

World XiangQi Rules

Approved and authorized by World Xiangqi Federation
and Chinese Xiangqi Association



PEOPLE'S SPORTS PUBLISHING HOUSE



Foreword

The World Xiangqi Federation was established on the 6th of April, 1993, in Beijing. Over the years, the World Xiangqi Federation has become a tightly knit organization which has proactively promoted Xiangqi by organizing various international Xiangqi competitions and championed various Xiangqi related activities internationally.

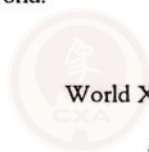
There has been a significant increase in the number and types of Xiangqi tournaments over the past few years. Cultural interaction has also seen a significant increase. These two spikes in Xiangqi related activities has led to a pressing need for the publication of the World Xiangqi Rules. On the 15th of November in 2017, a meeting was held in the Philippines. Members of the Executive Committee gathered for the first meeting that year. The Chairman of the World Xiangqi Federation, Mr. Timothy Fok, proactively lobbied for a unified set of rules to serve as the standard of Xiangqi competition all over the world. Such a plan was greeted eagerly, and the Asian Xiangqi Federation gave support of the plan, hence giving birth to the World Xiangqi Rules. The 4th Revision of the Asian Xiangqi Federation's would serve to be the foundation whereby the World Xiangqi

Rules would be formulated, edited and published as a unified set of rules. The World Xiangqi Rules would serve to increase the awareness and influence of Xiangqi in the world, help to improve the level of play everywhere and also guarantee that future Xiangqi tournaments would proceed smoothly.

The World Xiangqi Rules is an improved version of the 4th Revision of the Asian Xiangqi Rules. There have been minor changes to the arrangements of the original document. The publication of the World Xiangqi Rules represents a significant step forward in the promotion of Xiangqi to the International Community. We would like to take the opportunity to thank the Asian Xiangqi Federation for their contributions and hard work all these years in promoting Xiangqi. Special credit must be given to Mr. Lee Chee Hoi and other senior Xiangqi experts who have toiled through the years to study, formulate and make improvements to the Rules of Xiangqi. Their hard work and sacrifices are much appreciated. We would also like to express our gratitude to Mr. Lim Kwan How, the Secretary-General of the Asian Xiangqi Federation, who has been very supportive of this endeavor. Mr. Png Hau Cheng has to be thanked for translating and proofreading the English version of the World Xiangqi Rules. Finally, we would also like to express our gratitude to Miss Chen Zelan, Chairwoman of the Chinese Xiangqi Association for her help and assistance in the publication of the World Xiangqi Rules.

The publication of the World Xiangqi Rules would be the first

attempt that the such an important document is published in both Chinese and English. It would be of major significance in the promotion and the popularization of the Xiangqi in the world.



World Xiangqi Federation

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Chapter 1

Playing the game

Article 1 The board and pieces

1.1 The board is comprised of nine vertical lines and ten horizontal lines, which would bisect each other at right angles to create ninety intersections. The chess pieces are to be moved and played on the intersections.

There is an empty space that is found in the middle of the board. This area is bounded by the fifth horizontal lines and is known as the “River.” There are two special areas on each side of the board, bounded by the first to third horizontal lines and the fourth and sixth vertical lines on both sides of the board. They would be designated as the “Palaces.” Two oblique lines can be found in each palace. The first oblique line would start from the intersection of the third horizontal line and the fourth vertical line and pass through the palace to end at the intersection of the first horizontal line and the sixth vertical line. The second oblique line would start from the intersection of the third horizontal line and the sixth vertical line and end at the intersection of the first horizontal line and the fourth vertical line.

1.2 There are thirty-two pieces. They are divided into two groups, designated as Red and Black. Each group would have sixteen pieces. Each competitor would do battle with his sixteen chess pieces.

There are seven types of pieces which are shown below:

Red's pieces: One King 帅 (Hanyu Pinyin: shuài), Two Chariots 车 (Hanyu Pinyin: jū), Two Horses 马 (Hanyu Pinyin: mǎ), Two Cannons 炮 (Hanyu Pinyin: pào), Two Advisers 仕 (Hanyu Pinyin: shì), Two Elephants 相 (Hanyu Pinyin: xiàng) and Five Pawns 兵 (Hanyu Pinyin: bīng).

Black's pieces: One King 将 (Hanyu Pinyin: jiāng), Two Chariots 车 (Hanyu Pinyin: jū), Two Horses 马 (Hanyu Pinyin: mǎ), Two Cannons 炮 (Hanyu Pinyin: pào), Two Advisers 士 (Hanyu Pinyin: shì), Two Elephants 象 (Hanyu Pinyin: xiàng) and Five Pawns 卒 (Hanyu Pinyin: zú).

Note: Both Simplified and Traditional Chinese may be used for the chess pieces.

1.3 For boards to be used in official competition, the squares on the board should be perfect. It is recommended that each square be about 3.5cm by 3.5cm. The diameter of each chess piece should be between 2.5 ~ 2.7cm, and the accompanying chess board should be of the appropriate size. It is recommended that Chinese be used to write the verse “楚河汉界” in the blank space denoted as the river (see diagram below). The base color of the board and pieces should be white or of a light color. The lines on the board should either be blue, black or some other dark color. It is recommended that the board should contain some space at the side. The pieces are divided into two groups of Red and Black, with the relevant Chinese characters being legible, clean and sharp. For diagrams that are used in books, it is recommended that the board be placed in a vertical fashion, whereby Red would be placed at the bottom, and Black would be placed on top.

When using demonstration boards in competition, it is recommended that the demonstration boards be placed horizontally. The left side of the demonstration board would be represented by Red, while Black should occupy the right side of the demonstration board. The size of the

demonstration board appropriately sized, such that it would fit the venue where it is used. There should be ample space beside the board so that the names of the team and competitor can be placed using rectangular tags. A square tag with the Chinese character “胜” would be placed under the name of the winner of the match. If the match ended in a draw, a square tag with the Chinese character “和” would be placed in the middle of the river to show that the match had ended in a draw.

1.4 The array is shown in Figure A below.

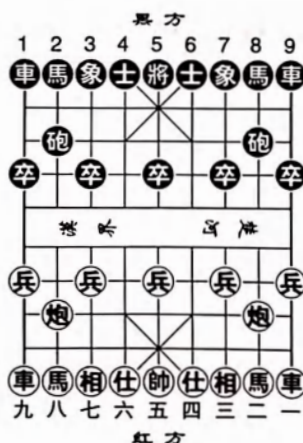


Figure A

Article 2 Movement of the pieces

2.1 The Kings are confined to their respective palaces. A move by the King consists of advancing the King, or retreating the King, or traversing the King to the adjacent intersection in the same line. Kings are not allowed to move diagonally.

2.2 Like the Kings, the Advisers are also confined to their relevant palaces. A move by the Advisor consists of moving it to the adjacent intersection in a diagonal manner. Advisers may advance or retreat and can only move along the diagonal lines in the palace.

2.3 The Elephants are confined to their respective sides on the board. They are not allowed to cross the river. A move by the Elephant consists of moving it to the next two diagonal intersections in the same line and direction. If another piece, which could be a friend or enemy is placed at the first diagonal intersection (known as the Elephant's Eye), the Elephant would be blocked and would not be allowed to carry out that move.

2.4 The Chariot may move as many intersections as the player wants in a straight line, provided other friendly or enemy pieces do not block it. It may advance, retreat or traverse the entire board at will.

2.5 A move by the Horse consists of moving in a straight line to the adjacent intersection followed by moving it to the adjacent intersection in a diagonal fashion in the same direction. If there was a piece, which could be a friendly or enemy piece, that is placed at the first adjacent intersection, the Horse would be blocked, and it would not be able to complete its move. The presence of the friendly or enemy piece that prohibits the movement of the Horse is known as blocking the Horse.

2.6 The movement of the Cannon is the same as the Chariot. However, the Cannon may only capture material by leaping over another piece, which is known as a 'cannon mount', to capture the enemy piece closest to the Cannon mount in the same line. A Cannon mount can be a friendly piece or enemy piece.

2.7 The Pawns may only move to the adjacent intersection. Before crossing the river, the Pawns may only advance to the adjacent intersection in front, in the same file. After crossing the river, the Pawn is allowed to

traverse to the adjacent intersection in the same rank. Pawns are never allowed to retreat.

2.8 The act of making a move would refer to taking a friendly piece and placing it on another intersection. If the intended intersection was occupied by an enemy piece, moving a friendly piece to occupy the intersection where the enemy piece was would result in removing that enemy piece from the board. It would be known as capturing an enemy piece. If the intended intersection was occupied by a friendly piece, a piece could not move there. Friendly pieces cannot be captured by each other nor can the same intersection be occupied by two or more friendly pieces. Other than the King, all the pieces may be captured and removed from the chessboard. The player capturing the enemy piece must remove the enemy piece from the board.

2.9 The Kings cannot be placed in the same file without any intervening piece (be it a friendly or enemy piece).

2.10 If one competitor threatens to capture the enemy King on the next move, the move that resulted in such a situation would be known as a 'check'. Any King under check must resolve this threat and cannot make any other move that does not address this threat. Resolving the opponent's check can be done with the following:

2.10.A Moving the King under check to safety, such that the threat of a check would be no more.

2.10.B Capturing the enemy piece delivering the check.

2.10.C Using other friendly pieces to block the enemy piece from checking, such that the threat of a check would be resolved. If a friendly piece was used as a Cannon mount such that the enemy Cannon was delivering the check, the friendly piece would be moved away to resolve the check.

2.10.D If a piece was touched such that the move it made was not able to resolve the check (if the hand was still holding the piece, it would not be considered as “committing suicide”), the player would be penalized with a technical penalty and must use that piece to resolve the check. Only when the touched piece was not able to resolve the check, can another piece be used to resolve the check. A technical penalty would still be given. The player can only escape being punished with a penalty only if he resigned and conceded defeat.

2.11 If it were a player's turn to move, but he had no legal moves to make, it would be known as a stalemate.

Article 3 Determining the Outcome

3.1 The Decisive Game

3.1.A During the natural course of the game, if any of the following situations happened, a player would have lost his game, while his opponent would have won the match.

3.1.A.I The player's King has been checkmated.

3.1.A.II The player's King has been placed in stalemate (困毙/欠行 Hanyu Pinyin kùn bì / qiànxíng).

3.1.A.III The player made a move (after his hand had left the piece) that was equivalent to committing suicide (自杀着法 Hanyu Pinyin zì shā zhāo fǎ).

3.1.B The player was unable to finish the required number of moves within the time limit.

3.1.C Any one of the players made illegal moves, such that after a three-fold repetition of prohibitive moves and being warned by the arbiter, the player would be dealt with a loss if he still refused to change his moves.

3.1.D A player would be penalized with a loss, if he exceeded the time allowed for being late.

3.1.E During the play, the game was won by the player if his opponent declares resign.

3.1.F For each match, if a player accumulated two technical fouls, he would be penalized with a loss. A player would also be penalized with a loss if he did not record sixteen or more move-plies.

3.1.G Any player who refused to comply with the rules or had serious misconduct during the play would be susceptible to being punished with a loss.

