

Hexagone 6

Rules

This is a translation of the French rules.
All interpretations will be based on the French version.

(Updated 21/02/2025 20:00)



Change History

Date	Version	DESCRIPTION
21/01	V1.0	Drafting of the Rules
21/02	V1.1	Format modification and group publication

Article 0: Code of Conduct

Any potential violations of this code of conduct during the competition must be immediately reported to the staff. Any post-match report deemed unacceptable by the staff may not be taken into consideration.

No disqualification entitles a participant to a refund.

0.1 Harassment

Harassment is prohibited in all forms and manners. This may include offensive behaviors or statements related to physical or moral traits.

Sharing data, such as images of a sexual, political, or religious nature, is prohibited.

Anyone involved, directly or indirectly, with the competition may be punished or expelled from the competition and associated networks.

0.2 Attitudes to Adopt

All teams and players must behave respectfully towards other teams and players, spectators, the broadcast team, and the league staff.

Harassment includes offensive statements or actions related to sex, gender identity, age, sexual orientation, disability, physical appearance, height, race, religion, and politics. Behaviors such as obscene imagery in public spaces, bullying, harassment, stalking, taking non-consensual photos or recordings, and prolonged interruptions of discussions or events are also considered harassment.

0.3 Spam

Sending repetitive messages, whether in the game or outside of it, is considered spam. Spam will result in a warning, and if it continues after the warning, a ban may be imposed.

0.4 Names and Logos

Hexagone League staff may ask teams or players to modify their name or logo if they are deemed offensive or inappropriate. If a team or player refuses to comply with this request, disqualification measures may be taken. Names/avatars must not contain any offensive or racist content.

0.5 Confidentiality

All exchanges with staff, including assistance requests, emails, and discussions, are strictly confidential. Publishing such exchanges is prohibited without the written consent of the administrative team.

Article 1 : General Rules

1.1. Application of the rules

By registering for the Hexagone 6 tournament through the online ticketing system, you unconditionally agree to comply with these rules. The organization also reserves the right to make decisions on points not covered by these rules or even contrary to them in order to maintain the spirit of sportsmanship and fairness of the competition.

SA Prod and Espot reserve the right to modify these rules at any time. It is the participants' responsibility to ensure they are aware of the latest version of the rules. If changes are made to the rules, they will be listed in the change history on page 2 of the rules.

1.2. Date and location

Hexagone 6 will take place on March 1 & 2, 2025, at Espot Paris. All practical information can be found in our FAQ: <https://www.salty-academy.com/faq/>.

This is an "offline" "LAN" event, so your presence on-site is required to participate in the tournament.

The tournament will run from Saturday, March 1, 2025, at 9:00 AM to Sunday, March 2, 2025, at 7:00 PM.

Article 2 : Eligibility

2.1. Equipment

The equipment provided by Espot for this LAN will be:

If you have a "BYOC" ticket:

- Table
- Chair
- Power strip

If you have a "PRO" or "VIP" ticket:

- Computer
- Monitor
- Keyboard
- Mouse
- Mouse pad
- Headset

However, we recommend bringing your personal equipment, including:

- Keyboard
- Mouse
- Mouse pad
- Headset / In-ear headphones are strongly recommended

2.2. Tournament Participation

Participants in the tournament organized by SA Prod must not have been banned by the game publisher, UBISOFT, through its anti-cheat system called BattlEye. The exclusion from the tournament will last for the same duration as the penalty imposed by the game publisher.

2.3. Team Captain and/or Manager

A team captain must be chosen within your team to facilitate organization at the start of the tournament (especially for the "captain time" (Saturday at 11:00 AM), which only captains/coaches/managers of each team can attend). Regarding the manager, only one is allowed per team. However, if the team wishes, the manager can replace the team captain during a "captain time".

2.4. Players

The tournament is played with teams of 5 players. Only the players registered in the team before the tournament begins can participate.

2.5. Minimum Age

There is no age limit to participate in Hexagone. However, minors must have written parental consent.

2.6. Team Names

The team name, logo, or any official element representing the team must not contain offensive, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory, political content, or anything that could harm the interests of Espot and/or SA Prod. It must also not be against esports ethics, values, or any current legislative or regulatory provisions.

