

# 2024 "Confucius Cup" 4th World Xiangqi Open Tournament

## Supplementary Regulations

---

### I. Competition Format

1. Men's Team Competition: Single-round Swiss system, seven rounds.
2. Women's Team Competition: Single round-robin system.
3. U18 Boy's Team Competition: Single round-robin system; U18 Girl's Team Competition: Double round-robin system with alternating colors.
4. U15 and U12 Groups: Boy's and Girls's U15 and U12 groups will be combined using a single round-robin system with separate rankings.

### II. Drawing of Lots and Pairings

1. Drawing of Lots: The team codes for men's and women's teams and individual youth players will be determined by drawing lots.
2. Men's Team Pairing: The first round uses the "near number" pairing method: 1 vs. 2, 4 vs. 3, and so on. The team with the lower number will play with the odd-numbered board moving first (playing Red) and the even-numbered board moving second (playing Black). Computer software will be used for pairing starting from the second round onwards.
3. Other Groups: Refer to the round-robin match schedule for details. In the women's team event, the team with the lower number will move first on board one and second on board two.

---

### III. Late Arrival Penalty

A player who is not seated when the Chief Arbiter announces the start of the match will forfeit the game.

---

### IV. Prohibition on Electronic Devices

Bringing electronic devices such as computers and mobile phones into the playing area is prohibited. Competitors who have violated this rule will be automatically forfeited.

---

## V. Game Records

1. Players must record all moves according to the "World Xiangqi Rules" in either Chinese or English.
2. Failure to record 16 moves (including illegible records) will result in an automatic loss.

---

## VI. Natural Move Limit

A natural move limit of 100 moves (50 rounds) will be enforced. **When reviewing a game, the player's "check" moves will only count as ten moves.** If less than 100 moves (50 rounds) are made, the proposing player will be penalized with a technical foul, and 5 minutes will be deducted from their remaining time. If this results in a time loss, the player will forfeit.

---

## VII. Determining Rankings

1. Men's Team: Rankings will be based on match points. If points are tied, the following measures will be used as tie-breaks. They are, in the following order: total opponent match points, total team game points, head-to-head results, total opponent game points, total score of the first board, number of times playing Black, and the total number of technical fouls. If still tied, the results from the immediate previous round will be compared until a winner is determined.
2. Women's Team: Rankings will be based on match points. In case of a tie, the following criteria will apply: total game points, Solkoff Score (total sum of the opponent's game scores), number of total team wins, head-to-head results, first board score (the team with the higher first board score will win the tie break), number of games played as Black (the higher number will win the tie-break), number of technical fouls (player with the lesser number will win the tie-break), first board head-to-head results, and first board performance when playing Black.
3. U18 Women's Group: Rankings will be based on individual match points, with the higher score being ranked higher. If points are tied, the following criteria will be used for the tie-break: total game points, head-to-head results, number of wins, number of wins while playing Black (the higher number will win the tie-break), number of technical fouls (player with the lesser number will win the tie-break), and tie-breaker blitz games (5 minutes per game, with 3 seconds added per move; color is determined by lot. The winner's ranking will be higher. If still tied, the players will continue with alternating colors until a winner is determined).
4. Other Youth Groups (Single Round-Robin System): Rankings will be based on individual points. In the case of a tie, the following criteria will apply: Solkoff Score (total sum of the opponent's game scores), head-to-head results, number of wins (player with more wins will win the tie-break), number of wins while playing Black (the higher number will win the tie-break), player playing more games as Black will win the tie-break, player taking Black in their head-to-head

match will win the tie-break, and the lesser number of technical fouls will win the tie-break. If a winner is still undetermined, Tie-breaker blitz games will follow the same rules as the U18 Women's Group.

---

## VIII. Tie-Break Revised Regulations

1. The natural move limit of 50 rounds will be used. **In this limit, the check moves will only count as ten moves.** A natural move limit review can be requested during or after the match (before signing the scoresheet). If the limit is reached, the match will be declared a draw; if not, the actual result will stand.
2. A player who triggers the clock without making a move will immediately forfeit. If a player knocks over the clock or board during the match, he will forfeit.
3. Any interference with the opponent's play or obstruction of their clock use will result in a technical foul. Severe cases will lead to forfeiture.
4. If a player disrupts the board after pressing the clock or presses the clock followed by disrupting the board, the player will lose. Disruption is defined as disturbing two or more pieces or knocking a piece off the board.
5. If a piece is placed between two points and cannot be identified after making a move, the piece should be corrected immediately. If the clock has already been pressed, the opponent will choose one of the two points as the correct placement. A technical foul will be recorded.
6. Players are not required to keep a notation of the tie-break game.
7. Video recordings may be used as evidence by the referees.

---

## IX. Player Instructions

1. Follow the "Player Instructions" rules.
2. After the game, players should not perform post-mortem analyses and leave the area promptly.
3. After the match, the winning player or the player playing Red in a drawn game must record the game moves in the computer database with the assistance of the documentation team.

---

Arbiters Committee  
August 10, 2024