

2016 US Tak Open Rules

1. Equipment

- 1.1. All games will be played on the PlayTak.com website, you will need an active account there in order to participate. The TreffnonX client site (<http://treffnonx.github.io/TakWeb/>) may optionally be used. No other sites, programs, or clients are to be used without administrator approval.
- 1.2. Games in the first stage will be played on 5x5 boards.
- 1.3. Games in the second stage will be played on 6x6 boards.

2. Game Play

- 2.1. Games are to be played according to the standard set of Tak Rules as published in <http://cheapass.com/wp-content/uploads/2016/07/Tak-Beta-Rules.pdf>, with the exception of scoring, see APPENDIX A.
- 2.2. Calling or messaging "Tak" to warn your opponent of a road threat is not required.
- 2.3. Undos are not required to be approved, players should be cautious to avoid misclicks.
- 2.4. Players should only resign on their own turn. If you resign on your opponent's turn, the game will be scored in the board state before your last move.
- 2.5. If a player runs out of time, resigns, or forfeits the game will be scored as a road win according to the Length & Difference system.
- 2.6. The player going first should set up the game on playtak.com. Players must use private chat on PlayTak for all communication while games are underway.
- 2.7. If you disconnect from a game for any reason and are unable to reconnect before PlayTak marks the game as abandoned, that will count as a resignation. Make sure you have a stable connection before your match.

3. Tournament Format

- 3.1. Each match between players will be played as two games, each player having first move in one game.
- 3.2. It is up to players to schedule matches with their opponent. Players must complete their assigned match within the week allotted for the round. Extensions may be granted to this schedule around major US holidays.
- 3.3. It is highly recommended that planned match dates and times be reported to the organizer once agreed upon. (2016Open@ustak.org)
- 3.4. The higher score from the preceding round (or higher seed in round 1) will choose what color to play in the first game. In the second game colors will be swapped.
- 3.5. All games will be scored using the Length & Difference system as described in APPENDIX A.
- 3.6. In each pairing, the player with the higher score after two games will be declared the winner.
- 3.7. Stage one will be paired using the swiss system. The number of rounds will depend on the number of players in total.

- 3.7.1. All stage one games will be played on the 5x5 board.
 - 3.7.2. Time controls for all games in the first stage will be 10 minutes + 15 second increment per player.
- 3.8. Stage two will be a double elimination bracket.
 - 3.8.1. The top 32 players from the first stage will move on to the second stage. Seeding based on first stage performance.
 - 3.8.2. All stage two games will be played on the 6x6 board.
 - 3.8.3. Time controls for games in stage two will be 15 minutes + 20 second increment per player.
 - 3.8.4. If requested by a tournament director, players must make reasonable effort to schedule games in stage two to accommodate livestreaming coverage.
- 4. Conduct
 - 4.1. Players may not receive assistance of any kind during a game, including, but not limited to, suggestions or advice from any person or program, regardless of the method of communication. A violation of this policy may be considered grounds for immediate disqualification.
 - 4.2. Players will conduct themselves in a sportsmanlike manner during all play. Egregious violation of this rule may result in a warning, penalty, or disqualification, at the discretion of the tournament director.
 - 4.3. If there is a dispute between players over a game or regarding the meaning or enforcement of any of the rules, the players are not to argue their point. Request a tournament director to settle the dispute. (2016Open@ustak.org)
 - 4.4. Players must complete each assigned match by the required date and time. It is up to players to schedule matches with their opponent. Failure to show within 15 minutes of an agreed upon match time may be considered a forfeit. Failure to contact or respond to an opponent within the weekly time limit may also be considered a forfeit.
 - 4.5. If both players fail to show and no result is reported, the match will be declared invalid, and no points awarded.
 - 4.6. Failure to show to any two matches without prior notification or contact may result in disqualification.
- 5. Other
 - 5.1. All match results must be reported along with URLs to the PTN records on PlayTak.com. PTN links should be provided in the "Notes" section of the reporting screen. The PTN URLs can be found by searching your PlayTak.com history. (<https://www.playtak.com/games>)
 - 5.2. Any disputes with reported results must be made before the weekly match deadline - each Monday at midnight Eastern US time. (EDT or EST) It is your responsibility to double check the reported results for your match.
 - 5.3. If for any reason you are unable or unwilling to continue playing, please inform the tournament director so that you can be marked as withdrawn from the tournament rather than disqualified.

- 5.4. In the event of unforeseen or unusual circumstances, these rules may be altered or amended at a tournament director's discretion in order to protect the integrity and fairness of the tournament as well as to ensure its timely completion.

APPENDIX A - Length and Difference Scoring

Length and Difference is a scoring system designed to determine the winner of a matchup after a single pair of games, where each player was given the chance to have first move in one game.

If a player achieves a road win, that player receives a number of points equal to the length of the board.

If a player achieves a flat win, that player receives a number of points equal to the difference between the players' flat scores, up to the length of the board.

In the event of a points tie after two games, the tiebreaks are as follows, as scored from the game where each player won (capstones are excluded): Greater number of opponent's reserve pieces remaining, greater number of own reserve pieces remaining. If still tied the match will be scored a tie in the swiss rounds. In an elimination bracket match, the tiebreak will be further decided by: fewest moves to win, then placement after the swiss stage.