3.1.H When a player perpetually checked his opponent, while his opponent perpetually chased enemy pieces, the player delivering the perpetual check has to change his moves or be penalized with a loss.

3.1.I If a player kept making prohibited or illegal moves, while his opponent did not do so, the former has to change his moves or be penalized with a loss.

3.2. The Drawn Game

3.2.A The game should be ruled as a draw if it is impossible for either player to win. If one of players offered a draw and his opponent agreed, the game is drawn. If an arbiter declared a match to be a draw, it would also be a draw.

3.2.B If the position on the board was found to have been repeated four times and both players had not made any illegal moves, nor were they willing to change their moves, the match would be ruled as a draw.

3.2.C. If both players made a series of moves that were of the same illegal nature, the match would be ruled as a draw.

3.2.D If the requirements of the natural movecount were met, it would be a draw after verification by the arbiter. The natural movecount is defined

as having played 50 moves by both players without capture of any material.

Article 4 General rules for conducting a game

4.1 Red is to start the game by making the first move. The players take alternate turns at making a move. In tournaments whereby only one game is played each round, determining whom to play Red can be done with a coin-toss or some other means. The process is known as deciding the color to play. In tournaments where two or more games are played per round, lots could be drawn to determine who plays Red and the players alternate colors in the subsequent matches in that round.

In tournaments using the round robin system, the pairings would be done based on the tournament pairing tables that has been arranged by the pairings officer or chief arbiter.

In tournaments using the Swiss system, players is to be paired each round based on the results of the previous round. Computer programs may be used to assist for the pairings. Any additional details of the pairing process can be included as supplements to the regulation for that tournament.

4.2 Touch move Rule and the Touched Piece

4.2.A When a player touches his own piece, he must move that piece. If moving that piece would result in an illegal move, only then can the player make a move with another piece (Depending on the circumstances, such an action could be penalized with a technical penalty).

4.2.B If an enemy piece was touched, the player must capture that piece with his material. If it is impossible to capture that touched piece, only then can the player make another move (Such a situation should be penalized with a technical penalty).

4.2.C If a player first touched his own piece, and then touched an

enemy piece, he must use the friendly piece he touched to capture the enemy piece he touched. If such a move could not be made, the situation would be dealt with in the following order.

4.2.C. I If the friendly piece that was touched could not capture the enemy piece that the player touched, the player would still be obliged to make a move with the friendly piece he touched.

4.2.C. II If there was no legal move for the friendly piece that was touched, the competitor must use another friendly piece to capture the enemy piece that was touched.

4.2.C. III If there were no other own piece could capture the enemy piece that he touched, only then can he choose to make another own move with another own piece (All three scenarios mentioned above are considered to be technical fouls).

4.2.D If a player touched an enemy piece, and then touched his own piece, the enemy piece that he touched must be captured with the friendly piece that he touched. If it were not possible to do so, the situation would be dealt with in the following order.

4.2.D. I If the friendly piece that was touched could not capture the enemy piece that was touched, the player must use another friendly piece to capture the enemy piece that he touched.

4.2.D. II If it is impossible to use any friendly pieces to capture the enemy piece that he touched, he must make a move using the friendly piece that he touched.

4.2.D. III If it is impossible to move the friendly piece that player, only then can the competitor make a move with another friendly piece (The above three situations would result in a technical foul).

4.2E If a competitor touched two pieces such that one is a friendly piece, and the other one is an enemy piece, the situation would be treated as

in Article 1.3.2D.

4.2F The arbiter is allowed to adjust the pieces on the board at any time. If the players needed to adjust the pieces, he or she must tell the arbiter or his opponent of his or her intentions. Only when the arbiter or opponent agreed, could the player adjust his pieces using his own time. He or she cannot adjust the pieces when it is the opponent's time to make a move. If the arbiter or opponent did not agree to the player adjusting the pieces, the situation would be treated as following the guidelines mentioned in Articles 4.2D.

4.3 No take-back is allowed

Once a move is finished, it is not allowed to take back undone. The act of making a move is considered to be completed when the hand leaves the piece.

4.4 Correction of irregularities

4.4.A When it was the turn for a competitor to make a move, if he made more than one move during his turn or that his piece was placed at an intersection where it was not possible or legal, or if one of the pieces was accidentally moved to another intersection, the arbiter should be called immediately to correct the irregularity and deal with the situation. The player who had made the mistake would be penalized with a technical foul.

4.4.B If both players played the wrong colors, the game would be continued, and the outcome would be counted.

4.5 Moves that commit suicide

In the event that after finishing a move (whereby the hand had left the piece), the Kings were left facing each other without any intervening piece, or that the King was captured by the opponent, or that the move made was not able to resolve a check, it would be ruled as a loss for the player making the move, and such a move would be considered to have committed suicide.

4.6 Technical Fouls

For every game, any player who accumulates two technical fouls would be punished with a loss.

4.7 Management of irregularities

In any game, if any player broke the rules four times, he would be punished with a loss.

Chapter 2

Basic Rules for competition

Article 5 The nature of the tournament and the tournament systems

5.1 The nature of the tournament would either be an individual tournament or a team tournament. If exhibition matches were held, they could be an individual's exhibition match, or a tag-team match (whereby two or more players would play against another team with the same number of opponents, such that each player in the same team would take turns making a move).

5.2 The name of the tournament should take into consideration whether it was an international event, a national (region, provincial, state or city) individuals or team tournament, or whether it was a friendly match, a selection tournament or an invitation match et cetera.

5.3 The tournament systems could be either a Knockout system, a round robin, a group round robin, the Swiss system, or a combination of Swiss system with knockout system etc.

Article 6 Time control

6.1 Basic Time Control with Time Increments (Electronic Clocks):

Each player would start with 60 minutes on their clock. For every move made, 30 seconds would be added to the player's (who had made the move) time. If the time had run out for a player, he has lost the game.

6.2 Time limit with movecount limit (Electronic Clocks or Analogue Clocks may both be used): In this form of time control, players are required to complete a certain number of moves within a time period. For example, a player must complete 25 moves within 60 minutes. After two hours of play, the player has to complete ten moves within 5 minutes until the game ends. If the player were unable to complete the number of moves within the time limit, he would have exceeded the time requirements and be declared to have lost the game.

The arbiters will not remind the players to press their clocks, and players are only allowed to press their clocks after finishing a move.

If the tournament were a rapid game, the organizing committee would announce the time regulations as befitting of the tournament before the tournament.

6.3 For tournaments using sudden death as a time control, the match would have to end within the specified time, and there would be no movecount or limitations to the moves.

6.4 The clocks usually should be placed on the left-hand side of the player playing Red. When the Chief Arbiter announces the start of the game, the player taking Black will press the clock, and Red would make his move before pressing the clock. The process would be repeated as the game carries out its natural course. If a player had questions or issues that he requires the presence of an arbiter, he must look for the arbiter in his own time and cannot stop the clock. If the arbiter sees a need to halt the game to explain the situation, only then can the clocks be stopped.

6.5 All games should be completed, if possible, within the designated

time for that round. If a match were still going on when it was time to retire, the game would be adjourned by the arbiter. The player with the sealed move would use his own time to write down his next move and hand it over to the arbiter. The arbiter would record the position on the board and the time left on the clocks for both players. After both players have checked the records of the arbiter and agreed to the proceedings, the arbiter would seal the move and the particulars of the game in an envelope. The entire process must be done with both players present. When the match is resumed at a later date, the arbiter will set the time on the clock according to what was recorded, and resumption of play would continue with the position recorded in the envelope. Upon resumption of play, if the move that had been recorded were erroneous or could not explain the situation on the board, the player with the sealed move would be dealt with a loss. If one of the players forfeited the match, his opponent would be declared to have won that game.

6.6 If there was a malfunction of the clock during the progression of a game, the players must immediately point it out to the arbiters, and the arbiter would change the clocks. If there were a major discrepancy in the time remaining on the clock, the arbiter would announce to the players how he would adjust the clock based on the given situation.

6.7 If a player was not able to complete a game within the specified time limit, it would be treated as though he had exceeded the time limit. If a player had managed to make the final move required for the time frame, but the flag dropped before he could press the clock, it would be treated as though he had exceeded the time limit and would lose the game.

Article 7 The recording of the moves (score)

The player is expected to bring his own pen to record the moves played

in his game. The scores should be legible and easily identifiable. The following should also be noted:

7.1 When using words to record the moves, the traditional form of notation should be used whereby each move would comprise of four components.

7.1A The first component would refer to the piece that is to be moved, for example, the Chariot or the Pawn et cetera;

7.1B The second component would refer to the file on which that piece was placed, whether it was the 1st file, 2nd file et cetera.

7.1C The third component would describe the movement of the piece, whether it was advanced, retreated or traversed. For advancing and retreating pieces, the piece moved would have to take into account where the player sat. There would only be three possible ways to describe the movement of the piece.

7.1D The fourth component would refer to the destination file that a non-line moving piece (Horse, Elephant or Adviser) had moved, or the number of intersections that a line-moving piece (King, Chariot, Cannon, or Pawn) had been advanced or retreated.

7.2 The international form of notation could also be used in recording the moves. For example,

7.2A 车二进六 would be 车2+6,

7.2B 马三退五 would be 马3-5,

7.2C 炮二平四 would be 炮2=4.

7.3 The simplified system of notation may also be used. For example,

7.3A 炮二平五 would be 炮25,

7.3B 马八退七 would be H 8 $\bar{7}$, and

7.3C 仕五进四 would be 士5 $\bar{4}$.

7.4 English abbreviations for the pieces may also be used:

7.4A 炮/砲——> C (Cannon)

7.4B 马——> H (Horse)

7.4C 车——> R (Chariot)

7.4D 相/象——> E (Elephant)

7.4E 仕/士——> A (Adviser/Advisor)

7.4F 兵/卒——> P (Pawn),

7.4G 帅/将——> K (King)

For example, 1. C2=5, H8+7; 2. H2+3, R9=8; 3. R1=2, H2+3 ...

7.5 If there were two friendly pieces on the same file, changes would have to be made to the notations, whereby “front” and “rear” would be used to denote the piece to be move, for example, “+C=5”, “-H+8” and “+R+2” et cetera.

If there were three Pawns on the same file, the first integer would refer the position of the Pawn in the file. ‘1’ would refer to the Pawn in front, ‘3’ would refer to the Pawn at the rear, and ‘2’ would refer to the Pawn in the middle of the file.

Please refer to Figure B. If it were Red's turn to move:

7.5.i) if Red were to move the Pawn at the rear (the Pawn on the Black's riverbank rank) to the central file, the notation for that move would be 36=5;

7.5.ii) if Red were to move the Pawn in the middle of the Pawn (the Red Pawn placed on Black's Pawn rank) to the central file, the notation would be 26=5;

7.5.iii) if Red were to move the Pawn at the front (the Red Pawn at the Elephant's

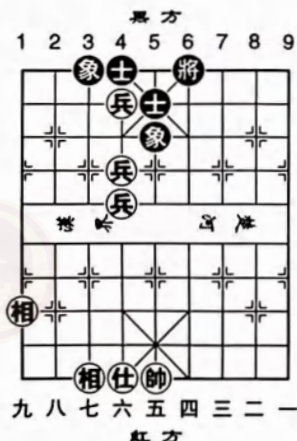


Figure B

eye in the Black Palace) to capture the Black Advisor, the notation would be 16=5.

