

iXPé Belgium Masters - R6

Rules

This is a translation of the French rules.

All interpretations will be based on the French version.

The Ixpé Belgium Masters competition is open to non-French Speaking teams.

The official Broadcast will be in French only on http://www.twitch.tv/rtbf_ixpe

(Mis à jour le 28/05/2025 à 12h00)



Article 0 : Code of conduct

Potential breaches of this code of conduct before and during the match must be reported immediately to the competition staff. Any post-match report deemed unacceptable by the staff may be disregarded.

0.1 Harassment

- Harassment is prohibited in all forms and ways. It may include offensive behavior or statements related to various physical or moral criteria.
- The sharing of data, such as sexual images, is prohibited.
- Anyone remotely connected with the competition may be punished or even expelled from the competition and adjacent networks.

0.2 Attitudes to be adopted

All teams and players must behave in a respectful manner towards other teams and players, spectators, the broadcast team and league personnel.

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

0.3. Spam

Sending repetitive messages, whether in-game or out-of-game, 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

SA Prod staff may request teams or players to change their names or logos 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, such as requests for assistance, e-mails and discussions, are strictly confidential. Publication of such exchanges is forbidden without the written consent of the administrative team.

Article 1 : General rules

1.1. Application of the rules

By registering for the Ixpé Belgium Masters tournament, you agree, without reservation or interpretation, to abide by 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 preserve the sporting spirit and fairness of the competition.

SA Prod reserves the right to modify these rules at any time. It is the responsibility of participants to ensure that they are familiar with the latest version of the rules. If any changes are made to the rules, they will be listed in the history of changes on page 2 of the rules.

1.2. Date et venue

This is an online event that will take place between June 14th and June 29th.

Article 2 : Eligibility

2.1. Tournament participation

Participants in the tournament organized by SA Prod must not have been banned by Ubisoft. Exclusion from the tournament will last as long as the sanction imposed by the game publisher.

2.2. Team captain and/or manager

A team captain must be chosen from your team. His/her role will be to mapban and create the game (if your team is designated as host).

2.3. Players

The tournament is played in teams of 5 players. Only players registered in the team before the start of the tournament may take part. No substitutions will be accepted on the team.

2.4. Minimum age

There is no age limit for participation in Ixpé Belgium Masters. Minors must be in possession of written parental consent.

2.5. Team names

The name, logo or any official element representing the team must not contain any content that is offensive, insulting, injurious, threatening, abusive, vulgar, obscene, sexual, racist, defamatory, political, contrary to or likely to harm the interests of RTBF and/or SA Prod and more generally any element contrary to ethics, sporting values or reprehensible by any legislative or regulatory provision in force.

2.6. Discord

All team members must be present on the "SA Prod." Discord in order to communicate with the Organizers and players from other teams.

This is where all important information will be communicated.

The link to the SA Prod. Discord server is: <https://discord.gg/afCy9MscpP>

Article 3 : Tournament format

3.1. Tournament structure

The tournament will run from June 14 to 26, 2024 in 2 phases:

First phase from June 14 to 26, 2025:

During this period, 4 qualifying phases will take place.

- Qualifier 1: Saturday, June 14, 2025
- Qualifier 2: Thursday, June 19, 2025
- Qualifier 3: Saturday, June 21, 2025
- Qualifier 4: Thursday June 26, 2025

At the end of each qualifier, 1 team will qualify for the second phase.

Second phase from June 28 to 29 :

Playoff phases where the 4 qualified teams and the 4 invited teams compete on a single-elimination tree.

3.2. Qualifiers

Qualifiers are run in the form of a single-elimination tree. All matches are “Best Of 1” (BO1), i.e. 1 winning map - with overtime.

Teams are placed randomly in the tree.

3.3. Playoffs

Playoff participants are the 4 (four) teams from the qualifying phase, plus 4 (four) other invited teams. These 8 (eight) teams will compete in a single-elimination tree format, during which all matches will be played on a “Best Of 3” (BO3) basis, i.e. on two winning cards.

