



RAGNAROK STARS 2026

OFFICIAL TOURNAMENT RULE BOOK

7 November 2026

UOB LIVE HALL, EMSPIRE, Bangkok, Thailand



1. Tournament Overview

1.1 Purpose

Ragnarok Stars 2026 ("the Tournament") is an international Ragnarok Online esports tournament established to promote cooperation among service operators, provide a fair and competitive esports environment, and determine the Tournament Champion of Ragnarok Stars 2026.

All Tournament Matches shall be conducted in accordance with these Tournament Rules. All Participants are required to read, understand, and comply with these Rules throughout the Tournament.

1.2 Tournament Information

- ☐ Tournament Title : Ragnarok Stars 2026
- ☐ Match Format : 7 vs. 7 Team Battle
- ☐ Tournament Format : Double Elimination
- ☐ Venue : UOB Live Hall, EmSphere, Bangkok, Thailand
- ☐ Tournament Date : Saturday, November 7, 2026

1.3 Participating Organizations

The Tournament shall consist of representative teams from the following organizations:

- ☐ Gravity Co.,Ltd.
- ☐ Gravity Game Tech Co.,Ltd.
- ☐ Gravity Communications Co.,Ltd.
- ☐ Gravity Interactive, Inc.
- ☐ Shanghai Taren Network Technology Co., Ltd.

1.4 Enforcement of Tournament Rules

These Tournament Rules apply to all participants, including players, team captains, team managers (if any), and any other individuals involved in the tournament.

By participating in the tournament, all participants acknowledge that they have read, understood, and agreed to comply with these Tournament Rules in their entirety.

If a participant violates any provision of these Tournament Rules, the Tournament Committee reserves the right, at its sole discretion, to determine and impose appropriate penalties, including but not limited to warnings, match forfeitures, player disqualifications, team disqualifications, or any other disciplinary measures deemed appropriate.



In the event of any situation or dispute not expressly addressed in these Tournament Rules, the Tournament Committee shall have the authority to interpret these Rules and determine the appropriate course of action as it deems necessary to preserve the fairness and integrity of the tournament. All decisions made by the Tournament Committee shall be final.

2. Tournament Administration and Authority

2.1 Tournament Committee

The tournament shall be administered by the Tournament Committee and Tournament Officials appointed by the Tournament Organizer. They shall be responsible for supervising, managing, and conducting the tournament in accordance with these Tournament Rules.

2.2 Authority of the Tournament Committee

The Tournament Committee shall have the authority to:

- ☐ Oversee the administration and operation of the tournament.
- ☐ Interpret and enforce these Rules and Regulations.
- ☐ Investigate and determine any conduct that may constitute a violation of these Rules and Regulations.
- ☐ Resolve any disputes, protests, or other matters arising during the Tournament.
- ☐ Suspend, postpone, or delay any Match or Tournament proceedings where deemed necessary.
- ☐ Order a Rematch where deemed necessary.
- ☐ Impose penalties as appropriate based on the nature and severity of each violation.
- ☐ Make final determinations on any matter not expressly provided for in these Rules and Regulations.

2.3 Compliance with Official Instructions

All participants must comply with the instructions, directions, and decisions of the Tournament Committee and Tournament Officials at all times.

Failure to comply with such instructions, interference with the duties of Tournament Officials, or any conduct that disrupts or adversely affects the administration of the tournament may result in penalties imposed by the Tournament Committee.



2.4 Final Decisions

All rulings, interpretations of these Rules and Regulations, and decisions made by the Tournament Committee are final and binding on all participants. Such decisions are not subject to objection or appeal.

3. Registration and Identity Verification

3.1 Identity Verification

All participants must present their original passport or original national identification card (where permitted) to the Tournament Officials on the day of the tournament.

The information on the identification document must match the information provided during tournament registration.

If a participant fails to present the required identification document or if the information does not match the registration records, the Tournament Organizer reserves the right to immediately disqualify the participant from the tournament.

3.2 Registration Procedure

On 7 November 2026, all participants must complete on-site registration at UOB Live Hall, EmSphere Mall, 6th Floor before 09:00 (GMT+7) and prior to the start of the tournament.

Upon successful completion of the registration and verification process, each participant will receive:

- ☐ Participant ID Badge
- ☐ Tournament Rulebook
- ☐ Tournament Schedule
- ☐ Any other materials designated by the Tournament Organizer, if applicable.

