

# Shadow Arena Competitive Rules

## 1. Introduction

**1.1** These Shadow Arena Competitive Rules have been designed and established to ensure the integrity and excellence of competitive play of the game, Shadow Arena, which is serviced by Pearl Abyss.

## 2. Application and Changes in Rules

**2.1** These rules apply to all players who participate in Shadow Arena's competitive events, as well as the Pearl Abyss Administrators who host the event.

**2.2** The Competitive Rules apply to all competitive events of Shadow Arena that are certified and acknowledged by Pearl Abyss. However, the information in the tournament notice shall apply for the detailed rules for each on-going competitive event.

**2.3** The Shadow Arena Competitive Rules are subject to frequent change to reflect the game's updates and league characteristics. Pearl Abyss reserves the right to change or supplement the rules at its sole discretion. However, Pearl Abyss shall provide advance notice if changes occur during the tournament.

**2.4** Any additional rules during the tournament will be updated in the official tournament notice.

## 3. Player Eligibility

**3.1** Players who participate in Shadow Arena competitive events must adhere to the following eligibility requirements.

**3.1.1** Players must be at least of the age to play Shadow Arena for their service region.

**3.1.2** Players must be free from any restrictions on play as a player.

**3.1.3** Players must own at least 1 official Shadow Arena account.

- Republic of Korea: Pearl Abyss Shadow Arena Official Website Account or Steam Account

- Other Regions: Steam Account

**3.1.4** Accounts that apply to participate in competitive events must not be penalized with login restrictions for violating the Terms of Service.

**3.1.5** Players cannot change their participating account after the end of the participant sign-up period.

**3.1.6** Players cannot change their team members after the end of the participant sign-up

period for Team events.

**3.2** Pearl Abyss employees are not eligible to participate as players.

**3.3** Players must be able to submit legitimate/legal documents when requested by Event Administrators for personal identification or related documents in order to verify personal identity or other reasons.

**3.4** Players cannot use an in-game character or team nickname that has text or words that can be considered offensive, vulgar, provocative, and/or deemed inappropriate for broadcast. Event Administrators reserve the right to change any names that includes words or text that cannot be used.

**3.5** If a player decides not to participate after the participant announcement, their spot in the tournament will be taken by the next eligible applicant. The order of participants is based on objective data such as rankings depending on the nature of the tournament.

## **4. In-Game Rules**

**4.1** Matches will begin at the time originally announced unless otherwise stated by an administrator.

**4.2** Unless a specified version of the client is provided separately, all competitive events shall use the latest updated (Hero balance adjustments, etc.) version of the client.

**4.3** Depending on each tournament, usage of certain Heroes may be limited, and it will be guided in the tournament notice.

**4.4** As Shadow Arena is in Early Access, there may be issues (character/game bugs, etc.) that occur in the game. However, the results of a tournament/match shall not be overturned due to such an issue. If a player's character is trapped in a particular terrain, geographic feature, etc. during a match, an administrator will move their character to a nearby safe location, and the player shall be responsible for any disadvantages that may occur.

**4.5** Unless an event-specific map is provided separately, all competitive events shall use the standard map.

**4.6** Unless competitive specific settings are provided separately, the standard settings of Shadow Arena shall apply to all competitive events.

**4.7** Competitive events shall be held on the live servers provided for each region. All participating players should verify the game impact of the server location in advance. (Network latency/ping time, disconnect settings, etc.) Players shall be responsible for any personal network problems that occur after the start of the match.

**4.8** Certain competitive events may be held in an event (tournament) server. The tournament server may differ in environment to the live servers.

**4.9** If it is deemed that extraordinary circumstances or other difficulties prevent the continuation of a match, the match may be suspended, postponed, or restarted as decided by the Event

Administrators.

## **5. Administrator Authority and Judgement**

**5.1** Administrators act as the primary authority for rendering decisions and will not overturn the decision of the Organizers.

**5.2** Administrators shall maintain the game environment in advance to ensure the progress of the competition.

**5.3** If a player deems it is too difficult for them to continue the competition, they can notify the Administrators through the predesignated communication channel to withdraw.

**5.4** If a player-affiliated individual or spectator is deemed to have a significant on the outcome of the competition the Administrator may force them to leave.

**5.5** Event Organizers may impose additional disciplinary actions on players who behave inappropriately to the Administrators decisions and/or have a significant impact to the outcome of the competition.

**5.6** If there is an objection to the decision of an Administrator, an objection can be submitted through the Organizers side (Customer Support, etc.) after the end of the competitive event, and decision on this objection will be made by the Event Organizer.

**5.7** However, the decision will not be overturned; if a misjudgment is evident, the level of response shall be determined by the respective Organizer.

## **6. Code of Conduct**

**6.1** All players participating in the competitive event, Event Administrators, and other concerned parties shall be respectful of each other and observe the general principles of good sportsmanship.

**6.2** Players must complete all preparations for their game before the start of the competition and must actively cooperate to ensure tournament runs smoothly.

**6.3** Players must adhere to the directions and decisions of the Event Administrators.

**6.4** Players must complete preparations for their game and equipment settings before the start of the competition. Players should check their nearby space and PC status in advance for any factors that may impact the competition, and the player shall be responsible for any disadvantages/results that may occur as a result.