7.6 If a player did not record his moves for 16 moves or more (including illegible handwriting), he would be ruled as having lost the game.

7.7 After the game, it is mandatory that the players check that their game records were correct, before handing the scores to the arbiters. If the arbiters felt that the game records were inadequate, the arbiter(s) would reserve the right to request the players to tender a complete and accurate game record. The winner of the game would be required to key in the moves. In the event of a draw, Red would be responsible for keying in the moves of the game.

Article 8 Movecount

For tournaments using time controls that include the “Natural Movecount,” the movecount would start from the first move. If no piece were captured after completing one hundred moves by both players, it would not matter what the situation on the board would be as the game would be automatically ruled as a draw. Requests for verification of the movecount may be made by either player, and the arbiter would be asked to check if the claims were valid. Alternatively, the arbiter could verify any position on the board that he finds suspicious and would rule the game as a draw. For the player to ask for verification of the situation on the board, only ten of the checks on the enemy King are valid for and can be counted in the movecount. If there were more than ten checks, the extra checks that were not the ten checks mentioned above would not be considered in the movecount.

When the arbiter is verifying the situation, the clocks should be

stopped. If upon verification, the movecount did not exceed one hundred moves, then the player who requested for verification would be penalized with a technical foul, and five minutes would be taken off this time. If taking five minutes of the time would result in a loss for the player, it would be counted as a loss. If neither player asked for verification of the movecount, the arbiter reserves the right to verify any situation that he deems suspicious and rule the game as a draw if the Natural Movecount was met.

Article 9 Calculation of the results

9.1 For tournaments whereby only one game was played per round, each win would be worth two points. A loss would be zero points, and a draw would be worth one point apiece for each of the players.

An alternative scoring system would be to award one point for a win, zero points for a loss and 0.5 points for a draw. Which scoring system to adopt would be based on the tournament regulations and also on the type of computer program used.

9.2 For individual tournaments whereby two games are played each round, there are two scores to be recorded. The first score is called the Individual Score (局分/小分) which would refer to the points earned for each game. Again, a win would be worth two points, a draw one point apiece for the players, and a loss would be zero points.

The second score is known as the Round Score (大分). First, the two Individual Scores are added up for each player. The player with the higher sum of the Individual Scores would be declared the winner for that round and would be awarded two points as his Round Score, while his opponent would receive zero points as his Round Score. If the sum of the Individual Scores were the same, both players would receive one point each as their

Round Score.

9.3 For team tournaments whereby one game is played each round for each member of the team, there would be three scores to take note of. The game score would be the points accumulated by each individual competitor on the team. A win would be worth two points, a draw one point and a loss would be zero points. The sum of the match scores of the team members would be added up, and this would be known as the Team Score (场分) for that round. The team with the higher Team Score would receive two points as their Round Score while the losing team would receive zero points. If both teams had accumulated the same number of points for their team score, both teams would receive one point each as their Round Score.

9.4 For team tournaments whereby two games are played each round, there are three scores to be calculated: the Individual Score, the Team Score, and the Round Score. The team with the higher Team Score (sum of the Individual Scores accumulated by the team members) would be awarded two points as the Round score, while the opposing team would receive zero points as their Round Score. If both teams were tied with the same Team Score, each team would receive one point as their round score.

Article 10 Determining the placings of the players

10.1 Knockout system

Before the start of the tournament, seeded players or seeded teams would be chosen and spread in the tournament brackets to prevent the seeded players/teams from meeting too early in the tournament. If the players gained the same number of points, such that no player/team could be chosen to advance to the next round, or that there was not enough time left in the tournament, rapid game might be used as a tie-breaking measure.

The time controls to be used in the rapid game would be predetermined and announced by the arbitration commission before the tournament begins as supplementary rules.

10.2 Single Round Robin

The final number of points earned by a player throughout the tournament would determine his final placing. The player with the highest final score would become the winner of the tournament; the player with the second highest final score would become first runner-up and so on. If two or more players accumulated the same number of points, the following tie-breaking measures would be used in the order given below:

10.2.A Neustadtl score. The player with the higher Neustadtl score win the tie-break.

10.2.B The result of the match when the tied players played against each other. The player who won their encounter win the tie-break.

10.2.C The player with the greater number of wins win the tie-break.

10.2.D The player with the greater number of wins as Black win the tie-break.

10.2.E The player who played more games as Black win the tie-break.

10.2.F The player who won then direct encounter with Black win the tie-break.

10.2.G The player with the lesser number of technical fouls accumulated win the tie-break.

10.3 Swiss system with one game per round for individual's tournament

The points accumulated by each player would determine their placings. If there were two or more players with the same number of points, the following tie-breaking measures would be used in the order given below:

10.3.A Sum of Opponent's Score (Solkoff score). The player with the

higher Sum of opponent's score win the tie-break.

10.3.B The results of their direct encounter in the tournament. The winner win the tie-break.

10.3.C The player with the higher number of wins win the tie-break.

10.3.D The player with the higher number of wins as Black win the tie-break.

10.3.E The player who played more games as Black win the tie-break.

10.3.F The highest placing of the player's opponent. The player who had met the stronger player win the tie-break.

10.3.G The player with the lesser number of technical fouls accumulated win the tie-break.

10.4 Round Robin Team Tournaments

The points accumulated by each team would determine their placings. If there were two or more teams with the same number of points, the following tie-breaking measures would be used in the order given below:

10.4.A The final sum of the individual scores. The team with the higher score win the tie-break.

10.4.B Neustadtl score (the sum of the opponent's round scores; and the half of the opponent's Round Scores).

10.4.C The team who had more wins in their Round Score win the tie-break.

10.4.D The team with the higher number of individual wins by the teammates win the tie-break.

10.4.E The result of the direct encounter of the teams in the tournament. The team who won the encounter win the tie-break.

10.4.F The team whose first board had the highest individual score win the tie-break.

10.4.G The team who played more games as Black win the tie-break.

10.4.H The team who accumulated the lesser number of technical fouls win the tie-break.

10.5 Team tournament following Swiss system

As with team tournaments using the round-robin system, the points accumulated by each team would determine their placings. If there were two or more teams with the same number of points, the following tie-breaking measures would be used in the order given below:

10.5.A The sum of the opponent's Round Scores. The team with the higher sum of the opponent's score win the tie-break.

10.5.B The team with the higher sum of all the Individual Scores accumulated by the entire team win the tie-break.

10.5.C The result of the direct encounter of the teams in the tournament. The team who won that encounter win the tie-break.

10.5.D The sum of the individual scores of their opponents. The team with the higher Sum of individual score win the tie-break.

10.5.E The team whose first board had the highest individual score win the tie-break.

10.5.F The number of times that the team played Black. The team who played more times as Black win the tie-break.

10.5.G The team who accumulated the lesser number of technical fouls win the tie-break.

Article 11 Resignation and withdrawal from competition

11.1 Being late

After the arbiter has announced the start of the tournament, players who have not reached their seats would be declared to have lost their match.

11.2 Players and teams cannot withdraw from the competition without valid reasoning. If there was a need to withdraw, the team/player must report to the arbitration committee, provide valid reasons, and acquire the approval of the arbitration committee. If a team/player withdrew before the tournament started and that the tournament was a round robin or followed the Swiss system, the arbitration committee may consider adding replacements or repeat the drawing of the lots, such that the number of players or teams would be an even number.

11.3 In round-robin tournaments, if a player/team withdrew before halfway into the tournament, all the points that the player/team had acquired would be canceled (including the points that the player / team's opponents might have gained) and not counted. If the player or team had competed in over half of the rounds before withdrawing, the points that the team/player would have acquired would still be counted. As for the rest of the tournament, it would be treated as though the player/team had resigned from the matches.

11.4 In tournaments using the Swiss system, it would not matter when a player or team had withdrawn from the tournament. The points acquired by the player/team would still be counted, and the rest of the tournament would be continued as though that player or team had resigned the remaining matches.

Article 12 Player's Rights and Responsibilities

12.1 Players must be appropriately dressed and conduct themselves in a gentlemanly or ladylike manner, be courteous and gracious, such that they are befitting of the respect a Xiangqi player should have. There should not be any inappropriate behavior or gestures that would be faux pas.

12.2 All players must know and understand all the rules competition regulations and any other temperaly supplements or amendments. They when there is controversy, the players are not allowed to use the excuse of not knowing the rules to escape punishment.

12.3 All players should exercise sportsmanship. If it is discovered and proved that players deliberately lost their games or agreed to draws for unethical or criminal reasons, the arbitration committee would reserve the right to cancel the right of the player in question to continue participating in the tournament. For severe cases of misconduct, such incidents would be reported to the local Xiangqi authorities. After the judgment, the player(s) may be banned from competition for one to three years.

12.4 If a player has any questions during a game, he should refer his questions to the arbiter during his time to move with the exception of the event that the opponent was suspected of breaking the rules. If controversy happens, both players should respect the arbiter's ruling, and should not continually pester the arbiter or his opponent. If the player was dissatisfied with the arbiter's decision, he might make an appeal in written form to the Appeal's committee within two hours after the game had ended. A fee of 50 dollars would be required (If the appeal were successful, the money would be returned, if not, the money would be confiscated). The Appeal's Committee reserves the right to make the final decision that the players should abide.

12.5 During the progression of a game, the player is required to use the hand that moved the pieces to press the clock gently. If this rule were breached, the player would be considered to have violated the rules once (If he were to repeat the violation, he would be considered to have violated the rules twice. For each game, if any player accumulated four 'violations' he would be ruled as having lost the game).

12.6 After a game has ended, the result of the game should be written

down on the score sheet, together with the time taken for each player. Both players and the arbiter should sign their names on the score sheets. After finishing the game, both players should leave the playing venue, and should not remain there for post-game analysis.

12.7 The team captains, players, and officials should wear their identification badges given by the organizers when they enter the playing venue.

12.8 Smoking is strictly prohibited in the competition venue.

12.9 If a player pressed his clock before making his move, it would be considered to be a violation which would be taken into account.

12.10 During the course of play, players are strictly prohibited from bringing electronic devices (like mobile phones or and tablets et cetera) into the competition venue. Any player found to have done so would be penalized with a loss.

12.11 If during the course of play, both players had not completed forty moves, or that there was no major decrease in the material on the board, although both players agreed to a draw, the arbiter would reserve the right to request both players continue their game.

12.12 When the pieces on the board were not placed perfectly, the player whose actions caused such a situation would be required to adjust the positioning of the pieces in his own time. There would be no violation of the rules or technical fouls. If the player had caused the pieces to be misplaced when he pressed the clock or after pressing the clock, he would be punished with a technical foul and two minutes would be added to his opponent's time. The act of causing the pieces to be in disarray would refer to touching two or more pieces at the same time such that they were placed in disarray or that the pieces fell out of the board.

Article 13 Violations

In the following situations listed below, a player would be considered to have broken the rules, and he would be punished with a technical foul.

