

第十九届世界象棋锦标赛暨第五届世界青少年象棋锦标赛 补充规定

一、比赛办法

(一) 男子个人采用一局积分编排制，赛 9 轮。

1、第 8 轮结束后排名前 2 位的赛员，无论之前是否碰过，进行冠亚军决赛，其他赛员进行第 9 轮积分编排赛确定第 3 名及以后名次。

2、冠亚军决赛为慢棋一局制，分出胜负即结束，如弈和则交换先后手，加赛一局快棋，基本用时为每方 10 分钟，每步加 5 秒；快棋如再弈和则加赛超快棋，基本用时为每方 5 分钟，每步加 3 秒，直至产生胜负(依次换先)。

慢棋先后手的确定办法为，先平衡双方前 8 轮的先后手，如果前 8 轮双方先后手次数一样，则抽签决定先后手。

3、凡前 8 轮对过冠亚军的赛员，其对手分按两位赛员 8 轮赛后积分+决赛慢棋得分，共计 9 轮积分之和计算。

(二) 女子个人采用一局积分编排制，赛 7 轮。

(三) 青少年各组均采用一局积分编排制，其中男子 U16、U12 组各赛 9 轮、女子 U16、U12 组各赛 7 轮。

二、编排方法

(一) 男子个人、女子个人首轮编排均根据上届世锦赛个人成绩(未参加者按秩序册代表队名单顺序列在后面)，分为上、下半区，上半区抽奇数号、下半区抽偶数号。首轮采用近号配对，即 1-2、4-3、5-6……以此类推，单数台次小号执先，双数台次大号执先。

(二) 青少年各组均按秩序册代表队名单顺序，抽签确定比赛代号。首轮采用近号配对，即 1-2、4-3、5-6……以此类推，单数台次小号执先，双数台次大号执先。

(三) 如赛员逢单数,凡轮空者按胜局计算。在计算成绩时,其对手分按有分赛员的最低得分计算。

三、比赛细则

(一) 记录

1、赛员须按照《世界象棋规则》，用中文或者英文完整记录双方棋着。

2、每局累计漏记 16 着棋（含无法辨认的记录）直接判负。

(二) 限着

慢棋采用 100 着（50 回合）自然限着规定，审查时，提出方的“将军”只计 10 着，如不足 100 着（50 回合），则判提出方技术犯规一次，并扣除剩余时间 5 分钟，如因此出现“超时”，则判负。

(三) 零迟到

自裁判长宣布棋赛开始，赛员未到达座位即判负。

(四) 防作弊规定

禁止携带电脑、手机等电子设备、笔及各类手表进入赛场，违反规定者直接判负。

四、区分名次

(一) 个人名次（积分编排制）

根据个人积分排列名次，多者列前。如积分相等，则按以下顺序区分：对手分；直接对赛胜负；胜局多者列前；后手胜局多者列前；后手赛局多者列前；强对手分；技术犯规少者列前。如仍无法区分，则比较上一轮名次。

(二) 团体名次

1、男子团体、女子团体均根据同队 2 名最好成绩赛员名次之和计算，数小者列前，如出现两队或两队以上名次之和相等，则比较其成绩最好赛员的个人名次，高者列前。

2、团体不足 2 名赛员的代表队，不计算团体成绩。

五、加赛细则（男子个人决赛）

(一) 采用 100 着 (50 回合) “自然限着”，提出方的将军着数只计 10 着。自然限着的审核，可在对局终了后 (签字前) 提出，如属实则判和；不属实，实际结果有效。

(二) 未走棋先按钟当即判负。比赛中如果一方碰翻棋钟、棋盘，均判负。

(三) 干扰对方比赛，阻碍对方按钟，记技术犯规一次；情节严重者判负。

(四) 比赛中如发生一方碰乱棋子后按钟或按钟后碰乱棋子的情况，判碰乱方负。标准为碰乱两个及以上棋子，或将棋子碰出棋盘外。

(五) 凡走棋后出现棋子走在两个点之间且无法辨别的位置，应立即摆正；如摆正前已按钟，由对方指定其中的一个点作为落点。并记技术犯规一次。

(六) 赛员不做记录。

(七) 现场录像可作为裁判证据。

六、赛员须知

(一) 执行《世界象棋竞赛规则》第 12 条《赛员须知》条款。

(二) 赛员完赛后，及时退场。胜方或和棋红方赛员，须在资料组协助下录入棋谱。如需拆棋，请移步赛员休息室。

裁判委员会

2025 年 9 月 20 日

第三届世界象棋快棋公开赛补充规定

一、比赛办法

采用积分编排结合淘汰制。第一阶段分 8 个小组，进行一局积分编排制，赛 5 轮，各小组取前 2 名进入第二阶段一局单败淘汰制。

二、抽签与编排

（一）抽签办法

1、第一阶段小组赛

（1）男子赛员共分 6 组，按国际称号（国际特级大师、国际大师、棋联大师）由高至低（按秩序册名单顺序）依次抽取 1 至 N 编号，其余无国际称号赛员按秩序册顺序依次排定为 N+1 及之后的编号，并以此编号按蛇形分为 A、B、C、D、E、F 组。