3.3 Check-in

All teams must check in at the designated meeting point in the lobby of Bangkok Marriott Marquis Queen's Park by 08:00 (GMT+7) on 7 November 2026.

Teams that fail to check in by the designated time or are not ready to participate in the tournament may receive a match forfeit, be disqualified, or be subject to other penalties at the discretion of the Tournament Committee.



3.4 Team Captain Responsibilities

The Team Captain shall be responsible for:

- ☐ Communicating with the Tournament Committee.
- ☐ Receiving and confirming the team's tournament schedule.
- ☐ Relaying information, announcements, and instructions from the Tournament Organizer to all team members.
- ☐ Ensuring that all team members comply with these Tournament Rules.

The responsibilities of the Team Captain do not exempt individual participants from their obligation to comply with these Tournament Rules. If any team member violates these Tournament Rules, the Tournament Committee may impose penalties on the individual player, the entire team, or both, as deemed appropriate.

3.5 Communication During the Tournament

All participants must remain reachable throughout the duration of the tournament.

If a participant leaves the tournament venue, they must keep their mobile phone turned on or remain available through a communication channel designated by the Tournament Organizer.

If a participant cannot be contacted and this affects the tournament schedule, the Tournament Committee may impose appropriate penalties at its discretion.

4. Competition Format

4.1 Tournament Format

The tournament will be conducted using a Double Elimination format, consisting of an Upper Bracket and a Lower Bracket.

All teams will begin the tournament in the Upper Bracket. A team that loses its first match will be moved to the Lower Bracket. A team that loses a second match in the Lower Bracket will be immediately eliminated from the tournament.

A total of five (5) teams will participate in the tournament. The team seeded No.1 will receive a bye and automatically advance to the next round of the Upper Bracket. The remaining four (4) teams will begin competition from the first round according to the tournament bracket determined by the Tournament Committee.



4.2 Match Format

Each stage of the tournament will be played using the following match formats:

- ☐ Upper Bracket matches will be played in a Best of 3 (BO3) format.
- ☐ Lower Bracket matches will be played in a Best of 3 (BO3) format.
- ☐ The Grand Final will be played in a Best of 5 (BO5) format.

The Grand Final will be played only once, and Bracket Reset will not be applied.

4.3 Final Standings

The final standings shall be determined based on the results of the Double Elimination tournament format as follows:

- ☐ **1st Place:** Winner of the Grand Final.
- ☐ **2nd Place:** Runner-up of the Grand Final.
- ☐ **3rd Place:** Team eliminated in the Lower Bracket Final.
- ☐ **4th Place:** Team eliminated in the Lower Bracket prior to the Lower Bracket Final.
- ☐ **5th Place:** The first team eliminated from the Lower Bracket.

4.4 Tournament Bracket Draw and Map Draw

The Tournament Bracket Draw and Map Draw will be conducted during the Gathering Night event on Friday, 6 November 2026.

The Team Captain of each team must attend the draw at the date, time, and venue designated by the Tournament Organizer.

The results of the Tournament Bracket Draw and Map Draw shall be deemed final and official. No requests for changes or objections will be accepted unless otherwise determined by the Tournament Committee.

5. Character Regulations

5.1 Tournament Server

The Tournament shall be conducted on the Ragnarok Stars Tournament Server (ROS), a dedicated server prepared exclusively for the Tournament.



All Participants shall use only the Tournament accounts and Characters provided by the Organizer. The use of Characters from any other server or any unauthorized account is strictly prohibited.

5.2 Character Assignment

Each participant account will be provided with six (6) tournament characters as designated by the Tournament Organizer, as follows:

- ☐ **Character 01:** Match 1 (BO3)
- ☐ **Character 02:** Match 2 (BO3)
- ☐ **Character 03:** Match 3 (BO3)
- ☐ **Character 04:** Match 4 (BO3)
- ☐ **Character 05:** Match 5 (BO3)
- ☐ **Character 06:** Match 6 (Final Match / BO5)

Each tournament character may only be used in the match designated by the Tournament Organizer.

Participants may not use any character other than the one assigned for that match unless otherwise approved by the Tournament Committee.

5.3 Character Levels

All Tournament Characters shall be configured as follows and shall be ready for competition upon provision:

- ☐ Base Level 170
- ☐ Job Level 60

5.4 Eligible Job Classes

Only Third Job Class (Class 3) characters are allowed for use in the tournament.

Duplicate job classes within the same team are not allowed.