13.1 A player is prohibited from leaving the playing venue when a game is in process, nor is he allowed to talk with other people or refer to any books or material. He may not use other XiangQi sets or pen and paper to analyze the situation on the board.

13.2 All players are prohibited from annoying or using other means to distract his opponent. Any form of behavior or conversation that would hinder the natural progression of a game is also not allowed. Players are also not allowed to make sounds or noise that would distract the opponent (such as hitting the chess pieces against the table, pointing at various intersections on the board et cetera).

13.3 All players are not allowed to read any material during the progression of a game.

13.4 When a game is underway, players are not allowed to stop and start the clock at will.

13.5 If one of the players offered a draw, and his opponent refused, the offer of a draw cannot be repeated consecutively. If a player asked to verify the natural movecount, but the arbiter found that the movecount had not been exceeded, the player would be penalized with a technical foul. Players with a score that could not reinstate the position for which a draw was offered would also be penalized with a technical foul.

13.6 All players are not allowed to touch pieces that cannot be moved, nor are they allowed to touch enemy pieces which cannot be captured by any friendly pieces.

Chapter 3

Organizing a tournament

Article 14 Tournament regulations

The organizer or its cooperator should work out the tournament regulations in advance and announce them before the tournament. The tournament regulations would usually include: the organizer, the name of the tournament, the aim of the tournament, the required qualifications of the participants, how to register (the date of registration, venue of registration, and the registration fees required), the venue of the competition, the date and times of the competition, the tournament system (which type of competition is to be used and its relevant information), the time control for a game, how the placings would be determined, the rules that would be employed, the trophies and prizes etc.

Article 15 The Organizing Committee

An Organizing Committee is needed to be set up to prepare and conduct the tournament, and draw up the tournament regulation and additional or supplementary rules for the tournament. The organizing committee would also provide the accommodation needs for the staff members and the players/teams and also address any transportation problems that may arise. Events that are not within the responsibility of the arbiters but related to

the tournament would also be dealt with by the organizing committee. For example, the arrangement and set up of the competition venue, preparation of the necessary equipment (chess clocks, score sheet, tournament bracket), preparation of the trophies and prizes etc.

Article 16 Tournament Committee

16.1 The Tournament Committee should take into consideration the scale of the tournament and take note of any special requirements before appointing or hiring the appropriate arbiters to tend to the tournament. A Chief Arbiter would have to be named. One or more Deputy Chief Arbiter(s) may also be assigned, depending on the requirements of the tournaments.

16.2 Officials in the Tournament Committee would be responsible for overseeing the tournament proceedings, creating the tournament brackets and record the results of each player or team and their team members such that the tournament results are easily accessible at the venue. The tournament bracket and the results should be placed at the front of the competition venue. At the end of each round, all the results of the games should be rapidly recorded, with the scores and results being distributed to each team and players.

Article 17 The role and duties of the Chief Arbiter

17.1 Responsibilities of the Chief Arbiter

17.1.A During the tournament, the Chief Arbiter would represent the Organizing Committee to oversee the smooth progression of the tournament.

17.1.B The Chief Arbiter would lead the team of arbiters, call for a meeting(s) with his arbiters to discuss various issues and delegate duties and responsibilities etc.

17.1.C The Chief Arbiter would be responsible implementing and explaining the rules, using the guidelines as established for the tournament to dissolve any problems that might occur during the game. He would also have the authority to deal with details that were not discussed in the tournament guidelines. The Chief Arbiter would also have the right to suggest implementations as fit to the Organizing Committee.

17.1.D If the tournament were a team tournament, before the start of the tournament, a meeting with the team captains would be needed to explain the rules and regulations of the tournament. Drawing of lot would also be done to determine the tournament proceedings. For individual tournaments, similar actions would also be taken.

17.1.E If during the tournament, there were special and valid reasons whereby it would be impossible to continue, the Chief Arbiter would have the right to announce and stop the tournament. He would also have to announce when and where the tournament would be resumed.

17.1.F The Chief Arbiter would be responsible for dealing with problems or irregularities that might have occurred during the tournament. If there were a need for a meeting with the various team captains to discuss major issues, the Chief Arbiter would call for a meeting to listen to various opinions. If the player did not accept the explanation given by the Chief Arbiter, the Chief Arbiter could request the player or team to send a written inquiry and present the player or team's case to the Appeals Committee. If there were no Appeals Committee, the judgment by the Chief Arbiter would be final.

17.1.G If an arbiter(s) could not carry out his duties, or had made major mistakes, the Chief Arbiter would stop his duties and another arbiter would be appointed to take over.

17.1.H The Chief Arbiter would see that the rules are implemented and

oversee the smooth progression of the tournament. The Chief Arbiter would also have the right to suspend or disqualify players or teams from further competition.

17.1.I The Chief Arbiter is responsible for collecting the scores of the final results for each round and also announce the results of each round of competition.

17.1.J The Chief Arbiter would also be responsible for deciding the punishment that is to be meted out to offenders. The punishment would be based on the rules and stipulations of the tournaments.

17.1.K The Chief Arbiter is also responsible for announcing the end of the tournament during the closing ceremony.

17.2 The role and duties of the Deputy Chief Arbiter

The role of the Deputy Chief Arbiter is to assist the Chief Arbiter. When the Chief Arbiter has to leave the competition venue, the Deputy Chief Arbiter will resume the responsibilities of the Chief Arbiter. If both the Chief Arbiter and Deputy Chief Arbiter have to leave the competition venue, an arbiter would have to be appointed to assume their roles and responsibilities.

17.3 The roles and duties of the Arbiters

17.3.A The arbiter(s) is required to understand the tournament and its proceedings and be familiar with the rules and stipulations of the tournament.

17.3.B The arbiter(s) are responsible for surveying the tournament venue before the tournament. They are also responsible for preparing the relevant equipment and other necessary equipment required for the smooth progression of the tournament. These equipment include chess clocks, name tags of the players, the scores for which the players are required to write their scores, the tournament brackets, the pens, and paper etc.

17.3.C The arbiter(s) are responsible for keeping in contact with the players and also ensure that the spirit of the rules is observed when passing out judgments.

17.3.D The arbiter should be strict, serious, just and accurate when enforcing the rules and passing judgments on problems that might have arisen during competition.

17.3.E The arbiter should be responsible for the arrangements and supervision of the competition every round according to the tournament schedule.

17.3.F The arbiter should be vigilant when supervising the proceedings of a tournament. If there were moves have not been recorded by the players in time trouble, the arbiter should be alert and oversee the proceedings. If there were violations of the regulations or issues arose that require the issuing of a technical penalty, or that the time limit had been exceeded et cetera, the arbiter should be pass judgment following the rules. If the arbiter noticed some positions where it could be a win or draw, he must be aware of the natural movecount.

17.3.G During the course of play, if the same position was repeated consecutively for three or more times, and one of the players requested for the arbiter to make judgment, the position on the board would be known as a Threefold Repetition Controversial position (待判局面 Hanyu Pinyin dài pàn jú miàn). Even if no player had requested for the presence of the arbiter, if the arbiter had noticed the situation, he should also proactively supervise the game.

17.3.G.I If one of the players were delivering perpetual checks, and continued to do so after being warned by the arbiter, the player would be ruled to have lost the game.

17.3.G II If the moves of both players were permitted, or the moves

they made were both prohibited, it would fit the rule of declaring the game to be a draw if neither player wished to change their moves (不变作和 Hanyu Pinyin bù biàn zuò hé). Upon the arrival of the arbiter and verification that there was indeed a three-fold repetition of the moves, the arbiter would announce that if another cycle of the moves were repeated, the game would be declared to be a draw.

17.3.G III If in the three-fold repetition of moves, one of the player's moves were permitted while the moves of his opponent were prohibited, the player who made the prohibited moves would have to change his moves. If the same moves were repeated another cycle, the player made the prohibited moves would be penalized with a loss.

17.3.G IV If one of the players made moves that spanned three or more intersections, without activeness to repeated for at least nine moves, while the moves themselves could be permitted or prohibited in nature, the other players could request for judgement, the position on the board would be treated as a controversial position.

17.3.H A player is only allowed to offer a draw after he had finished his move. Neither player is allowed to keep offering draws, nor can the player who had just offered a draw be allowed to retract his offer immediately. If the opponent verbally refused or made a move in response, it would mean that he did not accept the draw offer.

17.3.I The arbiter is also responsible for maintaining the order at the competition venue so that a good competition environment is available for the players, and the players would not be affected by the spectators.

17.3.J Arbiters also reserve the right to mention of offenders to the Chief Arbiter such that appropriate punishments can be meted.

17.3.K The arbiter is subjected to assessment of the tournament committee.

Article 18 The Appeals Committee

18.A For tournaments with a considerable scale, it is advised that an Appeals Committee is set up. For international team tournaments, it is advised that an experienced member from each team (or four or six of the teams) be nominated to sit on the Appeals Committee. For individual international tournaments, the organizational committee may nominate experienced arbiters to resume the responsibility of the Appeals Committee, and the number of members should be an odd number with at least three or more committee members residing on the committee.

18.B The primary responsibilities of the Appeals Committee are to accept the appeals of the various teams or players, understand and resolve any issues that might have arisen during the progression of the tournament. It would ensure that the tournament proceeds smoothly and that the rules are enforced correctly.

18.C The Appeal's committee members are to base their decisions on the content of the appeal, the reports by the arbiter on the scene when the incident occurred, and the report by the Appeal's Committee regarding the incident. Members of the Appeal's committee would investigate, discuss and vote to reach a final decision which would be effective immediately. The teams, players and Arbiters group are not to protest once a final decision is reached.

18.D The Appeals Committee should deal with all appeals as early as possible so that the progression of the tournament or prize ceremony would not be interrupted. If certain members of the Appeals Committee had conflicts of interest or that they were from the same team, they should withdraw from the voting of Appeals Committee.

18.E After an investigation by the Appeals Committee, if an arbiter's initial judgment was found to be correct, the player/team must obey the ruling that had been made. If the player tried to pester or badger the arbiter or the Appeals Committee, the punishment would be dealt severely. The Appeals Committee may judge the gravity of the situation and criticize, give warnings, or admonish the player/team as fit. In extreme cases, the game may be stopped, or the player or the team may be even disqualified from the tournament.

18.F If after investigation by the Appeals Committee, the arbiter's initial judgement was found to be incorrect, the gravity of the arbiter's mistake would be taken into consideration and the arbiter would be sent for further training or punishment would be dealt (like relieving the arbiter of his duties in certain games or relieving him of his duties for the tournament).

18.G The decisions of the Appeals Committee have to be reported to the Organizing Committee, and the incident(s) would be kept on record. Only after the tournament had ended will the files be revoked automatically.



Chapter 4

Detailed Rules

Article 19 Definition of the Terms

Common terms that are used in Xiangqi have their specific definitions. They are explained below.

19.1 Check将(Hanyu Pinyin jiāng): A check is a move that attacks the opponent's King with the intent of capturing the King on the next move. (Usually, when delivering a check, one would alert his opponent.) by saying check or “jiāng jūn.”

19.2 Kill/Mating threat杀(Hanyu Pinyin shā): A mating threat is a move played before delivering a check or a series of checks that led to checkmate.