**6.5** Any confidential information obtained in the course of participating in the tournament or heard from the Event Organizers as a player or a participant (commentator, etc) shall not be used unfairly or divulged to a third party unless approved by the Event Administrator.

## 7. Penalties and Disciplinary Action for Rule Violations

**7.1** If a player is deemed to have violated the rules, the Administrators may impose penalties on the player and/or take additional disciplinary action with reasonable judgement.

**7.2** The penalties the Administrators may impose with reasonable judgement are as follows (but not limited to):

**7.2.1** Notice: Notices apply to all tournaments during the Shadow Arena Early Access period and 3 notices will result in a warning.

**7.2.2** Warning: Warnings apply to all tournaments during the Shadow Arena Early Access period and 3 warnings will result in disqualification.

**7.2.3** Disqualification: Disqualifications apply to all tournaments during the Shadow Arena Early Access period and 2 disqualifications will result in revocation of participation privileges.

**7.2.4** Revocation of Participation Privileges: Upon revocation of participation privileges, you will no longer be allowed to participate as a player in any kind of Shadow Arena competitive event during the Early Access period.

**7.2.5** Penalty Point: Penalty applies to each tournament and on all types of points/scores that can be earned in a competitive event, such as round score. More information regarding Penalty Points can be found in the tournament notice.

**7.2.6** Result Nullification and Loss of Rewards: If a violation of the rules is discovered after the end of a competitive event, the results shall be made null and any obtained rewards shall be forfeited.

**7.3** Any violation of the Rules and/or Code of Conduct shall be subject to the following penalties.

<b>Notice</b>	<ul style="list-style-type: none"> <li>• Failure to comply with the instructions/directions of the Organizers</li> <li>• Use of inappropriate language through the in-game chat</li> <li>• Unsportsmanlike behavior, such as intentionally provoking an opponent</li> <li>• Demonstrate inactive gameplay, such as not carrying out a battle</li> </ul> <p>Warning upon 3 Notices</p>
<b>Warning</b>	<ul style="list-style-type: none"> <li>• Behavior/actions that may impact the game such as pre-designated Social Actions or in-game chat</li> <li>• Intentional disconnection</li> <li>• Cause a delay that hinders the progress of the competition</li> <li>• Disrupting the progress of the competition such as an unreasonable response to an Administrators decision</li> <li>• Intentionally taking actions that benefit the opponent or</li> </ul>

	<p>disadvantage another player in the same team</p> <ul style="list-style-type: none"> <li>• Failure to participate in 1st round <ul style="list-style-type: none"> <li>- In the case of team matches, all team members must participate to be counted</li> <li>- Note: You will not receive a warning if you fail to participate in the next round after participating in round 1, but you may face a penalty in accordance with each event's rules.</li> </ul> </li> </ul> <p>Disqualification upon 3 Warnings</p>
<b>Disqualification</b>	<ul style="list-style-type: none"> <li>• Failure to participate in the competition without advance notice to the Event Administrators</li> <li>• Acts of collusion such as cooperative play/teaming in Solo mode</li> <li>• Acts that violate the Terms of Service which falls under the category of usage restriction during a competition</li> <li>• Lending or transferring their account or by borrowing another player's account</li> <li>• Same user is found to have participated in the tournament with 2 or more accounts</li> </ul> <p>Revocation of Participation Privileges upon 2 Disqualifications</p>
<b>Revocation of Participation Privileges</b>	<ul style="list-style-type: none"> <li>• Tamper/forge client or use unauthorized programs/macros</li> <li>• Use an in-game bug or exploit</li> <li>• Acts that violate the Terms of Service which fall under the category of permanent restrictions during a competition</li> </ul>

**7.4** In addition to the penalties listed above, the Organizers may impose appropriate penalties for disruption/interference of competition progress at the discretion of the Organizers.

**7.5** If a participating player has a significant impact on the outcome of the competition by violating the Rules and/or Code of Conduct, the Administrators reserve the right to restart the competition or partially restart the competition.

**7.6** Exceptions may be made regarding the penalties stated in the rules if the Event Administrator has been notified prior that you are unable to participate in the event due to unforeseeable circumstances (force majeure) such as a natural disaster or national emergency.

**7.7** If the Event Administrator cannot be notified beforehand, exceptions may be made regarding the penalties states in the rules if legitimate documents to prove the validity of the situation are submitted even after the tournament concludes.

## **8. Communication**

**8.1** All competition related communication will be through the designated communication channel. All participating players must join the provided channel in advance to ensure seamless communication. If a player is unable to join the channel due to extraordinary reason or fails to join, the player shall be responsible for any problems that may occur.

**8.2** Information regarding the official communication channel is provided in the tournament notice.

**8.3** Important information related to the competition, competition rules, and format/schedule will be announced on the official website. These announcements and information are subject to change before the start of the competition. In this event, an update will be provided the event page.

**8.4** All competition-related objections can be submitted within 7 seconds after the end of the event through the Support page on the official website.

## **9. Interpretation of Rules**

**9.1** Unless otherwise specified in these rules, all matters shall be governed by the Shadow Arena Terms of Service.

**9.2** If any misunderstandings or problems occur regarding these rules, the matter shall be resolved in accordance with the relevant laws. If the relevant laws do not exist, the matter shall be interpreted by general social norms and/or good faith principle.

## **10. Effective Date**

**10.1** The Shadow Arena Competitive Rules shall enter into force upon being announced.