2.7. Discord

All team members must be present on the "Hexagone 6" Discord server to communicate with the organizers and players from other teams.

To ensure no important information is missed, it is mandatory for team captains to install the Discord app on their phones. This is where they will be called for the "Captain Time" and the map bans.

The link to the Hexagone 6 Discord server is: <https://discord.gg/6fvjddSBV5>

Article 3 : Tournament Format

3.1. Structure

The initial structure will consist of four (4) groups, each composed of four (4) teams, and two (2) groups composed of three (3) teams.

Each team will be assigned to a group.



3.2. Group Stage Phases

During the group stage, teams in the same group will face each other in consecutive matches played in "best of one" (BO1) format, meaning one map to win - with overtime. At the end of this group stage, teams will be positioned on the "Champions" bracket based on their results.

The point distribution for ranking during the group stage will be as follows:

- A win without overtime earns three (3) points.
- A win with overtime earns two (2) points.
- A loss with overtime earns one (1) point.
- A loss without overtime earns zero (0) points.

<i>L'ensemble de l'ordre des matchs est sujet à modification.</i>	Tour 1 - 11h30	Tour 2 - 13h00	Tour 3 - 15h30
Groupe A Équipe A1 Équipe A2 Équipe A3 Équipe A4	A2 VS A3 A4 VS A1	A1 VS A2 A3 VS A4	A4 VS A2 A3 VS A1
Groupe B Équipe B1 Équipe B2 Équipe B3 Équipe B4	B2 VS B3 B4 VS B1	B1 VS B2 B3 VS B4	B4 VS B2 B3 VS B1
Groupe C Équipe C1 Équipe C2 Équipe C3 Équipe C4	C2 VS C3 C4 VS C1	C1 VS C2 C3 VS C4	C4 VS C2 C3 VS C1
Groupe D Équipe D1 Équipe D2 Équipe D3 Équipe D4	D2 VS D3 D4 VS D1	D1 VS D2 D3 VS D4	D4 VS D2 D3 VS D1
Groupe E Équipe E1 Équipe E2 Équipe E3 Équipe E4	E2 VS E3 E4 VS E1	E1 VS E2 E3 VS E4	E4 VS E2 E3 VS E1

3.3. Tiebreaking Criteria in Case of a Tie

In the event of a tie between at least two teams, the following tiebreaking criteria will be applied sequentially to determine the ranking of the tied teams:

- The greatest number of points obtained in matches played exclusively between the tied teams ("head-to-head").
- The percentage of matches won after all matches played (% match win) across the entire group stage.
- The percentage of rounds won after all matches played (% round win) across the entire group stage.
- The greatest number of rounds won in matches played exclusively between the tied teams.
- The greatest number of rounds won after all matches in the group.