19.3 Chase捉(Hanyu Pinyin zhuō): A chase is a move that threatens to capture the opponent's piece other than the King in the next move.

19.4 Exchange兑(Hanyu Pinyin duì): An exchange would refer to a move or series of moves that trades an own piece or a combination of own pieces with an opponent's piece or a combination of opponent's pieces.

19.5 Block拦(Hanyu Pinyin lán): A block is a move that prevents an opponent's piece from advancing or retreating or traversing. The piece doing the ‘blocking’ cannot threaten to capture the opponent's piece that is blocking.

19.6 Offer 献 (Hanyu Pinyin xiàn): An offer is a move that after making, would invite the opponent to capture the piece that had been moved.

19.7 Idle 闲着 (Hanyu Pinyin Xián Zhāo): An idle move is referred to any move which is NOT a check, kill/mating threat, chase, exchange, block or offer in nature.

19.8 Perpetual Check 长将 (Hanyu Pinyin cháng jiāng): A perpetual check is referred to the situation whereby a player keeps checks on the opponent's King for every move made, causing a threefold repetition of position. Similar definitions can be applied to the perpetual block, perpetual exchange, and perpetual offer.

19.9 Perpetual kill/mating threat 长杀 (Hanyu Pinyin cháng shā): A perpetual mating threat is referred to a player repeating mating threats for each of his moves.

19.10 Perpetual chase 长捉 (Hanyu Pinyin cháng zhuō): Player A makes a succession of chasing moves, and Player B answers each move by moving away from the piece under attack or resolving the chase with another piece. If Player A continues to attack the same piece move after move, he is making a 'perpetual chase'.

19.11 Resolve-kill 解杀 (Hanyu Pinyin jiě shā): A move that directly foils the opponent's threat to checkmate. 'Resolve-check' 'resolve-chase' have similar meanings.

19.12 Cross-check 反将 (Hanyu Pinyin fǎn jiāng): A cross-check is a move that resolves a check and places the opponent's King under check at the same time. Similar definitions would apply to 'counter kill and counter chase' (反杀反捉 Hanyu Pinyin fǎn shā fǎn zhuō), 'resolve kill and counter chase (解杀反捉 Hanyu Pinyin jiě shā fǎn zhuō)' etc.

19.13 Protected (piece) 有根 (Hanyu Pinyin yǒu gēn): A piece is said to be 'protected' (literally 'rooted') when if an opponent's piece captures

it, an own piece can capture the opponent's offending piece. Otherwise, it is 'unprotected'. The protector of a piece is called the 'root'.

19.14 Real Root 真根(Hanyu Pinyin zhēn gēn): When the protector of a piece can immediately capture an enemy piece which has captured the protected piece, the protector would be known as a real root.

19.15 Fake Root 假根(Hanyu Pinyin jiǎ gēn): When the protector of a piece is unable to move to capture an enemy piece which has captured the protected piece, the protector would be known as a fake root.

19.16 Alternate check and kill/mating threat 一将一杀(Hanyu Pinyin yī jiāng yī shā): An alternate check and kill is referred to a series of moves whereby a check on the enemy King was followed by a mating threat and repeated. Similar definitions can be applied to 'alternate check and chase (一将一捉 Hanyu Pinyin yī jiāng yī zhuō)' 'alternate check and idle (一将一闲 Hanyu Pinyin yī jiāng yī xián)' 'alternate kill and chase (一杀一捉 Hanyu Pinyin yī shā yī zhuō)' 'multi-check with one kill (数将一杀 Hanyu Pinyin shù jiāng yī shā)' 'multi-check with one idle (数将一闲 Hanyu Pinyin shù jiāng yī xián)' etc.

19.17 Two-to-one check 二将一还将(Hanyu Pinyin èr jiāng yī huán jiāng): A two-to-one-check is referred to the repeated situation when a player delivers perpetual checks on the opponent's King, his opponent would also cross-check for every other move when resolving the perpetual checks.

19.18 Two-to-one chase 二捉一还捉(Hanyu Pinyin èr zhuō yī huán zhuō): A two-to-one chase is referred to the situation when a player perpetually chases an opponent's piece, his opponent would counter-chase that player's piece for every other move.

19.19 Two-to-two chase 二捉二还捉(Hanyu Pinyin èr zhuō èr huán zhuō): A two-to-two chase is referred to the situation when a player makes

two consecutive chases on an opponent's piece, his opponent would counter with a perpetual chase of his own for each move that was played.

Article 20 General Outline of the Rules

20.1 Under ALL circumstances, any player who delivers perpetual checks would be dealt with a loss. If both players delivered simultaneous perpetual checks, it would be ruled as a draw.

20.2 In any of the following cases, the game will be declared a draw if neither player wanted to vary their moves:

Perpetual Mating Threats 长杀, Alternate Check and Mating Threat 一将一杀, Alternate Check and Chase 一将一捉, Alternate Check and Idle 一将一停, Alternate Check and Capture-after-check 一将一要抽吃, and Alternate Chase and Capture-after-check 一捉一要抽吃.

20.3 Perpetual chase of one friendly piece targeted at an enemy piece (perpetual chase of an enemy Pawn that has yet to cross the river is allowed) will be ruled as a loss. It is also illegal for two or more pieces to perpetually chase one enemy piece, with the exception being one of the friendly pieces was either a King or a Pawn.

20.4 A friendly piece that is chasing two or more enemy pieces repeatedly will be ruled as a draw. Two friendly pieces chasing two or more enemy pieces would also be ruled as a draw.

20.5 In the situation of a two-to-one chase, the player using two pieces to chase the same enemy piece would be considered to have perpetually chased that same enemy piece and would be required to vary the moves or be penalized with a loss.

20.6 A perpetual chase targeted at an enemy piece with a real root would be declared a draw. A perpetual chase targeted at an enemy piece

with a fake root would be ruled as a loss. If a Horse or Cannon perpetually chased an enemy Chariot which was protected, it would still be prohibited.

20.7 A perpetual chase by a friendly piece targeted at an enemy piece of the same type (for example, Chariot chasing Chariot, Horse chasing Horse and Cannon chasing Cannon) will be ruled as a draw.

However, if the enemy piece that was chased were pinned to a line, the aggressor would be treated as though it were perpetually chasing an enemy piece and would have to change his moves or be penalized with a loss. It will not be allowed if the enemy piece under attack is pinned down to a file or a rank.

An unimpeded Horse may not perpetually chase an enemy Horse which was blocked. In this case, the player with the unimpeded Horse would be treated as though it were perpetually chasing the enemy Horse and would have to change his moves.

20.8 If a move can be both a chase or an exchange, the nature of the move would be treated as though it was a chase and the player would be considered to have perpetually chased enemy material. If the moves made could be considered to be perpetual chases and perpetual exchanges, they would be treated as “chases,” and it would still be considered to be a perpetual chase. The appropriate rules regarding chases would then be used to apply in judgment.

20.9 A King or a Pawn perpetually chasing any opponent's piece will be ruled as a draw.

A combination of one Chariot, one Horse, or one Cannon with one King/ Pawn perpetually chasing an opponent's piece will be also ruled as a draw.

20.10 The game will be declared a draw, in all the following cases: a perpetual block, perpetual offer, perpetual exchange, or perpetual threat to capture-after-check.

Chapter 5

Examples of the Rules in detail

1 Perpetual checks by one player

Under ALL circumstances, any player who delivers perpetual checks with one piece or more than one pieces would be dealt with a loss. If both players delivered perpetual checks, it would be ruled as a draw.

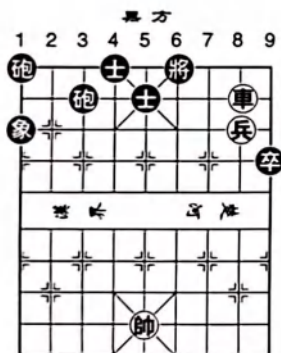


Diagram 1

Diagram 1

1. R2+1 K6+1
2. R2-1 K6-1
3. R2+1 K6+1
4. R2-1 K6-1
5. R2+1 K6+1
6. R2-1

Red would be delivering perpetual checks. Red must change his moves or be penalized with a loss.

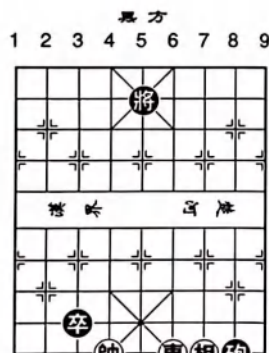


Diagram 2

Diagram 2

1. R4=5 K5=6
2. R5=4 K6=5
3. R4=5 K5=6
4. R5=4 K6=5
5. R4=5 K5=6
6. R5=4

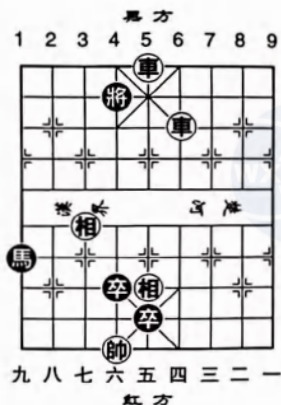


Diagram 3

- | | | | |
|---------|------|---------|------|
| 1. R4+1 | K4+1 | 2. R5=6 | K4=5 |
| 3. R6=5 | K5=4 | 4. R4-1 | K4-1 |
| 5. R4+1 | K4+1 | 6. R5=6 | K4=5 |
| 7. R6=5 | K5=4 | 8. R4-1 | K4-1 |
| 9. R4+1 | K4+1 | | |

Red has been delivering perpetual checks on the Black King. No matter if it were one piece or two pieces that were delivering the perpetual checks, it would not be permitted. Red must change his moves or be penalized with a loss.

2 Simultaneous perpetual cross-checks

Simultaneous perpetual cross-checks by both players would be ruled as a draw if neither player wished to change their moves. The same ruling would apply to cross-checks.

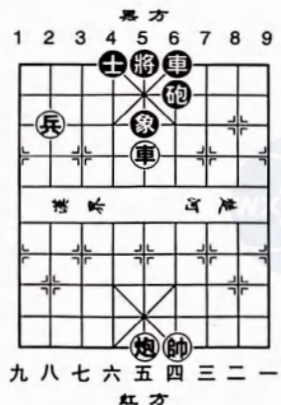


Diagram 4

1. R5+1 C6=5 2. R5=4 C5=6
3. R4=5 C6=5 4. R5=4 C5=6
5. R4=5 C6=5 6. R5=4

Red's Chariot has been cross-checking with his Chariot to save his King. Black's Cannon would have done the same thing. In this instance, both players would be viewed as having delivered perpetual checks. If neither player wished to change their moves, it would be a draw.

3 Two-to-one Check

Two-to-one Check. The player delivering perpetual checks would need to change moves or be penalized with a loss.