Article 4 : Tournament restrictions

4.1. BattlEye

All players must use BattlEye at all times during official matches.

4.2. Moss

Participants must have the MOSS program installed.

Download link for the MOSS here : <https://nohope.eu/>

The MOSS program must have been set up for “Rainbow Six”.

(Files ► Parameters ► check Rainbow Six)

Players will be provided with a link to a form for sending MOSS files to the administrators. The file must be renamed beforehand (to facilitate processing) to the following format: Pseudo Vs Equipe adverse.zip. Example: “Sixquatre vs RTBF.zip”.

Players are required to register the MOSS archive up to seven (7) days after the end of a match. In the event of a technical problem, the team captain must inform the staff within one (1) hour of the end of the match.

4.3. Other software

The use of third-party software, any form of tampering with the game's code or servers, or any gathering of information obtained by watching the game broadcast while playing with the intent or potential to create an unfair advantage for a team or player, is prohibited.

4.4. Prohibited software

Any program that authorizes/activates remote access to a PC and/or modifies, marks or masks an IP address will result in immediate disqualification of the player or team, depending on the seriousness of the offence.

Similarly, any program that provides an undue advantage is forbidden (aimbot, wallhack, macros script etc.).

4.5. Bug/Glitch

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

In the event that an administrator determines that a player has used a bug and/or glitch in such a way as to obtain an unfair advantage, the administrator may decide either to revert to the state of the game prior to the use of the bug and/or glitch, or to impose a disciplinary sanction on the player, particularly in the case of voluntary use.

The administrator alone is competent to determine the voluntary nature of the use of the bug and/or glitch.

4.6. "Spawnkill"

Players are not allowed to commit a "spawnkill" action, i.e. kill an agent of the opposing team within the first two (2) seconds of the action phase. Failure to comply with this rule will result in a penalty (lost round).

The "round timer" must therefore display no more than 2'57 minutes remaining before eliminating the opponent.

4.7. Match Media

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

Tampering with or manipulating match media is, of course, forbidden and will result in severe penalties.

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

The screenshot must show the final result of the match.

Article 5 : Tournament procedure

5.1. Tournament registration

1 (one) hour before the start of the tournament you must confirm your participation on the Challengermode tournament page.

5.1. Coach communication and tactical break

The team coach is not allowed to communicate with his team throughout the match, except during tactical breaks.

Tactical breaks are authorized throughout the tournament at the rate of one tactical break per team and per map, lasting forty-five (45) seconds.

Break parameters must be entered when creating the lobby in order to comply with these limitations.

Players will be able to request tactical breaks directly in the game.

5.2. Map Pool

- Border
- Chalet
- Clubhouse
- Bank
- Kafé Dostoyevsky
- Skyscraper
- Nighthaven Lab
- Consulate
- Lair

5.3. Mapban phases

The mapban is carried out directly on the Challengermode match sheet.

The following table shows the sequence of bans before a match between team “A” and team “B”, for each match format:

Best of 1	The team on the left of the game sheet has the choice between “side selection” once a card is selected, or “ban the first card”. A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - Card played
Best of 3	Heads or tails, the winner chooses either “side selection” once a card is selected, or “banish the first card”. The “side selection” goes to the other team for the second card. New coin toss to determine who gets the “side selection” to decide. A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider

5.4. Hosting and ping.

The teams must agree on who will host the game. In the event of disagreement, the captain of the team on the left of the game sheet will host the game. In the case of a match broadcast by an official caster, the latter will be responsible for hosting the game. Casting cannot be refused.

The default server is eu-central.

Players are responsible for their own connection, and the maximum ping allowed is 100ms constant.

If a player's ping exceeds the limits, a new hosting attempt (rehost) will be made. If the player continues to have a high ping, the NEU server location can be tried. If the ping remains high, the player will have 10 minutes to resolve the problem. If the player fails to resolve the problem, his team will forfeit the map (BO3) or the match (BO1).