（2）女子赛员共分 2 组，按国际称号（国际特级大师、国际大师、棋联大师）由高至低（按秩序册名单顺序）依次抽取 1 至 M 编号，其余无国际称号赛员按秩序册顺序依次排定为 M+1 及之后的编号，并以此编号按蛇形分为 G、H 组。

（3）各小组再由电脑随机抽取比赛代号，首轮采用近号配对，即 1-2、4-3、5-6……以此类推，单数台次小号执先，双数台次大号执先。

2、第二阶段淘汰制：各小组第 1 名分别抽取 1-8 号、各小组第 2 名分别抽 9-16 号，按 16 人单败淘汰赛对局秩序表逐轮对弈（抽签决定先后手）。第 1 轮败者为并列第 9 名，胜者进入 8 人单淘汰制附加赛决出第 1 至 8 名。

（二）第一阶段如赛员逢单数，凡轮空者按胜局计算。在计算成绩时，其对手分按有分赛员的最低得分计算。

三、加赛办法（第二阶段淘汰制）

快棋如弈和则交换先后手，加赛超快棋，基本用时为每方 5 分钟，每步加 3 秒，直至产生胜负(依次换先)。

四、零迟到

自裁判长宣布棋赛开始，赛员未到达座位即判负。

五、防作弊规定

禁止携带电脑、手机等电子设备、笔及各类手表进入赛场，违反规定者直接判负。

六、比赛细则

(一) 未走棋先按钟当即判负。比赛中如果一方碰翻棋钟、棋盘，均判负。

(二) 干扰对方比赛，阻碍对方按钟，记技术犯规一次；情节严重者判负。

(三) 比赛中如发生一方碰乱棋子后按钟或按钟后碰乱棋子的情况，判碰乱方负。标准为碰乱两个及以上棋子，或将棋子碰出棋盘外。

(四) 自然限着

采用 40 回合“限着”，提出方“将军”数不计。赛员须自己提出限着计步，停钟后经裁判审核同意，记录好开始计限着的步数，然后开钟继续比赛。

(五) 凡走棋后出现棋子走在两个点之间且无法辨别的位置，应立即摆正；如摆正前已按钟，由对方指定其中的一个点作为落点。并记技术犯规一次。

(六) 赛员不做记录。

(七) 现场录像可作为裁判证据。

(八) 裁判长根据规则、竞赛规程和补充规定所作的决定为最终裁决。

七、名次区分（第一阶段小组赛）

根据个人积分排列名次，多者列前。如积分相等，则按以下顺序区分：对手分；直接对赛胜负；胜局多者列前；后手胜局多者列前；后手赛局多者列前；强对手分；技术犯规少者列前。如仍无法区分，则比较上一轮名次。

裁判委员会

2025 年 9 月 20 日

The 19th World Xiangqi Championship
and
The 5th World Xiangqi Youth Championship
Supplementary Rules

I. Tournament Methods

- a. The Men's individual category will use the 9 rounds Swiss system.
 - i. The top 2 players at the end of Round 8, regardless of previous encounters during earlier rounds, will proceed to the final round of the championship to compete for the title and the first runner up. Remaining players will compete for the second runner up and subsequent match rankings for Round 9.
 - ii. The men's individual final championship round will take the form of a single round standard game. The winner will claim the title. If the outcome of the standard game is a draw, an additional fast game (10 min + 5 sec) will take place (switching Red and Black). If the fast game still leads to a draw, blitz games (5 min + 3 sec) will be used until a winner is generated (switching Red and Black each game). For the standard game, the method to decide who takes the Red side will take into account the numbers of Red side taken during the first 8 rounds, the most Red side player will take the black in the final. If both players have equal Red side rounds, a random draw for the red side will determine who to take Red.
 - iii. For all Tournament Participants of the Men's individual that have previous encounters in the first 8 rounds with the winner or the first runner up, their "opponent points" will be the total of the points of the first 8 rounds and the outcome of the standard game during the final round.
- b. The Women's Individuals category will use the 7 rounds Swiss system
- c. The Men's U16 and U12 category will use the 9 rounds Swiss system. Women's U16 and U12 category will use the 7 rounds Swiss system.