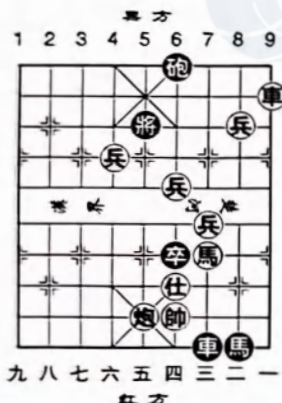


Diagram 5

- | | | | |
|---------|------|---------|------|
| 1. P4=5 | P6=5 | 2. P5=4 | P5=6 |
| 3. P4=5 | P6=5 | 4. P5=4 | P5=6 |
| 5. P4=5 | P6=5 | 6. P5=4 | |

Red has been delivering perpetual checks while Black had countered by alternating a check with an idle move. Red would be seen as having delivered perpetual checks which are prohibited. Black would not have gone against the rules. Therefore, Red must change his moves or be penalized with a loss.

4 Perpetual Mating Threat

Perpetual mating threats by one player would be ruled as a draw. If one player were threatening with perpetual mating threats, no matter if his opponent was able to resolve the threats or not, or that he could only move his King to resolve the threats, such a situation would be declared.

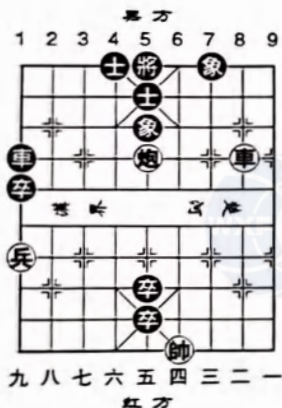


Diagram 6

- | | | | |
|---------|------|---------|------|
| 1. R2=3 | E7+9 | 2. R3=2 | E9-7 |
| 3. R2=3 | E7+9 | 4. R3=2 | E9-7 |
| 5. R2=3 | | | |

Red would have alternated a chase

with a mating threat, while Black would have played idle moves. It would be considered to be a draw if neither party wanted to change their moves.

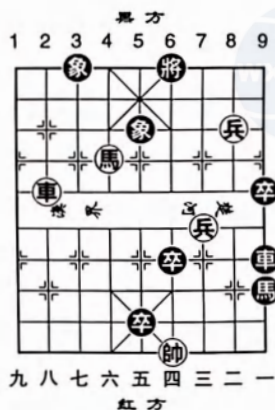


Diagram 7

1. H6+7 K6+1
2. H7-6 K6-1
3. H6+7 K6+1
4. H7-6

Red's perpetual mating threat is to be considered legal. Hence, if neither player wished to change their moves, it would be a draw.

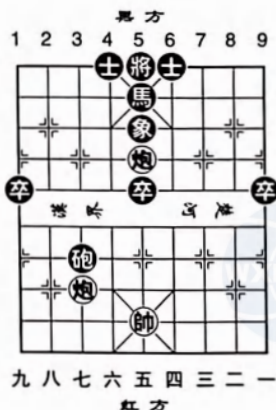


Diagram 8

1. C7=3 C3=7
2. C3=7 C7=3
3. C7=3 C3=7
4. C3=7 C7=3
5. C7=3

Red would be delivering perpetual mating threats, while Black would have been perpetually blocking the Red Cannon to save himself. Both players have not play against the rules. It would be a draw if neither player wished to change their moves.

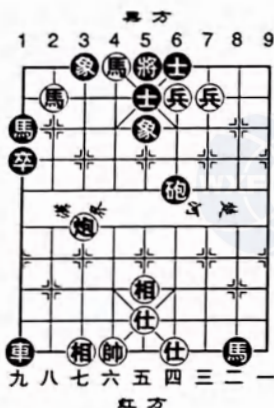


Diagram 9

5 Resolving mating threat with counter-mating threat

Resolving a mating threat while countering with a mating threat would be considered as a draw. If one player threatened with perpetual mating threats, and his opponent resolved the mating threat while simultaneously countering with mating threats of his own, it would be considered a draw if neither party wished to vary their moves.

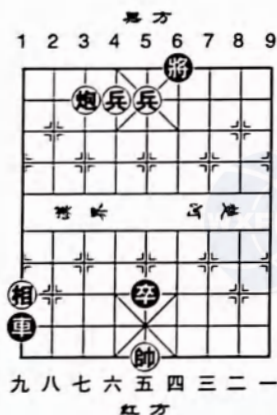


Diagram 10

1. C7=5

Red would have a mating threat with P4+1.

1. C6=5

2. C5=2 C5=8

3. C2=5 C8=5

4. C5=2

In this example, Red was threatening with perpetual mating threats, which would be legal. If neither party wished to vary their moves, it would be a draw.

1. P5=4 K6=5 2. K5=4 P5=6

3. P4=5 K5=6 4. K4=5 P6=5

5. P5=4 K6=5 6. K5=4

Both players have resolved their opponent's mating threat and countered with a mating threat of their own for every move. In essence, they would have threatened each other with perpetual mating threats. Therefore, if neither player wished to change their moves, it would be a draw.

6 Alternate Check and Mating Threat

Alternate check and mating threat would be ruled as a draw.

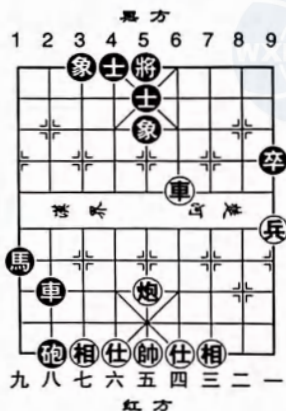


Diagram 11

1. R4=2 K5=6 2. R2=4 K6=5
3. R4=2

Red would have alternated a check with a mating threat. It would be a draw if neither party wished to change their moves.

3. K5=6 4. R2=4 K6=5
5. R4=2 K5=6 6. R2=4 K6=5
7. R4=2 K5=6 8. R2=4

Red's alternate check and mating threat is legal. It would be a draw if neither party wished to change their moves.

7 Alternate Check and Chase or Alternating many checks and chase

An alternate check with chase or several alternating checks with a chase would be treated as a draw.

1. C4=5 K5=6 2. C5=4 K6=5
3. C4=5 K5=6 4. C5=4 K6=5
5. C4=5 K5=6

In this position, after Red played C4=5, Red would threaten to capture the Black Cannon with R-=6. The Black Cannon would have a fake root. In this case, Red would be treated having

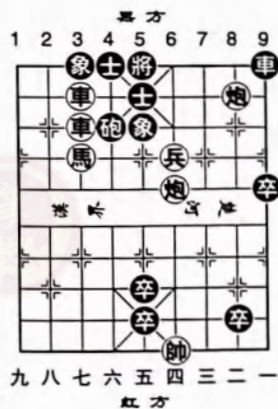


Diagram 12

alternated a check with a chase, which would not go against the rules. It would be a draw if neither player wished to vary their moves.

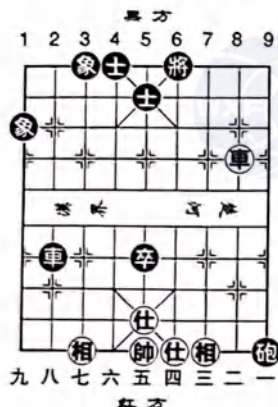


Diagram 13

1. R2+3 K6+1
2. R2-9 C9-5
3. R2+8 K6-1
4. R2+1 K6+1
5. R2-4 C9-2
6. R2+3 K6-1
7. R2-1 C9+4
8. R2+2 K6+1
9. R2-6

In this example, Red has delivered a check or checks before chasing the Black Cannon. Although the Black Cannon was not protected/rooted, this would not be considered to be a perpetual chase by Red. Such a situation would be a draw if neither player wanted to change their moves.

8 Alternate Chase and Idle, Alternate Check and Threat to capture material after check/discovered check

Alternate check and idle, alternate check and capture after check/discovered check would be ruled as a draw.

1. R7+1 A5-4
2. R7-1 A4+5
3. R7+1 A5-4
4. R7-1 A4+5
5. R7+1 A5-4
6. R7-1 A4+5

After delivering a check to the Black King, Red's next move (R7-1) would be considered to be an idle move as it would not constitute a check. Even though it threatens to capture a major Black piece using a capture-after-check, Red's moves would be in effect, an alternate check and idle. It would be legal, and if neither party wished to vary their moves, it would be a draw.

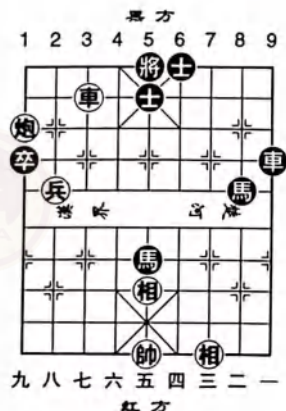


Diagram 14

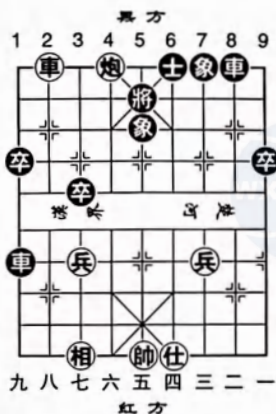


Diagram 15

1. R8-1 K5-1 2. R8+1 K5+1
3. R8-1 K5-1 4. R8+1 K5+1
5. R8-1 K5-1 6. R8+1

When Red retreated his Chariot and then advanced his Chariot again, Red would be prepared to use his Cannon to capture the Black Advisor or Pawn to capture one of the Black Chariots (capture-after-check). Red's moves did not constitute a perpetual check or a perpetual chase. Hence, it would be a draw if neither player wished to vary their moves.

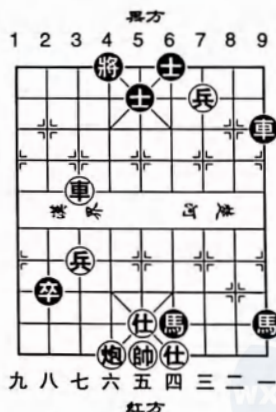


Diagram 16

1. R7+4 K4+1 2. R7-4 K4-1
3. R7+4 K4+1 4. R7-4

As can be seen, the nature of Red's moves would be considered to be an alternate check followed by a threat to capture material with a discovered check. Red's moves would be legal. Hence, if neither party wished to change their moves, it would be a draw.

9 Alternate chase and threat to capture material after check/discovered check

Alternate chase and threat to capture material after check/discovered check would be ruled as a draw.

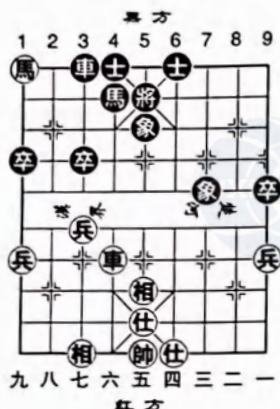


Diagram 17

1. R6=2 K5-1 2. R2=6 K5+1
3. R6=2 K5-1 4. R2=6 K5+1
5. R6=2 K5-1

Red's moves would constitute an alternate chase with a threat to capture material after check/discovered check.

If neither player wished to change their moves, it would be a draw.

10 Cannon perpetually chasing Chariot

A single Cannon or two Cannons cannot perpetually chase the same opponent's Chariot. It would not matter whether the opponent's Chariot was not protected or not, or that the opponent's Chariot would counter by chasing other unprotected friendly pieces, the player with the cannon(s) cannot perpetually chase the opponent's Chariot.