Each team must field 7 players, using 7 different job classes in each match.

If a team is unable to field a full 7-player roster, but has no fewer than 5 players, the team is still eligible to participate in the competition. In such cases, the participating players must still use non-duplicated job classes.

In the case of a Tie Break match, Tie Break rules shall take precedence. The Arch Bishop job class is not allowed, and the number of participating players shall be based on the remaining team members in that match. No additional players may be added to the match.



5.5 Skill Point

All Tournament Characters shall be assigned Skill Points as follows:

- ☐ Class 1: 49 Skill Points
- ☐ Class 2: 69 Skill Points
- ☐ Class 3: 59 Skill Points

Each Tournament Character shall have a total of 177 Skill Points available.

5.6 Character Preparation (Pre-Tournament Phase)

The provisions in this section apply throughout the Pre-Tournament Preparation Period, prior to the tournament on 7 November 2026.

The Tournament Organizer will provide each team with practice and tournament game accounts by 28 September 2026.

The practice server will be available from the date the accounts are distributed until 2 November 2026 at 12:00 (GMT+7). After this period, the Tournament Organizer will close the server in preparation for the tournament.

Participants may access the server for character setup from 2 November 2026 at 15:00 (GMT+7) to 7 November 2026 at 06:00 (GMT+7).

During this Character Preparation Period, participants may:

- ☐ Status point allocation
- ☐ Skill point allocation
- ☐ Item purchase
- ☐ Guild creation
- ☐ Guild configuration
- ☐ Character preparation

Once the Character Preparation Period has ended, the server will be closed. Participants will not be permitted to modify character data, character settings, equipment, or any other character-related information.

5.7 Character Reset

During the Pre-Tournament Preparation Period, participants may not use the Status Reset or Skill Reset NPCs.



Character resets may only be performed with prior written approval from the Tournament Committee. A Rematch does not automatically authorize a character reset unless otherwise announced by the Tournament Committee prior to the start of the relevant match.

5.8 Use of the Plagiarism Skill

Shadow Chaser players who intend to use the Plagiarism skill must copy the desired skill during the Character Preparation Period only.

For the purposes of these Tournament Rules, the "Character Preparation Period" refers to the period designated by the Tournament Organizer during which participants may access the tournament server to prepare their characters prior to the tournament, from November 2, 2026 at 15:00 until November 7, 2026 at 06:00 (GMT+7). After this period has ended, players are strictly prohibited from using Plagiarism to copy, change, or modify any previously copied skills under any circumstances throughout the entire competition.

Any modification to a copied skill after the Character Preparation Period is permitted only with prior written approval from the Tournament Committee.

Furthermore, a Rematch does not automatically authorize changes to copied skills unless otherwise announced by the Tournament Committee prior to the start of the relevant match.

6. Item and Equipment Regulations

6.1 Economy System on the Tournament Server

Participants may purchase items, equipment, and other materials only from the NPCs designated by the Tournament Organizer in Izlude, using only the Zeny provided on the tournament server.

The transfer, trade, exchange, or sharing of zenzy, items, or any other resources between participants is strictly prohibited.

6.2 Starting Zeny

Each character will be provided with Zeny as determined by the Tournament Organizer.

- ☐ Characters 01-05 will receive 20,000,000 Zeny each.
- ☐ Character 06 will receive 25,000,000 Zeny, which will be used for the Grand Final.

Participants are responsible for managing their own Zeny throughout the tournament.

The Tournament Organizer will not compensate for any Zeny or other resources lost as a result of participant error or misuse.



6.3 Item Purchase

Participants may purchase items only from the NPCs designated by the Tournament Organizer.

Certain items may be subject to purchase or usage limits to maintain competitive balance.

Examples include:

- ☐ Poison Bottle
- ☐ Acid Bottle
- ☐ Bottle Grenade
- ☐ Rune Stone

as well as any other items announced by the Tournament Committee.

For the Mechanic and Genetic classes, players must re-claim their Cart from the NPC at the end of each round. This process does not consume Zeny.

6.4 Equipment Refinement

Equipment may be refined up to the following limits:

- ☐ Armor: Up to +4
- ☐ Weapon Level 1: Up to +7
- ☐ Weapon Level 2: Up to +6
- ☐ Weapon Level 3: Up to +5
- ☐ Weapon Level 4: Up to +4

The refinement success rate shall be set to 100%.

