

USTA Tournament Default Policies

Last Updated: January 15, 2021

The following are default policies that apply to all USTA affiliated Tak Tournaments, unless explicitly modified for an individual tournament.

- I. **Code of Conduct.** All players must maintain courteous, honest, and fair behavior to all members of the tak community throughout the competition, both during and in between matches. Players should make a good faith effort to meaningfully participate in the competition, especially when coordinating with opponents to schedule games.
- II. **Tournament Director's (TD) discretion.** The TD has wide discretion to implement any additional rules or policies and to resolve disputes or make whatever decisions are necessary to ensure a fair, consistent, and high-quality competition for all players.
- III. **External assistance prohibited.** All games are "Tournament Tak" games (as distinguished from casual, asynchronous, team tak, etc.) and involve only 2 players, the board states between them, and a device for time controls. No outside assistance, materials, tools, or information are permitted during play. This includes no use of a "trial board" (i.e., ptn.ninja or a physical board to try out moves before playing them in the game).
- IV. **Disconnections and technical errors.** A loss caused by a disconnect or similar technical error is a forfeit for the disconnected player, unless the Tournament Director determines there is a better way to decide the outcome. It is advised that a player maintain enough time on their clock to reconnect and, if possible, take a screenshot of any disconnection message or technical error. However, evidence indicating a disconnect or technical error does not obligate the Tournament Director to deviate from this default policy.
- V. **Reversing a move.** If a player requests an "undo" to reverse a move, it is always in the opponent's sole discretion whether to grant the undo request. For "misclicks" or similar mistakes, it is strongly encouraged (but not required) that opponents grant an undo if the requesting player promptly requests an undo and immediately communicates that the prior move was a mistake.
- VI. **Calling "tak".** Calling "tak" during a game is not required, prohibited, or expected.