第六届世界青少年象棋锦标赛补充规定

一、比赛办法

各组均采用一局积分编排制，赛 7 轮。

二、编排方法

（一）由电脑随机抽取赛员首轮配对序号，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。

（二）同单位赛员首轮回避，其余轮次均不回避配对。

（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、手机等电子设备及各类手表进入赛场，违反规定者直接判负。

四、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，请移步赛员休息区。

裁判委员会

2026 年 10 月 30 日

6th World Youth Xiangqi Championship Supplementary Rules

I. Competition Format

Single-round Swiss system, seven rounds.

II. Drawing of Lots and Pairings

1. 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).
2. Players from the same member unit will avoid each other in the first round, but will not avoid pairing up in the remaining rounds.
3. If a player's match number is odd, any player who receives a bye will be counted as having won a match. When calculating scores, the opponent's points will be calculated based on the lowest score of the player with points.

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.

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