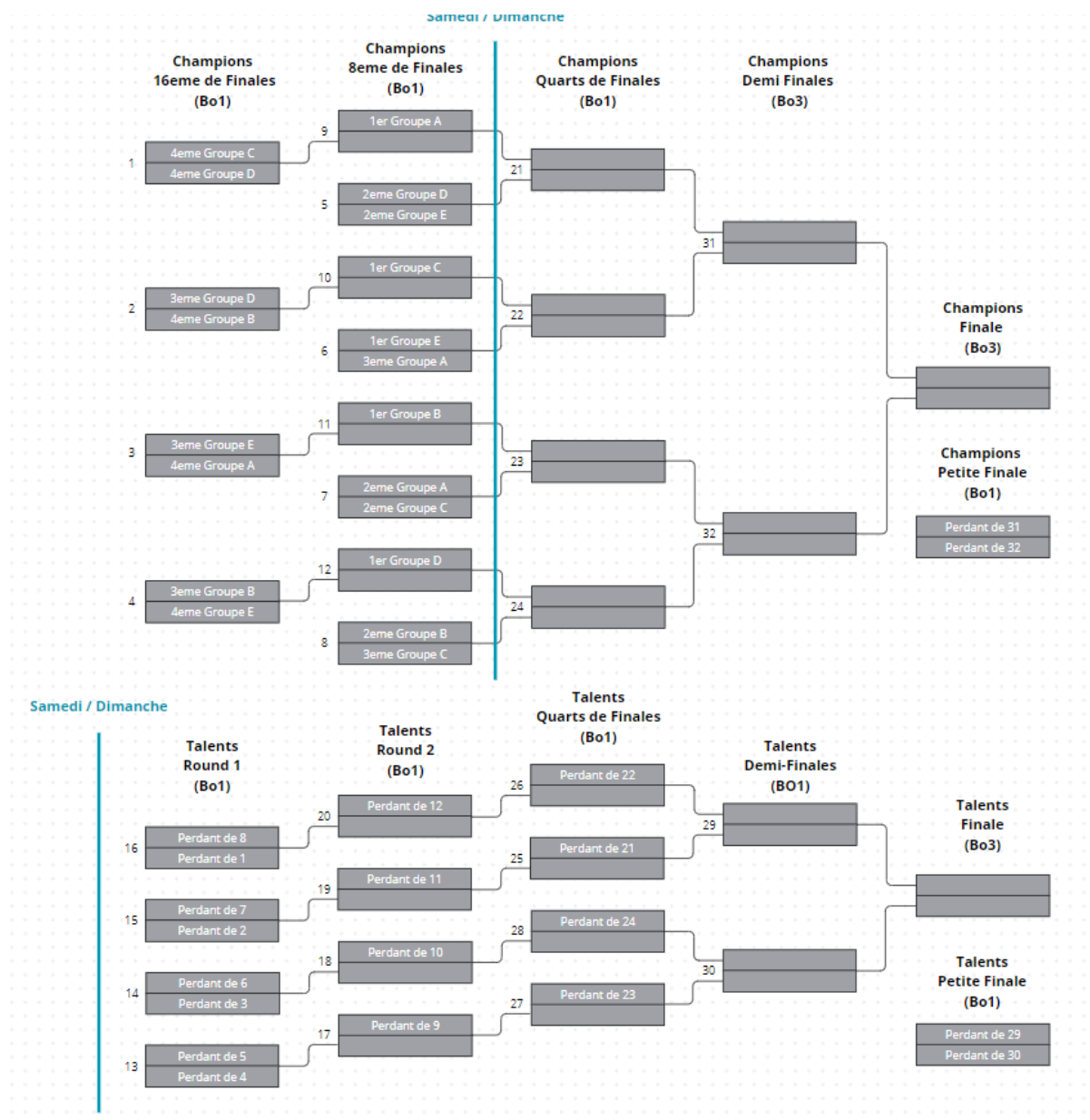
It is understood that for each tiebreaking criterion used, only the teams still tied will be considered for the calculation of the next criterion. If at least two teams are still tied after applying the different criteria, a tiebreaker match or tournament will be organized between the teams involved.

At the end of the group stage, the rankings will determine their placement in the "Champions" bracket.

It is important to note that the tiebreaking rule is considered "full stack" and not "sequential." This means that if three teams are tied, the next tiebreaking rule will be applied. Once a team is eliminated from the tiebreaking process, the remaining teams will revert to the first tiebreaking rule and restart the process from the beginning, but only for the two remaining teams.