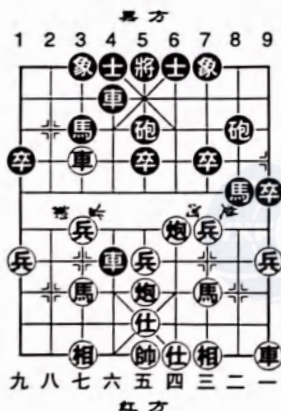


Diagram 18

1. C4-1 +R+2 2. C4-2 R4-2
3. C4+2 +R+2 4. C4-2 R4-2
5. C4+2

Red has been perpetually chasing the protected Black Chariot. This is NOT allowed. Red would have to change his moves or be penalized with a loss.

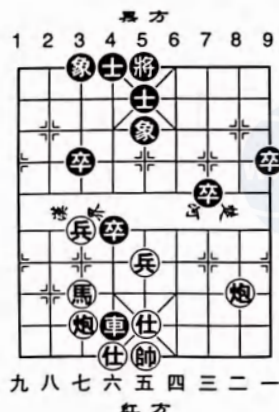


Diagram 19

1. C2-1 R4-2 2. C2+2 R4+2
3. C2-2 R4-2 4. C2+2

In this example, the Red Cannon would have perpetually chased the Black Chariot.

Black would have alternated an idle move (R4-2) with a chase (R4+2) on an unprotected Red Cannon. The Black Chariot also received protection from the Black Pawn when R6-2 was played. Black's moves are legal.

In this case, Red would be treated as though he had perpetually chased

the Black Chariot which would not be allowed. Black's moves would be considered to be an alternate chase and idle which would be allowed. Hence, Red must change his moves or be penalized with a loss.

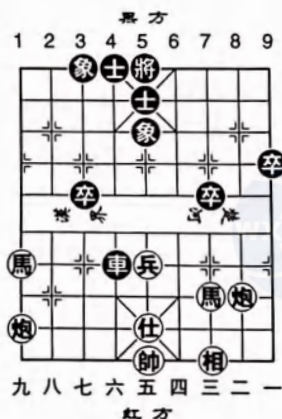


Diagram 20

1. C2+1 R4+2 2. C2-2 R4-2
3. C2+2 R4+2 4. C2-2 R4-2
5. C2+2

In this position, Red's Cannon has been perpetually chasing the same Chariot for every move.

Black, on the other hand, had countered by alternately chasing the Red Horse and Cannon. It would seem to be a two-to-two chase.

However, Red's perpetual chase would not be allowed.

Black would have alternate chasing two different Red pieces, and this is allowed according to the rules.

Hence, Red must change his moves or be penalized with a loss.

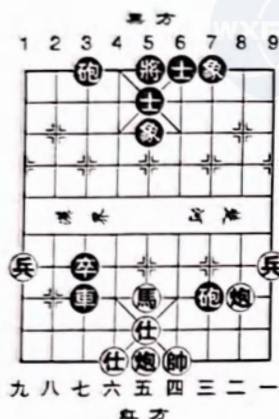


Diagram 21

- | | | | |
|---------|------|---------|------|
| 1. H5+6 | R3+1 | 2. C2-1 | C7+1 |
| 3. A5+6 | C7+1 | 4. A6-5 | C7-1 |
| 5. A5+6 | C7+1 | 6. A6-5 | |

The Red Cannon had made use of advancing and retreating the Advisor to threaten the Black Chariot which was protected. Red's moves would not be allowed, and Red would have to change his moves or be penalized with a draw.



Diagram 22

1. C8-1 R6-1 2. C8+1 R6+1
3. C8-1 R6-1 4. C8+1 R6+1
5. C8-1

Red would have made two chases, while Black was considered to have made two idle moves. The act of the Red Cannon chasing the Chariot would not be allowed. Red must change his moves or be penalized with a loss.

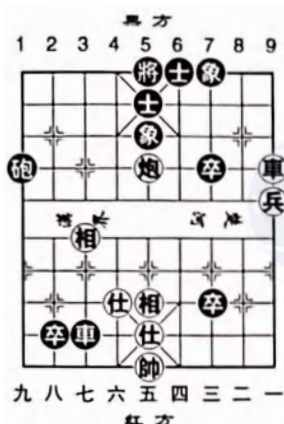


Diagram 23

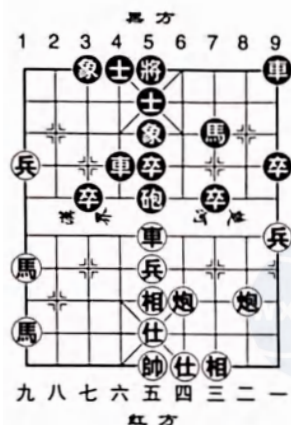


Diagram 24

1. C5=7 R3=4
2. C7=6 R4=3
3. C6=7 E5+3
4. E7-9 E3-5
5. E9+7 R3=4
6. C7=6 R4=3
7. C6=7

The Red Cannon was perpetually chasing the Black Chariot. Although Red would lose his own Chariot after capturing the Black Chariot, the moves made would be considered to be a perpetual chase on the Black Chariot, which would not be allowed.

Therefore, Red must change his moves or be penalized with a loss.

1. C2+4 R4+3
2. C4+1 R4+2
3. C2-5 R4-5
4. C4+3 R4+3
5. C2+2 R4+2
6. C4-5

In this example, the two Red Cannons would have been perpetually chasing the Black Chariot in a concerted effort.

The Black Chariot had replied by counter-chasing the Red Horse and the Pawn that had crossed the river.

The World Xiangqi Rules allow a friendly piece to chase two or more opponent's pieces, but forbid two or more friendly pieces from chasing a single opponent's piece. Hence, in this situation, Red must change his moves or be penalized with a loss.



Diagram 25

1. C2+4 R4+3 2. C4+1 R4+2
3. C4-2 R4-2 4. C2-3 R4-3
5. C4+5

The Red Cannons have taken turns at chasing the Black Chariot which was protected. The Black Chariot, in turn, had been chasing two different Red pieces, which is allowed. Red would have gone against the rules and must change his moves or be dealt with a loss.

11 One Cannon chasing two Opponent's Chariots

One Cannon which is alternately chasing two opponent's Chariots would be a draw. Two Cannons alternately chasing two opponent's Chariots would also be a draw.

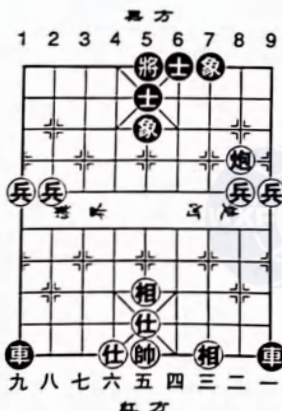


Diagram 26

1. C2=1 R9=8 2. C1=9 R1=2
3. C9=2 R8=9 4. C2=8 R2=1
5. C8=1

Red's Cannon had been perpetually chasing both the opponent's Chariots with each alternate move. This repetition is allowed, and Red would not have broken the rules. It would be a draw if neither player wished to change their moves.

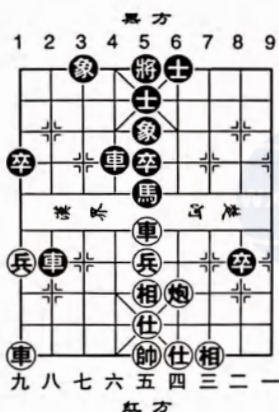


Diagram 27

1. C4+1 R2+2 2. C4+3 R4+3
3. C4-5 R2-5 4. C4+2 R4+2
5. C4+3

The Red Cannon has chased two different Black Chariots on each of the moves although the Black Chariots were not protected. It would be allowed. It will be a draw if both sides refuse to vary their moves.

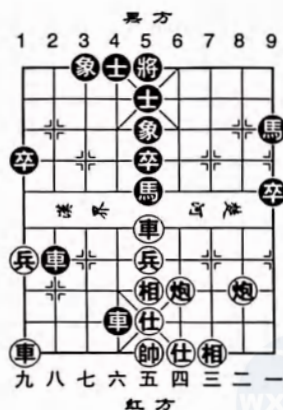


Diagram 28

1. C4+1 R2-3 2. C2-1 R4-4
3. C4+2 R4+2 4. C2+2 R4+2
5. C2+3 R2+3 6. C4-4 R4-4
7. C2-3 R2-3 8. C4+4 R4+4
9. C2+3

The Red Cannons are attacking the two Black Chariots on alternate moves. Although the Black chariot was not protected, it would be considered that Red had used two pieces (his Cannon) to perpetually chase two different Black pieces. It would be a draw if neither player wished to change his moves.

It is not considered to be Red's two Cannon pieces perpetually chasing the same opponent's piece. It would also not be treated as though one of Red's Cannon had perpetually chased the same opponent's Chariot.

Therefore, if neither player wished to change their moves, it would be a draw.

12 Chariot chasing protected Cannon

A Chariot may perpetually chase a protected opponent's Cannon. If the opponent's Cannon was only protected on every other move, the Chariot would still be allowed to chase the opponent's Cannon for each of his two moves.

1. R1=2 C8=9 2. R2=1 C9=8
3. R1=2 C8=9 4. R2=1 C9=8
5. R1=2

The Red Chariot has been perpetually chasing the Black Cannon which was protected by the Black Chariot. It would be allowed. Hence, it would be a draw if neither party wished to change their moves.

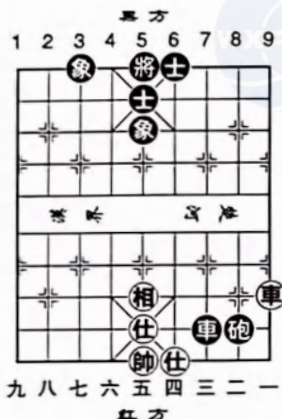


Diagram 29

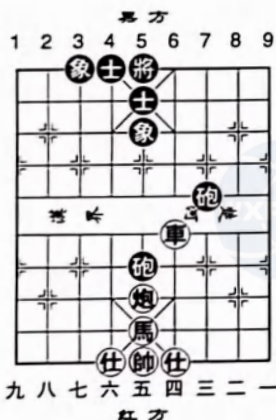


Diagram 30

1. R4=3 C7=3 2. R3=7 C3=7
3. R7=3 C7=3 4. R3=7 C3=7
5. R7=3

Red's Chariot has been chasing the Black Cannon which was protected every move. Such a position is permissible. It would be a draw if neither player wished to change their moves.

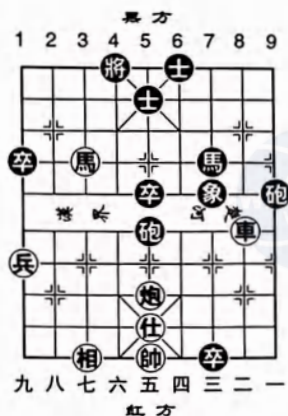


Diagram 31

1. R2=1 C9=8 2. R1=2 C8=9
3. R2=1 C9=8 4. R1=2 C8=9
5. R2=1

The moves made by Black's riverbank Cannon would be considered to be a perpetual mating threat which is allowed.

Red's Chariot would have been chasing Black's Cannon, except that in one of the moves, the Black Cannon would be protected by the Black Horse. Therefore, the Black Chariot would have been chasing a protected opponent's piece on one move and chasing an unprotected opponent's

piece on the other move. This is also allowed.