II. Pairing Method

- a. The pairing method for the first round of Men's and Women's individual will take reference of the ranking of the previous World Xiangqi Championship. (Those that did not participate in the previous World Xiangqi Championship will be listed at the end according to the name list in the program book). The players will be divided into an upper half and lower half section to proceed for the drawing. The upper half will only be drawing among the even numbers and the lower half the odd numbers. The pairing arrangement will be according to the close number matching, i.e. #1 vs #2, #4 vs #3 and so on. At the odd number table, the player with the smaller number will take the Red to move first and at the even number table, the player with the bigger number will take the Red.
- b. Each youth category will use a random draw to determine the player number according to the order of the team list in the program book. The pairing arrangement will be according to the close number matching, i.e. #1 vs #2, #4 vs #3 and so on. At the odd number table, the player with the smaller draw number will take Red and at the even number table, the player with the bigger draw number will take Red.
- c. If the number of players is odd, all players with byes will be counted as wins. When calculating the score, the opponent's score will be calculated based on the lowest score of the players with points.

III. Tournament Rules

- a. Notation
 - i. Tournament Participants are to comply with the "WXF Rules", to record their complete moves in the game in Mandarin or English

- ii. A player that has accumulated more than 16 unrecorded moves (including unidentifiable handwriting) in any given game is in violation and will be penalized as loss immediately
- b. Moves Rule

The standard game of Xiangqi uses the “100 moves rule”, upon checking by the arbiter, the players that claim the 100 moves rule, their “checking” moves will only be considered to a maximum of 10 moves, and if the total moves recorded is less than 100 moves, then the player in question will be charged a technical foul and 5 minute time deduction, and if the deduction causes time out, that player will be deemed losing on time.
- c. Tardiness Rule

Any player that fails to be at his / her seat when the chief arbiter announces the start of the game will be deemed losing the game immediately.
- d. Anti Electronic Devices Rule

Laptops, smartphones and electronic equipment are forbidden in the tournament area. Violation of the rule will be panellized as losing the game immediately.

IV. Match Rankings differentiation

- a. Individual Ranking (Swiss System)

Rank according to the players’ direct score in the tournament, the one with the highest score will rank first, and if the players have equal scores, the following sequence will take place to differentiate the rankings: 1. “Opponent points” 2. Outcome through direct encounter in previous match 3. Highest times of winning 4. Highest times of winning when taking black side 5. The highest rounds of playing the black position , 6. strong opponents points 7. less technical fouls. And if there is still no distinct outcome, the previous round match ranking will be used as a measure
- b. Group Rankings
 - i. Men’s Group Results will take account the results of the 2 best player’s match rankings in the tournament, the group with the smallest sum of personal match rankings will rank first . If the sum of personal match rankings of the 2 groups are equal, the group with the highest personal match ranking player will take the lead.
 - ii. If there are less than 2 tournament participants in the group, their group ranking is not counted.

V. Additional Round Rules (Men's Individual Final)

- a. Using “the 100 moves rule”, the player’s “checking” play can only be considered as 10 moves. Any player that requests to draw the game by the 100 moves limitation rule can make the request during the match or after the match (Before players sign the recording paper), if the request is proven to be appropriate, the match can be deemed drawn by the arbiters, otherwise, no outcome will come out from the request.
- b. If a player knocks over the chess clock or chessboard during the game, he or she will be deemed losing the game.
- c. Interfering with the opponent's match or obstructing them from pressing the clock shall result in a technical foul once; in severe cases, the player shall be disqualified, ie, losing the game.
- d. If any player moves or distracts the pieces on the chess board unintentionally before or after hitting the chess clock, the one who causes the distraction will be deemed losing the game immediately. The definition of distraction is to involve equal to or greater than 2 pieces on the board or to knock the pieces outside the board.
- e. If the chess piece is placed between 2 points and cannot be distinguished upon its actual point place, it

should be corrected immediately before the player hits the clock. If the clock has been pressed, the opponent will decide which point the piece is on and a technical foul will be recorded.

- f. Players are not required to record their moves
- g. On-site video recording can be used as evidence for the arbiter.