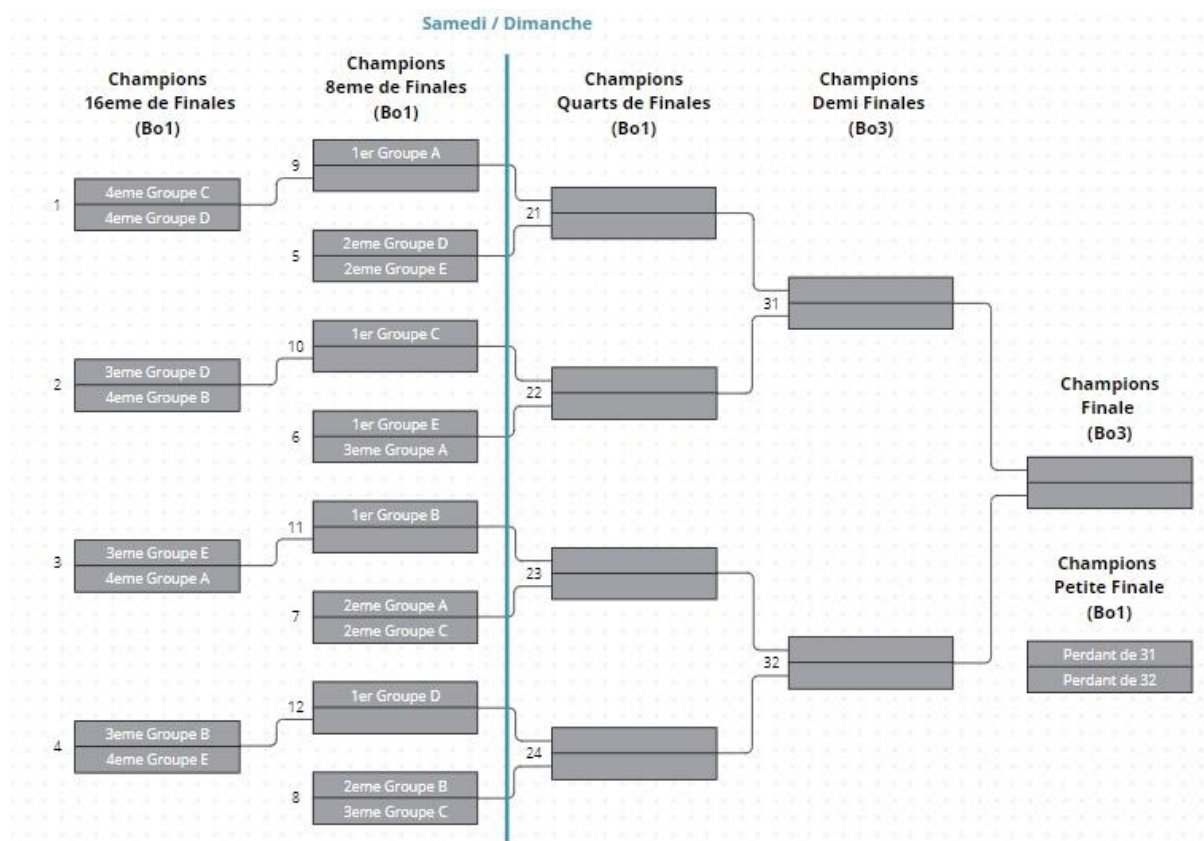
3.4. Bracket

- The "Talents" bracket (Lower Bracket) will be fed by the results of the teams in the "Champions" bracket (Upper Bracket).
- It is possible for teams to join the "Talents" bracket up until the Quarterfinals of the "Champions" bracket.



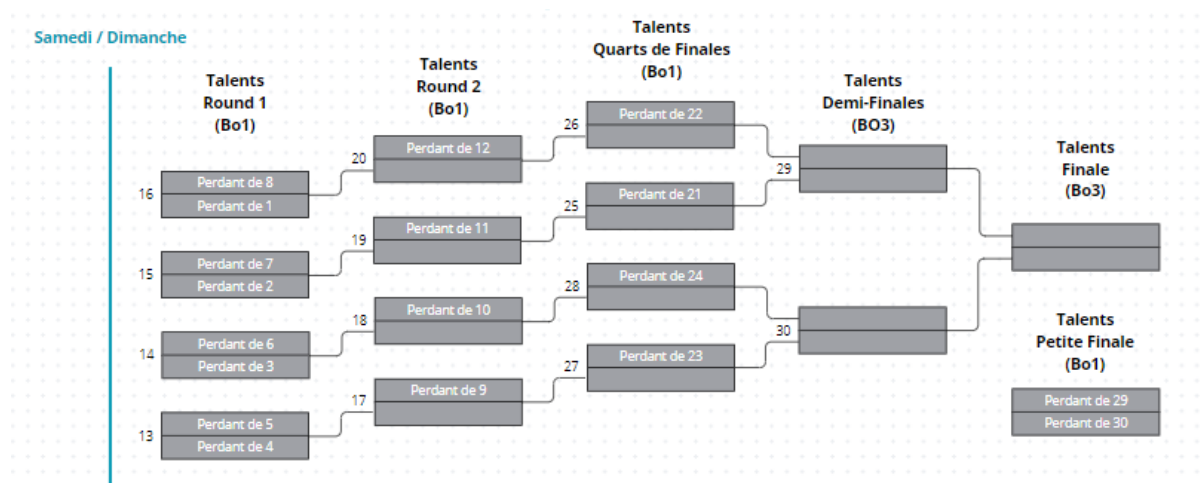
3.4.1. Arbre "Champions"

