# 第四届世界象棋快棋锦标赛补充规定

**一、比赛办法**

采用积分编排结合淘汰制。第一阶段采用7轮积分编排制，取前八名进入第二阶段淘汰制，其他赛员不再进行后续比赛；第二阶段采用单淘汰制决出第1至8名。

**二、抽签与编排**

（一）抽签办法

1.第一阶段积分编排赛制

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……以此类推，序号在前者先手。如参赛棋手逢单，最大号为轮空；同单位赛员首轮回避，其余轮次均不回避配对。

2.第二阶段淘汰制

第一阶段排名为第二阶段淘汰制首轮定位依据，依照8人单淘汰制对局秩序表逐轮对弈，各轮均抽签决定先后手。

**三、加赛办法（第二阶段单淘汰制）**

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

1.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。

2.超快棋的自然限着审核，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。

（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、第一阶段名次区分**

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。

裁判委员会

2026 年 10 月 30 日

# 4th World Xiangqi Rapid Championship Supplementary Rules

## I. Competition Format

A combination of Swiss-system tournament and Knockout system will be used. The first stage will use a 7-round Swiss-system tournament, with the top eight advancing to the second stage knockout tournament; other players will not participate in subsequent matches. The second stage will use a single-elimination system to determine the 1st to 8th place finishers.

## II. Drawing of Lots and Pairings

1. The First Stage Swiss-system: The computer will randomly select players' pairing numbers for the first round. The first round uses the "near number" pairing method: 1 vs. 2, 4 vs. 3, and so on. The player with the smaller number by odd table so as the bigger number by even table will move first (playing Red). If a player's number is odd, the highest number will receive a bye. Players from the same member unit will avoid each other in the first round, but will not avoid pairing up in the remaining rounds.
2. The Second Stage Knockout System: The rankings from the first stage determine the seeding for the knockout stage; matches will follow the standard 8-player single-elimination bracket, with colors (who goes first) determined by a draw for each round.

## III. Tie-break Procedures (Second Stage: Single-Elimination)

In the event of a draw during rapid games, players shall swap colors and proceed to a blitz (super-rapid) tie-break. Each player is allotted a base time of 5 minutes, with an increment of 3 seconds per move, until a winner is determined (colors are swapped for each subsequent tie-break game).

## IV. Late Arrival Penalty

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

## V. 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.

## VI. Tournament Rules

1. Pressing the clock before making a move results in an immediate loss. If a player knocks over the chess clock or the chessboard during a game, they shall be declared to lose the game.

2. Interfering with an opponent’s play or obstructing an opponent from pressing their clock constitutes a technical foul; in serious cases, the offending player shall be declared to lose the game.
3. If a player disrupts the position of the pieces—either before pressing the clock or after pressing it—they shall be declared to lose the game. This applies if two or more pieces are displaced, or if any piece is knocked off the board.
4. Natural Move Limit
1). A Natural Move Limit of 40-round applies; "checks" delivered by the player requesting the count are not included in the move count. A player must initiate the move-count request themselves. Upon pausing the clock and receiving approval from an arbiter, the starting move number for the count shall be recorded, after which the clock is resumed and the game continues.
2). In blitz game, a request for a move-count verification may be made after the game concludes (but before the scoresheet is signed). If the claim is substantiated, the game shall be declared a draw; if not, the original result stands.
5. If, following a move, a piece is positioned between two points such that its intended location is ambiguous, it must be corrected immediately. If the clock has already been pressed before the piece is corrected, the opponent shall designate one of the two points as the final position, and the player who made the move shall be assessed a technical foul.
6. Players are not required to record the moves.
7. On-site video recordings may be used as evidence by the arbiters.
8. Decisions made by the Chief Arbiter—based on the rules, competition regulations, and any supplementary provisions—shall be final.

## VII. Determining Rankings in the First Stage

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.

Arbiters Committee
October 30, 2026