2026年第五届世界象棋公开赛补充规定

一、比赛办法

（一）男子团体采用一局积分编排制，赛7轮。

（二）女子团体采用一局单循环制，赛7轮。

（三）U18男子组和U18女子组合并比赛，采用一局积分编排制，赛7轮。分别录取名次。

二、抽签编排

（一）男子组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。

（二）女子组按秩序册代表队名单顺序，抽签确定代号。

（三）U18组由电脑随机抽取棋手首轮配对序号，首轮对阵采用近号配对，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。

（四）U18组同单位赛员首轮回避，其余轮次均不回避配对。

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

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、手机等电子设备及各类手表进入赛场，违反规定者直接判负。

四、区分名次

（一）男子团体

按照场分排列名次，多者列前。场分相同时，则按以下顺序依次区分：对手总场分、全队总局分、两队对赛胜负、对手总局分、第一台总得分、后手出场次数、全队技术犯规少者排前。如仍无法区分，则比较上一轮成绩(名次)，以此类推，直至区分。

（二）女子团体

按照场分排列名次，多者列前。场分相同时，则按以下顺序依次区分：总局分、小分（所胜对手全部场分；所和对手一半场分）、取胜场数多者排前、全队胜局多者排前、两队对赛胜者排前、第一台总分高者排前、后手局数多者排前、全队技术犯规少者排前。

（三）U18 男、女组别

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

五、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，请移步休息区。

裁判委员会

2026 年 10 月 30 日

5th World Xiangqi Open Supplementary Rules

I. Competition Format

1. Men's Team Competition: Single-round Swiss system, seven rounds.
2. Women's Team Competition: Single round-robin system, seven rounds.
3. U18 Group: Boys' and Girls' groups will be combined using a Single-round Swiss system, seven rounds, with separate rankings.

II. Drawing of Lots and Pairings

1. Men's Team Pairing: The team codes for men's teams will be determined by drawing lots according to the sequence of the men's teams in the Official Programme.
The first round uses the "near number" pairing method: 1 vs. 2, 4 vs. 3, and so on. The team with the smaller number by odd table so as the bigger number by even table will move first (playing Red).
2. Women's Team Pairing: The team codes for women's teams will be determined by drawing lots according to the sequence of the women's teams in the Official Programme.
3. U18 Pairing: players from the same member unit will avoid each other in the first round, but will not avoid pairing up in the remaining rounds.

III. 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.

IV. 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.

V. Late Arrival Penalty

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

VI. Prohibition on Electronic Devices

Bringing electronic devices such as computers,mobile phones and watches of any type into the playing area is prohibited. Any player in breach of this rule shall lose the game.

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, Neustadtl Score (total sum of the opponent's round scores, half of all the drawn opponent's round scores), the team who had more wins in their round score win the tie-break, the team with the higher number of individual wins by the teammates win the tie-break, 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 with win the tie-break), number of technical fouls (player with the lesser number will win the tie-break).
3. U18 Boys' Group and U18 Girls' Group: Rankings will be based on the accumulated score of the individual, with the higher score being ranked higher. If points are tied, the following criteria will be used for the tie-break: sum of opponent's Score, head-to-head results, number of wins, number of wins while playing Black, number of games while playing Black, strong opponents scores(the player who had met the stronger player win the tie-break), number of technical fouls (player with the lesser number will win the tie-break). If still tied, the results from the immediate previous round will be compared until a winner is determined.

VIII. Player Instructions

1. Follow the Art. 12 of "World Xiangqi 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
October 30, 2026