VI. Player's Notice

- a. Implement Article 12 of the WXF Rules "Player Rights And Responsibilities".
- b. After the Tournament Participants finish the game, they should leave the stage promptly. The winner or the player with a draw (the Red side) must record the game score with the assistance of the data team. If you need to analyze the game, please proceed to the players' lounge.

WXF Arbiter Committee

20-09-2025

The 3th Rapid Xiangqi Tournament supplementary rules

I. Tournament Methods

The tournament adopts a combined Swiss system with a Knockout system. The first stage consists of 8 groups, each conducted as a single round-Swiss with 5 rounds. The top two players from each group advance to the second stage, which features a single-elimination Knockout system.

II. Drawing lots And Arrangement

a. Drawing lots Methods

i. The 1St Stage Group Match

- a) The male players are divided into six groups. Based on their international titles (Grand-master, International Master, WXF Master) in order from highest to lowest (according to the order list), they are sequentially assigned numbers from 1 to N through drawing. The remaining players without international titles are assigned numbers starting from N+1 in order from the list. The players are then divided into groups A, B, C, D, E, and F in a serpentine (snake) manner based on these numbers.
- b) The female players are divided into two groups. Based on their international titles (Grand-master, International Master, WXF Master) in order from highest to lowest (according to the order list), they are sequentially assigned numbers from 1 to M through drawing. The remaining players without international titles are assigned numbers starting from M+1 in order from the list. The players are then divided into groups G and H in a serpentine (snake) manner based on these numbers.
- c) Each group will then randomly draw a competition code by computer and the matching arrangement will be according to the close number matching, i.e. no.1 v no.2, no.4 v no.3 and so on. On the odd number table, the player with the smaller draw number will take the red side and on the even number table, the player with the bigger draw number will take the red side.

- ii. The 2nd Stage Knockout system : The top seed in each group will draw numbers 1-8, and the second seed in each group will draw numbers 9-16. The teams will play round by round according to the 16-player knockout System tournament schedule (with the first and second seed determined by lot). The losers of the first round will tie for 9th place, and the winners will advance to an 8-player single-knockout playoff to determine the top 1-8 spots.

- b. In the first stage, if the number of contestants is odd, all players with byes will be counted as wins. When calculating the score, the opponent's score will be calculated based on the lowest score of the players with points.

III. Additional Match(The 2nd Stage Knockout system)

In rapid game, players swap the order of moves if the game ends in a draw. A blitz tie-break is played, with each side having a base time of 5 minutes, plus an increment of 3 seconds per move, until a winner is determined (alternating the Red side move each time).

IV. Late Penalties Rule

Tournament Participants that fail to be at their seats when the head of chief arbiter announce the start of the game will be deemed defeat immediately

V. Anti Electronic Devices Rule

Laptops , smartphones and electronic equipment are forbidden in the tournament area, violation of the rule deemed player defeat immediately

VI. Tournament Rules

- a. If a player knocks over the chess clock or chessboard during the game, they will also be deemed to have lost.
- b. Interfering with the opponent's match or obstructing them from following the clock shall result in a technical foul once; in serious cases, the player shall be disqualified.
- c. If any player moves or distracts the pieces on the chess board unintentionally before or after hitting the chess clock, the one who causes the distraction will be deemed defeated immediately. The definition of distraction is to involve 2 or more than 2 pieces on the board or to knock the chess pieces outside the board.
- d. Natural Movecount
Adopting a 40-round "move limit" and the number of "checks" delivered by the proposer is not counted. The players must specify the move limit themselves; after stopping the clock and obtaining approval from the arbiter, they record the move count at the start of the time control, then resume the game.
- e. If any player moves or distracts the pieces on the chess board unintentionally before or after hitting the chess clock, the one who causes the distraction will be deemed defeated immediately. The definition of distraction is to involve 2 or more than 2 pieces of the chess objects on the board or to knock the chess pieces outside the board.
- f. Players are not required to record their moves
- g. On-site video recording can be used as evidence for the arbiter.
- h. The chief arbiter's decisions, made in accordance with the rules, competition regulations, and supplementary provisions, shall be final.

VII. Ranking Distinction (The 1st Stage Group Match)

Rank according to the players' direct score in the tournament, the one with the highest score will rank first, and if the players have equal scores, the following sequence will take place to differentiate the rankings: 1. "Opponent points" 2. Outcome through direct encounter in previous match 3. Highest times of winning 4. Highest times of winning when taking black side 5. The highest rounds of playing the black position , 6. strong opponents points 7. less technical fouls. And if there is still no distinct outcome, the previous round match ranking will be used as a measure