6.5 Special Items

Participants may obtain Special Items designated by the Organizer free of charge through designated NPCs. Examples include:

- ☐ Makeover Brush
- ☐ Paint Brush
- ☐ Wolf Flute

Additional Special Items may be announced by the Organizer prior to the Tournament.

6.6 Disabled Systems

To ensure competitive integrity, the following systems shall be disabled on the Tournament Server:



- ☐ Vending Skill
- ☐ Trade
- ☐ Dropping Items on the Ground
- ☐ Item Sharing between Participants
- ☐ Kafra Storage

Participants shall manage all resources solely within their own Tournament Account.

6.7 Permitted Equipment

The following Equipment is permitted for use in the Tournament.

EP16.1

- ☐ Robe Of Flattery
- ☐ Robe Of Vituperation

EP16.2

- ☐ Agenda Robe
- ☐ Consultation Robe

EP17.1

- ☐ Illusion Armor A-type
- ☐ Illusion Armor B-type
- ☐ Illusion Engine Wing A-type
- ☐ Illusion Engine Wing B-type
- ☐ Illusion Leg A-type
- ☐ Illusion Leg B-type
- ☐ Illusion Booster R
- ☐ Illusion Booster L
- ☐ Illusion Battle Chip R
- ☐ Illusion Battle Chip L
- ☐ Beam Claymor-OS
- ☐ Cannon Rapier-OS



- ☐ Boost Lance-OS
- ☐ Blast-OS
- ☐ Saphir Mace-OS
- ☐ Ultio-OS
- ☐ Rutilus Stick-OS
- ☐ Virtual Bow-OS
- ☐ MH-P89-OS
- ☐ AC-B44-OS
- ☐ Meuchler-OS
- ☐ Burning Knuckle-OS

Any equipment not listed above shall not be permitted for use in the Tournament, unless otherwise announced by the Organizer prior to the start of the competition.

7. Server Settings and Skill Regulations

7.1 Tournament Server Settings

The Tournament shall be conducted on the Ragnarok Stars Tournament Server (ROS) under the settings designated by the Organizer.

The Tournament shall be played under a Guild versus Guild (GVG) configuration with damage set to 40%.

All server settings, system configurations, and match parameters shall be identical for all Teams without exception.

7.2 Disabled Skills

To ensure competitive balance, the following skills shall be disabled:

Common

- ☐ Full Throttle

Arch Bishop

- ☐ Teleport
- ☐ Warp Portal



- ☐ Resurrection

Sura

- ☐ Teleport
- ☐ Warp Portal

Mechanic

- ☐ Vending
- ☐ Upgrade Weapon

Genetic

- ☐ Vending
- ☐ Change Material
- ☐ Wall Of Thorn
- ☐ Call Homunculus
- ☐ Homunculus Resurrection
- ☐ Rest

Shadow Chaser

- ☐ Masquerade - Groomy
- ☐ Masquerade - Unlucky
- ☐ Dimensional Door
- ☐ Manhole
- ☐ Intimidate

Sorcerer

- ☐ Element Analyze
- ☐ Abracadabra

Wanderer / Minstrel

- ☐ Gloomy Shyness

Guillotine Cross

- ☐ Back Slide



Participants shall not be permitted to use these skills under any circumstances.

7.3 Skill Balance Adjustments

The following skill balance adjustments are applied exclusively for the Ragnarok Stars 2026 tournament.

Class	Skill	Adjustment
Mechanic	Suicidal Destruction	Adjust variable cast time: 2 / 1.5 / 1 seconds □ 5 seconds at all levels
		Adjust fixed cast time: 0.5 seconds □ 1 second
Warlock	Intensification	Fixed to allow the status to be removed by Dispel and Clearance skills
	Stasis	Adjust fixed cast time: 3 seconds at all levels □ 2.5 seconds at all levels
		Adjust area of effect: from 9-13 cells around the caster at all levels □ Lv.1: 3 cells from caster (7x7) / Lv.2: 4 cells (9x9) / Lv.3: 5 cells (11x11) / Lv.4: 6 cells (13x13) / Lv.5: 7 cells (15x15)
Sage	Dispell	Adjust skill cooldown: 0 second □ 1 second
Shadow Chaser	Masquerade-Ignorance	Adjust debuff duration: 10 / 15 / 20 seconds □ 3 / 6 / 10 seconds
	Masquerade-Weakness	Adjust debuff duration: 10 / 15 / 20 seconds □ 3 / 6 / 10 seconds
Arch Bishop	Clearance	Adjust skill cooldown: 10 seconds at all levels □ 7 seconds at all levels
Rune Knight	Dragon Breath	Adjust fixed cast time: 1.5 seconds at all levels □ 1 second at all levels
	Dragon Breath-WATER	Adjust fixed cast time: 1.5 seconds at all levels □ 1 second at all levels
	Charge Attack	Adjust skill cooldown: 0.5 seconds □ 3 seconds
Genetic	Chemical Protection	Cannot use Chemical Protection skills, including Full Chemical Protection, Chemical Protection (Weapon), Chemical Protection (Shield), Chemical Protection (Helm), and Chemical Protection (Armor), in Izlude Town and the Training Room. These skills may only be used within the competition field.