5.5. Validating results

Your match result must be validated directly on your Challengermode match sheet. It is compulsory to justify the result with a screenshot of the scoreboard at the end of the match.

You must indicate the precise score of the match on your Challengermode match sheet.

5.6. Match parameters

Hud Settings / Paramètres ATH	Pro League
Match Settings / Paramètres du match	
Banning / Exclusion	
Number of Bans / Nombre d'exclusions	4
Ban Timer / Durée de la phase d'exclusion	20
Rounds / Manches	
Number of Rounds / Nombre de manches	12
Attacker/Defender Role Swap Chgt rôle assaillant/défenseur	6
Overtime Rounds / Manches (prolongation)	3
Overtime Score Difference / Différence de score (prolongation)	2
Overtime Role Change / Chgt rôle (prolongation)	1
Objective Rotation Parameter / Paramètre de rotation de l'objectif	2
Objective Type Rotation / Changement du type d'objectif	Rounds Played / Manches jouées
Pick Phase Timer / Durée de la phase de sélection	15
Health & Damage / Santé et Dégâts	
Operator HP / PV de l'agent	100
Friendly Fire Damage / Dégâts tir allié	100
Friendly Fire in Prep Phase / Tir allié en phase de préparation	Off / Non
Reverse Friendly Fire / Tir allié inversé	Off / Non
Injured / Blessé	20
Character Control / Commandes Personnage	
Sprint	On / Oui
Lean / Inclinaison	On / Oui
Death / Mort	
Death Duration / Durée de la mort	2
Death replay / Rediff. mort	Off / Non
Tactical Timeout / Temps Mort Tactique	
Request Available per Team / Requêtes disponibles par équipe	1
Allow Requests From / Autoriser les requêtes de	Everyone / Tout le monde
Timeout Duration / Durée du temps mort	45
Game Mode / Mode de jeu	Bomb / Bombe

Game Mode Settings / Paramétrage du Mode de Jeu	
Bomb Parameters / Paramètres Bombe	
Plant Duration / Durée de la pose	7
Defuse Duration / Durée du désamorçage	7
Fuse Time / Temps avant détonation	45
Defuser Carrier Selection / Sélection du porteur de désamorceur	On / Oui
Phases	
Preparation Phase Duration / Durée de la phase de préparation	45
Action Phase Duration / Durée de la phase d'action	180

5.7. Incorrect settings

If a team realizes that the match parameters are incorrect, the match must be stopped until the game can be restarted with the correct parameters.

Rounds previously played with the wrong settings must still be counted (unless it's the first round).

If a new error occurs in the same match, the host team automatically loses the map, and the opposing team recovers the rights to host the next map.

Note: it is not possible to make a claim if a map or match has been played in its entirety with the wrong parameters.

It is the duty of both teams to ensure that the match takes place in the conditions listed above.

5.8. Prohibited operator(s)

No operator is prohibited (subject to bugs discovered).

5.9. Skins authorized in-game

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.

5.10. Connection / Disconnection / Rehost

During the match, if a player is disconnected from the game, software or hardware, only one rehost per team and per card will be possible in the following cases:

- Any technical problem encountered by a player or by an observer integrated into the game during the agent selection phase (before the action phase is launched);
- At least when a player is disconnected within the first thirty (30) seconds of the action phase (after card and agent selection) and no damage has been suffered by the other players in the round;
- A technical problem independent of the players occurs and prevents the round from running smoothly (e.g. latency, game, shooting, reloading, movement, accessories, gadgets, etc.) during the first thirty (30) seconds of the action phase if no player has suffered damage;
- An observer integrated into the game encounters a technical problem and no damage has been sustained by any player in the round;
- Any other case determined by an administrator for the smooth running of the competition and conferring no advantage on a player or team.

If a player encounters any problem and is unable to complete the match, he/she will have 10 minutes to reconnect. After 10 minutes, the team will have to forfeit the card (BO3) or the match (BO1).

Article 6 : Rules offenses

In order to preserve the integrity of the competition and fair play, the teams involved in the competition must play at their best level at all times.

