 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.

11. Prohibited Actions and Unsportsmanlike Conduct

[11.1] If prohibited actions or unsportsmanlike conduct are confirmed during the friendly match,

the organizer may issue the following rulings to the participant or team.

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

[11.2] 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.

[11.3] 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.

[11.4] Violations of the Terms of Service or Operational Policy outside of the rule book will lead to disqualification according to clause 9 of the rule book. Further actions may also be taken based on the Terms of Service and Operational Policy.

12. Participant Name, Family Name, and Character Appearance

[12.1] 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 11 of the rule book.

[12.2] 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 11 of the rule book.

13. Copyright and Other Agreements

[13.1] 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.

[13.2] 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.

[13.3] All copyright for videos related to the friendly match is held by the organizer. This includes the following rights:

- The right to use photos and recorded videos related to the friendly match
- Livestreamed and recorded videos

[13.4] 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 Friendly Match are deemed to have agreed to this.

14. Effective Date

[14.1] This agreement takes effect immediately upon announcement.

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