The above settings shall be considered part of the official competition rules and shall be strictly enforced for all participating teams.

7.4 NPC Configuration Adjustments

1. Poison-type items for the Guillotine Cross class will be restricted for purchase exclusively by the Guillotine Cross class only.
2. Coating Bottle items will be made available for purchase at the Battle Merchant NPC.



8. Map Rules

8.1 Tournament Maps

The tournament will be played on the maps designated in advance by the Tournament Organizer. The tournament map pool is as follows:

1. Freya's Sanctuary
2. Nogg Road
3. Rachel Ice Cave
4. Valkyrie Temple

For the Grand Final (Best-of-Five, BO5), a maximum of five (5) games may be played using a map pool of four (4) maps. If a fifth game is required, the map used in Game 1 shall be used again for Game 5.

8.2 Map Draw

The Map Draw will be conducted during the Gathering Night event on 6 November 2026 using the designated tournament map pool.

The draw will be conducted using a method determined by the Tournament Organizer. All maps shall have an equal probability of being selected.

8.3 Use of Tournament Maps

The maps drawn will be used in the order of the draw for each match.

For Best-of-Three (BO3) matches, the same map may not be used more than once within the same match unless otherwise announced by the Tournament Organizer.

8.4 Map Draw Errors

If a system error or technical issue affects the outcome of the map draw, the Tournament Committee reserves the right to conduct a new map draw or designate a new map as deemed appropriate.

All decisions made by the Tournament Committee shall be final.

8.5 Recording of the Map Draw

The Tournament Organizer will record or livestream the map selection process to ensure transparency throughout the tournament.



9. Match Procedures

9.1 Pre-Match Preparation Period

Prior to the start of each Match, all players will be granted a 10-minute preparation period.

During this period, participants may perform the following actions:

- ☐ Verify Character setup
- ☐ Verify Equipment
- ☐ Configure Guild settings
- ☐ Form a Party
- ☐ Check Items
- ☐ Prepare Match-specific Classes

At the end of the preparation period, all players must be fully ready to start the match immediately.

9.2 Class and Player Confirmation

Before each match begins, the Team Captain must submit and confirm the lineup of all seven (7) players, including their selected jobs/characters, to the Tournament Officials.

Once confirmed, no changes to the player lineup or characters are allowed for the duration of the match, unless otherwise approved by the Tournament Committee.

9.3 Character Change

After the completion of each round, players may change their character for the next round.

Any character change must be completed within the designated time limit. Participants must notify the Tournament Referee before making the change and obtain approval prior to proceeding.

9.4 Pre-Match Issue Reporting

If participants encounter any issues related to characters, equipment, software, or the tournament system, they must report them to the Tournament Officials during the preparation period.

Any issues not reported prior to the start of the Match may not be considered after the Match, except in cases where the issue is confirmed to be caused by a system-related error on the Tournament Server.



10. Match Entry Procedures

10.1 Entering the Match

1. Both teams must create a guild and a party, and ensure all team members are properly invited and included in the party.
2. Both teams must complete all pre-match preparations, including equipment setup, item preparation, character configuration, and any other required competitive settings.
3. The Party Leader of each team must invite the designated Tournament Officials or Tournament Committee representatives into their party for verification of characters, equipment, skills, and any other competition-related details to ensure compliance with the tournament rules.
4. Once the inspection has been completed, the officials will inform both teams of the results and leave each party.
5. Before the match begins, officials will confirm that both teams are ready. Once both teams have confirmed their readiness, the Tournament officials will create the match room and begin the match according to the designated procedure.
6. After the tournament officials has created the match room, participants are not permitted to change their character, equipment, team composition, or make any other changes unless expressly authorized by the Tournament Committee.

