



**US Tak  
Association**

**2026**

## **Tak League - Season 6 Information Sheet**

Welcome to the Tak League! The idea of the league is to have an opportunity for people to play a little tak on a regular basis, rather than only in intense bursts at tournaments.

The league is FREE and open to all.

[Sign up here](#). Registration is open until Saturday, May 17th, 2026. The season will start a few days after registration closes.

All communication regarding the League, including scheduling games, will be on the [Tak Talk Discord](#) in the #tak\_league channel.

### **Structure:**

Participants will be divided into divisions as follows:

- Season 5 participants will play in the same division, except that players who finished in promotion spots will move up a division and players in relegation spots will move down a division.
- Anyone who did not participate in Season 5 will be placed in the lowest division by default, but may be placed in higher divisions by rating. Nobody will be placed directly into Division 1.
- If the particulars of who signs up makes the above unworkable, necessary modifications will be made. Specifically, it is likely that some players who have had a very large rating increase will be promoted by multiple divisions.

Within each division, a double round robin will be played (i.e. everyone plays everyone else with both colors).

## Scheduling:

The expected rate of play will be one game every two weeks. Each game will have a deadline, and the expectation is that the game is played by this deadline. If the game is not played before the deadline it must be scheduled for a time and date prior to the expected end of the season, **and the scheduled time must be sent to the tournament director (archvenison) prior to the deadline.** On the day after the deadline, any unplayed and unscheduled games will be scored as mutual losses, unless one of the players claims a win by forfeit as described below. **A mutual loss cannot be undone, barring extreme circumstances (e.g. medical emergency or natural disaster).**

If your opponent does not show up at a scheduled time, you may claim a win by forfeit. If you make substantial effort to schedule a game and your opponent doesn't, you may claim a win by forfeit. **In both of these cases, it is your responsibility to contact the tournament director with evidence (otherwise the game will be scored as a mutual loss).**

Note that all pairings will be produced at the start of the tournament, and you are encouraged to play your games early.

## Prizes:

Fame and glory. Also promotion and the avoidance of relegation.

## Rules:

[Standard Rules](#) are used except where modified below:

- Games are to be played on [playtak.com](http://playtak.com) with a 6×6 board and 2 komi
- The time control is TBD, but total game time will be be ~1 hour at most
- Colors for games determined by pairings
- Ties will be broken by season starting rank, which is determined by:
  1. Season 5 ranking
  2. Tournament rating

[USTA Tournament Default Policies](#) apply.