- The "Champions" bracket follows a single-elimination format. This means that if a team loses a match (except in the final and semifinals), they will be moved to the "Talents" bracket, where they will continue their competition until the Quarterfinals.
- The matches for the Round of 16, Round of 8, Quarterfinals and Consolation Final (Petite Finale) will be played in a Best of 1 (BO1) format..
- The Semifinals and Grand Final will be played in a Best of 3 (BO3) format..



3.4.2. Arbre "Talents"

- The "Talents" bracket is a single-elimination format. This means that if a team loses a match, they will be permanently eliminated from the competition.
- The "Talents" bracket will be determined by the results of teams in the "Champions" bracket
- The matches for Round 1, Round 2, Quarterfinals, Semifinals, and the Consolation Final (Petit Finale) will be played in a Best of 1 (BO1) format.
- The final match will be played in a Best of 3 (BO3) format.



Article 4 : Tournament Restrictions

4.1. Cheating, Bugs, Glitches, and Macroscripts

Players are not allowed to use third-party programs intended to gain an unfair advantage over their opponents.

Players are not allowed to exploit known or unknown bugs and/or glitches.

If an administrator determines that a player has used a bug and/or glitch to gain an unfair advantage, the administrator may choose either to revert the game to its state before the bug and/or glitch was used or to impose a disciplinary sanction on the player, especially if the use was intentional.

The administrator is the sole authority in determining whether the use of the bug and/or glitch was intentional.

All types of macroscripts are prohibited.

4.2. « Spawnkill »

Players are not allowed to commit a "spawnkill," which refers to killing an enemy agent within the first two (2) seconds of the action phase. Failure to comply with this rule will result in a penalty (round lost).

The "round timer" must show at least 2'57 minutes remaining before an elimination of the opponent can take place.

4.3. Match Media

All match media (screenshots, demos, etc.) must be kept for the duration of the tournament. In case of a dispute, they will be requested by the tournament administrators.

Falsifying or manipulating match media is strictly prohibited and will result in severe sanctions.

A screenshot of the score table at the end of the match must be taken by at least one player from each team and must be kept for the entire duration of the tournament.

The screenshot must clearly show the final result of the match.

Article 5: Tournament Progression

5.1 Coach Communication and Tactical Pauses

The team coach is not allowed to communicate with players during the match, except during tactical pauses.

Tactical pauses are allowed once per team per map, lasting forty-five (45) seconds.

Lobby settings must be configured to allow these pauses before the match begins. Players can request a pause directly in-game.

5.2. Map Pool

- Border
- Chalet
- Clubhouse
- Banque
- Kafe Dostoyevsky
- Skyscraper
- Nighthaven Labs
- Consulate
- Lair

5.3. Map Ban Phase

Teams will receive a link on their team channel on Discord to proceed with map bans.

Team A is the team located on the left side of the match sheet; they will be the ones to start the map bans (Team A).

The map ban phase in a Best of 1 (BO1) will proceed as follows:

Ban A - Ban B - Ban A - Ban B - Ban A - Ban B - Ban A - Ban B - Decider
Side chosen by Team A and Overtime side chosen by Team B.

The map ban phase in a Best of 3 (BO3) will proceed as follows:

Ban A - Ban B - Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - Decider

Map 1 (Pick A) :

Side chosen by Team B

Overtime side chosen by Team A

Map 2 (Pick B) :

Side chosen by Team A

Overtime side chosen by Team B

Decider :

A "coin flip" will be conducted to determine who chooses the starting side.

The designated team selects their starting side.

The other team chooses their overtime side.