10.2 Countdown Phase

Once both teams have entered the match area, a 30-second countdown will begin.

The match will automatically begin when the countdown ends.

10.3 Prohibited Actions Before the Match Starts

Before the match begins, participants are prohibited from using any skill or ability that causes a character to enter a hidden or undetectable state, including but not limited to:

- ☐ Hiding
- ☐ Cloaking
- ☐ Any other skill with a similar effect

Any violation shall be subject to penalties determined by the Tournament Committee.



10.4 Leaving the Game Before the Match Starts

After entering the competition map, participants are not allowed to log out, leave the competition area, or perform any action that prevents the match from starting, unless authorized by the Tournament Committee.

Any participant who intentionally logs out to reset character status or delay the match shall be deemed in violation of the tournament rules and may be penalized by the Tournament Committee.

If a participant encounters a technical issue, they must immediately notify Tournament Officials and follow the instructions of the Tournament Committee. Participants must not attempt to resolve the issue themselves or leave the game without prior approval.

10.5 Guild and Party Requirements

Before the match begins, all members of a team must join the same guild and the same party as required by the Tournament Committee before the match may commence.

If a team fails to complete its guild, party, or player readiness within the time specified by the Tournament Committee, the Tournament Committee reserves the right to declare an immediate forfeit for that match. All decisions made by the Tournament Committee shall be final.

11. Match Rules

11.1 Match Duration

Each round shall have a maximum duration of 7 minutes.

Once the time limit has expired, the match will automatically end, and the match result will be determined by the system.

11.2 Round Victory Conditions

A team shall be declared the winner of a round if any of the following conditions are met:

- ☐ All opposing players are eliminated.
- ☐ If the time limit expires, the team with the greater number of surviving players shall be declared the winner.

11.3 Disconnection During a Match

If an issue occurs during a match that affects the progress of the competition due to the tournament system, game, server, or equipment, and combat has already taken place with damage



dealt between players but no player has been eliminated (Kill), the Tournament Committee may, at its sole discretion, approve a Rematch.

If a Rematch is approved by the Tournament Committee, both teams must use the same line-up and the same characters as in the original match. No changes to characters, team composition, or player line-up shall be permitted unless explicitly approved by the Tournament Committee.

If the Tournament Committee determines that any player or team intentionally logs out, disconnects, or performs any action to interrupt the match, request a Rematch, or gain an unfair advantage for themselves or their team, the Tournament Committee reserves the right to deny the Rematch request and impose appropriate penalties, including a Forfeit for that match.

The decision to approve a Rematch, continue the match, terminate the match, or impose any penalty shall be made solely at the discretion of the Tournament Committee. All decisions of the Tournament Committee shall be final and binding upon all participants.

11.4 Re-entry into the Match

Players are not permitted to re-enter the match (Re-entry) after the match has started under any circumstances, unless expressly authorized by the Tournament Committee.

11.5 Leaving the Party

If a player leaves the party during a match, that player shall be deemed to have forfeited their participation in that round immediately.

11.6 Leaving the Match Before the Round Ends

Players who have been eliminated must remain in the game until the current round has officially ended.

All players are prohibited from logging out, leaving the match, or performing any action that may affect the progress of the match before the Tournament Committee officially declares the end of the round.

If a player leaves the game before the round has ended and such action causes any issue affecting the match, including but not limited to system errors, game malfunctions, delays, or any other disruption, the Tournament Organizer shall not approve a Rematch or replay under any circumstances. The Tournament Committee's decision shall be final.

Any loss or damage resulting from leaving the game before the end of the round shall be the sole responsibility of the participant's team. The Tournament Organizer shall not be liable for any damages, losses, or claims arising from such action.

If the Tournament Committee determines that a player intentionally left the game to gain an unfair advantage or to disrupt the competition, the Tournament Organizer reserves the right to impose



additional penalties, including but not limited to a Forfeit, disqualification, or any other disciplinary action deemed appropriate by the Tournament Committee.

12. Match Result Determination

12.1 Match Winner Determination

Each match shall be decided according to the designated match format, such as Best of 3 (BO3) or Best of 5 (BO5).

- ☐ Best of 3 (BO3): The first team to win 2 rounds shall be declared the winner of the match.
- ☐ Best of 5 (BO5): The first team to win 3 rounds shall be declared the winner of the match.

12.2 Draw Conditions

If, at the end of a round, neither team has eliminated all opposing players and both teams have the same number of surviving players, the system will record the result as a Draw.