It is forbidden to livestream the competition during the game.

For any disputes or complaints, the captain of the team concerned must contact the official in charge of his or her team.

The use of bugs or actions that would change or distort the usual principle of the game is strictly forbidden during a match and will result in disciplinary action.

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

- Agreement between teams/players on the result of a match
- Arrangement between teams/players to share the reward
- Intentionally losing a game for any reason or asking a player/team to do so.

In the event of unsportsmanlike behavior, teams must take a screenshot and, at the end of the game, contact one of the tournament managers. Any external program influencing the game is forbidden.

Players will be disqualified if they are guilty of :

- Use of any type of hack, cheat, etc.
- Association of several actions with the same key (macro)
- Bad behavior
- Toxic behavior, racism, homophobia, sexism etc.
- Violence, bullying, harassment, hate speech, etc.
- Use of a player not belonging to the registered team
- Use of an account other than the one declared at registration
- Account sharing (player using the account of another registered team member)
- Use of in-game bugs (glitch) / bot etc...
-

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

A disqualified team cannot claim any reward for its 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

It will be possible to broadcast your POV only during the qualifying rounds.

Your POV must have 180 seconds of delay.

You are responsible for the integrity of your match. It will be impossible to protest a match for (suspected) streamhacking.

The matches will be broadcast on the official stream: twitch.tv/rtbf_ixpe

Article 8 : Gains

After consultation and approval by the players, the cashprize won by the team will be paid to a single player/entity. By default, winnings will be paid to the legal entity or natural person registered when the slot was purchased. This will require an invoice to SA Prod in order to obtain the appropriate winnings.

A team that forfeits or is disqualified from the competition may have its winnings withdrawn, depending on the seriousness of the situation.

Furthermore, winnings not claimed within 6 months of the end of the event will not be paid out.

The deadline is therefore December 29, 2025.

Winnings must be given to a person who has reached the age of majority in France. In the event of a win by a minor, the winnings will be paid to the minor's legal representative.

Total winnings will be €10,000 (ten thousand euros), distributed as follows:

1st place: €6,000 (Six thousand euros)

2nd place: €2,500 (Two thousand five hundred euros)

3rd place: €1,500 (One thousand five hundred euros)

Article 9 : Official communication channels

All important announcements and information will be communicated to the teams via Challengermode's official channels.

9.1. Final decisions

Decisions taken by the administrators are final and binding on all players, teams, team officials and other participants. They are the only rules considered valid for iXPé Belgium Masters competitions. By taking part in the competitions, participants declare that they have understood and accepted all the rules.

9.2. Responsibilities

Administrators are responsible for judging and making decisions concerning problems arising before, during and up to fifteen (15) minutes after a match.

Administrators must always behave in an appropriate, professional and impartial manner, in keeping with the spirit of the competition and the organizer. It is important to stress that administrators must not show any bias towards any participant or any other party associated with the organizer, the teams or the competition.

Article 10 : Application of the rules

Participation in the tournament implies unreserved acceptance of the present rules.

The rules apply in accordance with current French laws relating to the organization of a video game competition:

Article 11: Image rights

By registering and taking part in the iXPé Belgium Masters competitions on the Rainbow Six Siege (R6) game organized by SA Prod. I give my consent for the use of my image, my voice, my person and any other representation of my person (hereinafter collectively referred to as "My Image Data") by SA Prod and its partners, for promotional and documentary purposes.

I understand that My Image Data may be used in various media, including but not limited to photographs, videos, audio recordings, live broadcasts, online publications, social networks, printed material, advertisements and any other promotional material associated with the event.

Je renonce à tout droit de rémunération ou de compensation découlant de l'utilisation de Mes Données d'Image et libère, dès mon inscription au tournoi, ses partenaires, sponsors et toute autre personne agissant sous son autorité, de toute responsabilité découlant de l'utilisation de Mes Données d'Image.

Cette autorisation est valable pour une durée indéterminée et s'applique dans le monde entier.