5.4. Results Validation and Match Hosting

The validation of your match result must be done with the competition referees via the designated Discord channel. You must provide a screenshot of the result and report the score in the following format:

Team A 0 - 7 Team B

For BO3 matches, please communicate the scores at the end of each map so that the results can be updated accordingly.

You must provide the referees with the exact match score as well as the map played. The teams will agree on who will host the match. In case of disagreement, the captain of the team on the left side of the match sheet will be responsible for hosting.

If the match is being broadcasted by an official caster, they will be responsible for hosting the game. The broadcast cannot be refused.

The match must be played in *local mode*.

5.5. Match settings

Hud Settings	Pro League
Match Settings	
Banning	
Number of Bans	4
Ban Timer	20
Rounds	
Number of Rounds	12
Attacker/Defender Role Swap	6
Overtime Rounds	3
Overtime Score Difference	2
Overtime Role Change	1
Objective Rotation Parameter	2
Objective Type Rotation	Rounds Played
Pick Phase Timer	15
Health & Damage	
Operator HP	100
Friendly Fire Damage	100
Friendly Fire in Prep Phase	Off
Reverse Friendly Fire	Off
Injured	20
Character Control	
Sprint	On
Lean	On

Death	
Death Duration	2
Death replay	Off
Tactical Timeout	
Request Available per Team	1
Allow Requests From	Everyone
Timeout Duration	45
Game Mode	Bomb
Game Mode Settings	
Bomb Parameters	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	On
Phases	
Preparation Phase Duration	45
Action Phase Duration	180

5.5. Incorrect Settings

If a team realizes that the match settings are incorrect, the match must be paused to restart with the correct settings.

Rounds played with incorrect settings will still be counted, except if the issue is identified during the first round. If another error occurs within the same match, the hosting team will automatically lose the map, and the opposing team will gain the right to host the next map.

Note: It is not possible to file a complaint if a map or the entire match has been fully played with incorrect settings.

It is the responsibility of both teams to ensure that the match is played under the specified conditions.

5.6. Banned Operator(s)

No operators are banned (unless bugs are discovered).

5.7. Authorized In-Game Skins

During competition matches, players are only allowed to use the following customization items ("cosmetics") on their uniforms and helmets:

- Default items (without customization)
- Pro League "Gold Sets" customization items
- Customization items from professional teams
- Customization items from the "R6 Share" and "Esport" programs (customization items from the "Battlepass" are not allowed).

All other uniforms and helmets are prohibited in competition.

All drone and operator ability skins are prohibited.

There are no restrictions on weapon and/or charm customization.

Any decisions made by the organizers regarding the prohibition of an accessory, agent, equipment, or gadget will be communicated to the teams as soon as possible.

5.8. Connection / Disconnection / Rehost

During the match, if a player experiences a disconnection due to game, software, or hardware issues, only one rehost per team per map will be allowed under the following circumstances:

- Any technical issue encountered by a player or an integrated observer during the agent selection phase (before the action phase begins).
- If a player is disconnected within the first thirty (30) seconds of the action phase (after map and agent selection), and no damage has been inflicted on other players during the round.
- A technical issue independent of the players occurs, preventing the proper progression of the round (e.g., latency, game issues, shooting, reloading, movement, accessories, gadgets, etc.) within the first thirty (30) seconds of the action phase, provided no players have taken damage.
- An integrated observer experiences a technical issue and no damage has been inflicted on any player during the round.
- Any other case determined by an administrator to ensure the smooth progression of the competition and that does not provide an advantage to any player or team.

If a player encounters an issue and is no longer able to finish the match, their team will have to continue with 4 players. A player who encounters an issue has 10 minutes to rejoin the match before the team is forced to continue with 4 players.

Article 6 : Violation of the Rules

The teams participating in the competition must play at their best level at all times to preserve the integrity of the competition and fair play.

It is forbidden to watch the livestream of the competition during the match.

For any dispute or complaint, the captain of the concerned team must contact the official assigned to their team.

The use of bugs or actions that would alter or distort the usual principles of the game is strictly prohibited during a match and will result in disciplinary sanctions.