In such cases, the Tournament Committee shall determine the winner in the following order:

1. The team that achieves the First Blood shall be declared the winner.
2. If a winner cannot be determined under Item 1, the team with the higher Total Damage shown on the Scoreboard for that match shall be declared the winner.
3. If the Total Damage is also equal, the team with the higher total Class Score based on its line-up shall be declared the winner.
4. If the Class Scores are also equal, the Tournament Committee may order a Tie-Break Match.

Class Score Table

Point	Classes
1 Point	Arch Bishop, Royal Guard, Sura, Sorcerer
2 Points	Rune Knight, Ranger, Warlock
3 Points	Shadow Chaser, Mechanic, Guillotine Cross
4 Points	Genetic, Wanderer, Minstrel

12.3 Tie-Break Match

If a winner still cannot be determined, the match shall proceed to a Tie-Break Match (Overtime).

Before the Tie-Break Match begins, both teams shall be given 5 minutes to prepare.



12.4 Tie-Break Match Rules

The following special rules shall apply during the Tie-Break Match:

- ☐ The Arch Bishop class is prohibited.
- ☐ The remaining players must continue the match without changing players or substitutions.
- ☐ The Tie-Break Match shall end immediately upon the First Kill.
- ☐ The team that achieves the First Kill shall be declared the winner of the match.
- ☐ If the Tie-Break Match ends without any player being eliminated, the team with the higher Total Damage shown on the Scoreboard during the Tie-Break Match shall be declared the winner.

12.5 Inability to Determine a Winner in the Tie-Break Match

If no player is eliminated during the Tie-Break Match, the number of surviving players on each team shall be compared.

If one team has more surviving players, that team shall be declared the winner.

If both teams have the same number of surviving players, the following shall apply:

- ☐ **General Rounds (Match 1-Match 5)**
 - ☐ If a winner still cannot be determined after the Tie-Break Match, both teams shall be eliminated and neither team shall advance to the next round.
- ☐ **Grand Final (Match 6)**
 - ☐ If a winner still cannot be determined after the Tie-Break Match, both teams shall be awarded the Runner-up position, and the Tournament Organizer reserves the right not to award the Championship title.

13. Technical Issues and Rematches

13.1 Technical Issues

If a technical issue occurs that affects the competition, the Tournament Committee may temporarily suspend the match for investigation. Such issues include, but are not limited to:

- ☐ Server issues
- ☐ Network issues
- ☐ Computer hardware issues



- ☐ Tournament system errors
- ☐ Match environment or venue-related issues

13.2 Reporting Technical Issues

If a participant encounters a technical issue during a match, they must immediately raise their hand and notify a tournament official.

Participants must not attempt to resolve the issue themselves unless expressly authorized by a tournament official.

13.3 Rematches

The Tournament Committee may order a Rematch if it determines that a technical issue has affected the fairness of the competition.

Whether a Rematch will be granted shall be at the sole discretion of the Tournament Committee.

13.4 Character and Resource Reset

If a Rematch is ordered, the Tournament Committee may restore match-related data as appropriate to return participants to the same state as before the original match, including but not limited to:

- ☐ Zeny
- ☐ Equipment
- ☐ Items
- ☐ Character settings

13.5 Preparation Time Before a Rematch

Following a Rematch decision, participants shall be granted up to 20 minutes to prepare, including:

- ☐ Purchasing items
- ☐ Adjusting equipment
- ☐ Managing characters
- ☐ Preparing for the match

Afterward, participants shall receive an additional 5 minutes before entering the battlefield.



14. Participant Conduct and Code of Ethics

14.1 Tournament Software

Only the Official Client and software provided by the Tournament Organizer may be used during the competition.

Participants are prohibited from installing, modifying, or using any unauthorized software.

14.2 Tournament Equipment

All participants must use only the equipment provided by the Tournament Organizer.

Personal equipment is prohibited unless prior approval has been granted by the Tournament Organizer.

14.3 Communication During Matches

During matches, participants may communicate only through the channels designated by the Tournament Organizer:

- ☐ Guild Chat
- ☐ Party Chat

The use of Public Chat or any other unauthorized communication methods is prohibited.

A first violation will result in a warning. Repeated violations may result in immediate disqualification of the player or team.

14.4 Participant Conduct

Participants shall treat opponents, spectators, tournament officials, and referees with respect and uphold the principles of sportsmanship.