It is also forbidden to modify and/or use programs that alter the game files. The following actions are considered unsportsmanlike and will lead to sanctions:

- Arranging the result of a match between teams/players
- Arranging to share the reward between teams/players
- Intentionally losing a match for any reason, or asking a player/team to do so

In case of unsportsmanlike behavior, teams must take a screenshot and contact a tournament official at the end of the match. Any external program influencing the game is prohibited.

Players found guilty of the following actions will be disqualified:

- Using any type of hack, cheat, etc.
- Associating multiple actions with a single button (macro)
- Bad behavior
- Toxic behavior, racism, homophobia, sexism, etc.
- Violence, intimidation, harassment, hate speech, etc.
- Using a player not part of the registered team
- Using an account other than the one declared during registration
- Account sharing (player using another player's account within the team)
- Using in-game bugs (glitches), bots, etc.

It is forbidden to alter the game in any way using third-party software (e.g., Nvidia SLI display, Rivatuner display, etc.) (non-exhaustive list).

A disqualified team cannot claim any reward for their participation in the tournament.

This event has a zero-tolerance policy for the behaviors listed above, and you may be excluded immediately without warning or recourse.

Article 7 : Stream & Rebroadcast

No streaming of your POV will be allowed during this LAN event.

The official WebTV for the event will be: <https://www.twitch.tv/sixquatre>

Article 8 : Matches on Stage

Players must accept the specific conditions related to the stage, including:

- Special lighting
- Flexibility in the schedule and timing constraints
- Required equipment and software
- Movement and placement of Esport technicians
- Movement and placement of administrators
- Respect for the partnerships and partner requirements of Esport and SA Prod

Players will not be able to claim a player or team partnership if it conflicts with an Esport and/or SA Prod partner (except for player-provided equipment).

In all cases, the organizer reserves the right to allow or prohibit any accessory or equipment on stage that they deem inappropriate, without needing to provide justification.

8.1. Stage Access

Backstage and stage access is subject to accreditation. Only players and one coach per team will be authorized upon arrival.

Only stage managers are authorized to issue additional accreditations (such as for team photographers/cameramen).

Article 9 : Prizes

After consultation and approval from the players, the cash prize won by the team will be paid to a single player/entity. By default, the prize will be given to the legal or physical person registered during the slot purchase. To receive the prize, an invoice must be submitted to SA Prod for the appropriate payout.

A team that forfeits or is disqualified from the competition may lose its prize, depending on the severity of the situation.

Additionally, unclaimed prizes will not be paid if not requested within 6 months after the end of the event, i.e., before September 3, 2025.

Article 10 : Official Communication Channels

All important announcements and information will be communicated to the teams via the broadcast channels on Discord as a priority.

10.1 Final Decisions

Decisions made by the administrators are final and binding for all players, teams, team officials, and other participants. These decisions are the only rules considered valid for Hexagone competitions. By participating in the competitions, participants declare that they have understood and accepted all the rules.

10.2 Responsibilities

Administrators are responsible for judging and making decisions regarding issues that arise before, during, and up to fifteen (15) minutes after a match.

Administrators must always behave in an appropriate, professional, and impartial manner, in line with the spirit of the competition and the organizer. It is important to note that administrators must show no bias toward any participant or any party associated with the organizer, teams, or competition.

Article 11 : Enforcement of the Rules

Participation in the tournament implies the unconditional acceptance of these rules.

Article 12 : Image Rights

By purchasing a ticket and participating in the LAN event "Hexagone 6" for the game Rainbow Six Siege (R6) organized by Espot, you give your consent for the use of your image, voice, persona, and any other representation of yourself by Espot and its partners for promotional and documentary purposes.

Your image data may be used in various media, including but not limited to photographs, videos, audio recordings, live broadcasts, online publications, social media, printed materials, advertisements, and any other promotional content associated with the event.

The use of image data does not entitle you to any remuneration or compensation and releases, from the moment of purchasing a "Player," "Coach," "Staff," "VIP," or "Spectator" ticket, Espot, its partners, sponsors, and anyone acting under the authority of Espot and its partners, from any liability arising from the use of your image data.

This authorization is valid indefinitely and applies worldwide.

Effective date: January 21, 2025.