The following conduct is prohibited:

- ☐ Insulting, harassing, or discriminating against others
- ☐ Using offensive language or inappropriate behavior
- ☐ Intentionally disrupting the competition
- ☐ Interfering with tournament operations or causing disturbances at the venue
- ☐ Refusing to comply with lawful instructions from tournament officials or referees
- ☐ Any other conduct contrary to the principles of fair competition



14.5 Exploitation of Game Bugs

The use of bugs, glitches, or unintended game mechanics to gain an unfair advantage is strictly prohibited.

Participants who discover any bug or system error must immediately report it to the Tournament Organizer and must not intentionally exploit it.

If the Tournament Organizer determines that a participant intentionally exploited a bug or system error, penalties may be imposed immediately without prior warning.

14.6 Confidentiality

Participants shall not disclose any tournament operations, system information, strategic information, or any other tournament-related information that has not been officially announced by the Tournament Organizer, unless prior written authorization has been obtained.

15. Penalties

15.1 General Principles

The Tournament Committee shall determine penalties based on the severity of the violation, its impact on the competition, and the participant's intent.

Similar violations may result in different penalties depending on the circumstances of each case.

15.2 Types of Penalties

The Tournament Committee may impose the following penalties:

- ☐ Warning
- ☐ Round Loss
- ☐ Match Loss
- ☐ Player Disqualification
- ☐ Team Disqualification

15.3 Warning

A Warning may be issued for minor violations that do not seriously affect competitive integrity, including:

- ☐ Failure to follow tournament officials' instructions



- ☐ Using unauthorized chat channels
- ☐ A first-time violation of tournament rules
- ☐ Any other minor violation deemed appropriate by the Tournament Committee

15.4 Round Loss

A Round Loss may be imposed for violations that materially affect the competition, including:

- ☐ Failure to be ready to compete on time
- ☐ Repeated rule violations after receiving a warning
- ☐ Disrupting the progress of the competition
- ☐ Any other conduct deemed appropriate by the Tournament Committee

15.5 Match Loss

The Tournament Committee may declare a Match Loss if a violation significantly affects the competition or cannot be remedied within a reasonable period.

15.6 Player Disqualification

A player may be disqualified if they:

- ☐ Intentionally violate the Tournament Rules
- ☐ Use unauthorized software
- ☐ Impersonate another registered player
- ☐ Fail to comply with the Tournament Committee's instructions
- ☐ Commit repeated violations despite previous penalties

15.7 Team Disqualification

A team may be immediately disqualified if it is found to have:

- ☐ Used cheats or unauthorized third-party software
- ☐ Submitted false registration information
- ☐ Fielded an unregistered player
- ☐ Colluded to manipulate the competition
- ☐ Intentionally exploited game bugs or unintended mechanics
- ☐ Committed any act that seriously compromises the fairness of the competition



15.8 Revocation of Prizes

If, after the tournament has concluded, the Tournament Committee determines that a player or team violated the Tournament Rules, it may revoke the match results, prizes, prize money, trophies, or any other tournament-related benefits.

16. Emergency Cases and General Provisions

16.1 Force Majeure

In the event of circumstances beyond the control of the Tournament Organizer, including but not limited to:

- ☐ Natural disasters
- ☐ Public health emergencies
- ☐ Security or public safety incidents
- ☐ Failures of electricity, network services, or public utilities
- ☐ Any other events that prevent the tournament from being conducted as scheduled

The Tournament Organizer reserves the right to postpone, suspend, cancel, or modify the tournament format as deemed appropriate.

16.2 Matters Not Covered by the Tournament Rules

If any situation or dispute arises that is not expressly addressed in these Tournament Rules, the Tournament Committee shall have the authority to interpret these Rules, make decisions, and determine the appropriate course of action to ensure the fairness and integrity of the competition.

16.3 Amendments to the Tournament Rules

The Tournament Organizer reserves the right to amend, modify, or supplement these Tournament Rules as deemed appropriate.

Any such amendments shall become effective upon official announcement by the Tournament Organizer.

16.4 Acceptance of the Tournament Rules

All participants shall be deemed to have read, understood, and accepted these Tournament Rules upon participating in the tournament.



Participation in the tournament constitutes full acceptance of all terms and conditions set forth in these Tournament Rules.

16.5 Final Decision

The interpretation, deliberation, and decisions of the Tournament Committee in all matters shall be final and binding upon all participants. No objection, appeal, or request for reconsideration shall be accepted.