Therefore, if neither player wanted to change his moves, it would be a draw.

13 Chariot chasing unprotected Cannon

A Chariot may not perpetually chase an unprotected Cannon, even though the Cannon may be perpetually delivering mating threats, or countering with a check on every other move, or alternating a check with a counter-chase. Even if the opponent's Cannon was perpetually counter chasing two different friendly material, the Chariot is not allowed to perpetual chase the unprotected Cannon.

1. R8=9 C1=5 2. R9=5 C5=1
3. R5=9 C1=5 4. R9=5 C5=1

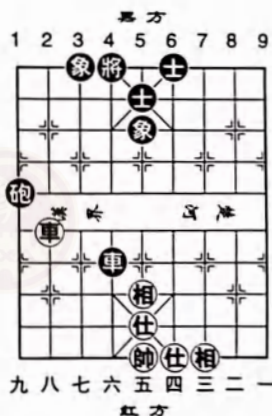


Diagram 32

The Red Chariot is not allowed to chase an unprotected opponent's Cannon perpetually. Hence, if Red did not vary his moves, it would be a loss for Red.

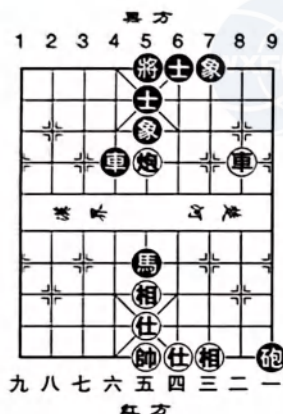


Diagram 33

1. R2=1 C9=8 2. R1=2 C8=9
3. R2=1 C9=8 4. R1=2

Red's Chariot has been perpetually chasing the Black cannon which was not protected during the chase. This is not allowed.

Therefore, Red must change his moves or be penalized with a loss.

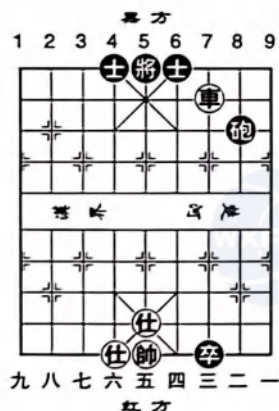


Diagram 34

1. R3=2 C8=3 2. R2=7 C3=8
3. R7=2 C8=3 4. R2=7 C3=8
5. R7=2

Black's perpetual mating threat would not go against the rules. Red's perpetual chase of the unprotected Black Cannon would not be permissible. Hence, Red must change his moves or be penalized with a loss.

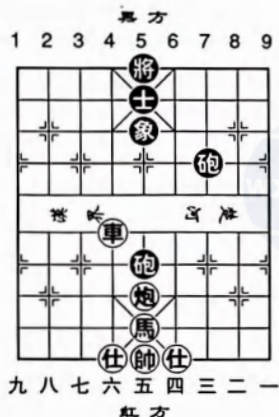


Diagram 35

1. R6=3 C7=3 2. R3=7 C3=7
3. R7=3 C7=3 4. R3=7 C3=7
5. R7=3

Red's Chariot is considered to have perpetually chased the unprotected Black Cannon. It is not allowed.

Black's Cannon would have been seen to be perpetually threatening with mating threats, which is allowed.

Therefore, Red must change his moves or be penalized with a loss.

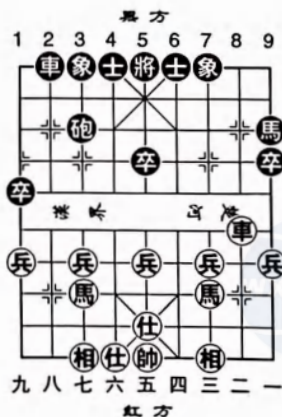


Diagram 36

1. R2=7 C3=7 2. R7=3 C7=3
3. R3=7 C3=7 4. R7=3 C7=3
5. R3=7

Black's Cannon had been chasing two different opponent's Horses on alternate moves which would be permissible.

Red's Chariot would be viewed as having perpetually chased the Black Cannon which was not protected. Such an act would not be allowed.

Therefore, Red must change his moves or be penalized with a loss.

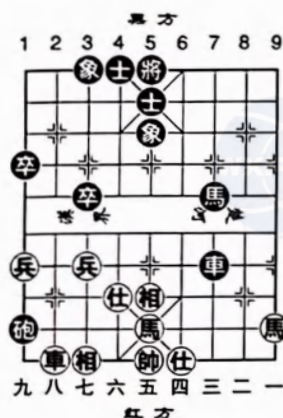


Diagram 37

1. R8+1 C1+1 2. R8-1 C1-1
3. R8+1 C1+1 4. R8-1 C1-1
5. R8+1

Black would have alternated a check with a chase targeted at the Red Horse. It would be permitted.

Red's Chariot is seen as having perpetually chased the unprotected Black Cannon. It would not be permitted.

Therefore, Red must change his moves or be penalized with a loss.

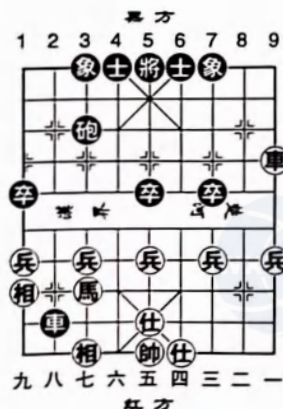


Diagram 38

1. R1=7 C3=8 2. R7=2 C8=3
3. R2=7 C3=8 4. R7=2 C8=3
5. R2=7

In this position, Black would have alternated a mating threat with a chase, which would be permitted.

Red would be regarded as having perpetually chased an unprotected Black Cannon which is not permissible.

Therefore, Red must change his moves or be penalized with a loss.

14 Chariot pinned by opponent's Horse

If a Chariot is pinned by an opponent's Horse such that it becomes immobile, the opponent is not allowed to use another own piece (s) to perpetually chase the Chariot, or it would be ruled as a loss for the player chasing the opponent's Chariot.

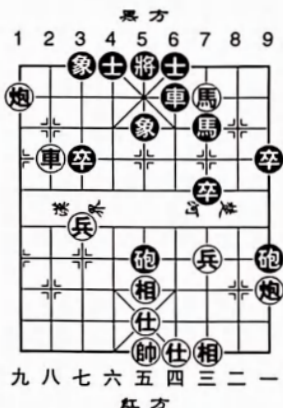


Diagram 39

1. C8-1 A5-6
2. C8-1 A6+5
3. C8+1 A5-6
4. C8-5 A6+5
5. C8+5

1. R8+2 A6+5
2. R8-3 A5-6
3. R8+3 A6+5
4. R8-2 A5-6
5. R8+2

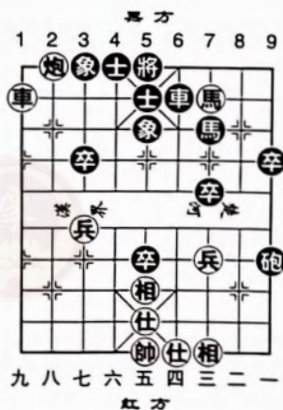


Diagram 40

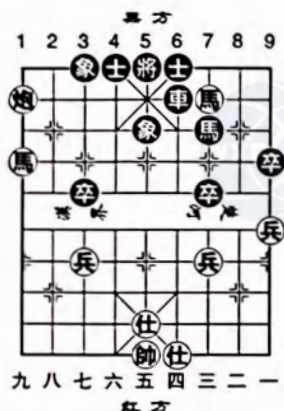


Diagram 41

1. H9+8 A6+5
2. H8-7 A5-6
3. H7+6 A6+5
4. H6-7 A5-6
5. H7+8

In the above three examples, the Black Chariot has been rendered immobile by the Red Horse. The Black Chariot would not be considered to be chasing the Red Horse in this instance.

Red, on the other hand, had used his Cannon-Chariot combination and Horse-Cannon combination to chase the Black Chariot. It would be considered to be a perpetual chase on the Black Chariot, it would not be allowed. Hence, Red must change his moves or be penalized with a loss.

15 Horse-Cannon, Double Horse combination perpetually chasing opponent's Chariot

A Cannon-Horse combination may not perpetually chase an opponent's Chariot, regardless of whether it was protected or not, or that the opponent's Chariot would reply with a counter-chase for one or two of the moves. The same rule would apply when two Horses perpetually chase an opponent's Chariot, regardless of whether it was protected or not, or that the opponent's Chariot would counter-chase for one or two of the moves in reply. The player with the Cannon-Horse combination or the double Horse combination would have to change his moves or be penalized with a loss.

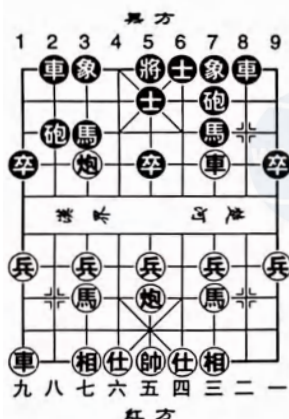


Diagram 42

1. R3=4 H7+8 2. R4=3 H8-7
3. R3=4 H7+8 4. R4=3 H8-7

In this position, Red's Chariot would have alternated a chase with an idle move, it would be permissible.

Black would have perpetually chased the Red Chariot with his cannon and Horse alternately. It would not be allowed.

Therefore, Black must change his moves or be penalized with a loss.

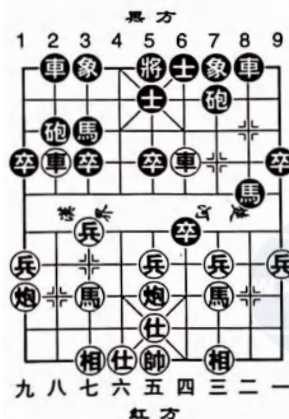


Diagram 43

1. R4=3 H8-7 2. R3=4 H7+8
3. R4=3 H8-7 4. R3=4 H7+8
5. R4=3 H8-7

Red had been using his Chariot to chase two different opponent's pieces on alternate moves it would be permissible.

Black, on the other hand, would be considered to have perpetually chased the Red Chariot with his Cannon-Horse combination, it would not be permissible.

Therefore, Black would have to change his moves or be penalized with a loss.

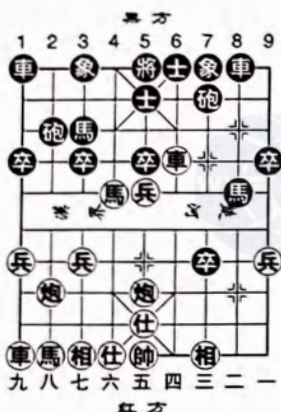


Diagram 44

In this position, Black must change his moves or be penalized with a loss.

16 Horse perpetually chasing Chariot

A Horse may not perpetually chase a Chariot (whether or not the latter is protected), even though the Chariot counter chases the Horse on every other move.

1. H4+3 R5-1 2. H3+4 R5+1
3. H4-3 R5-1 4. H3-4 R5+1
5. H4+3

The Red Horse has perpetually chased the Chariot, it would not be permissible. Black would be seen as having alternated a

1. R4=3 H8-7 2. R3=4 H7+8
3. R4=3 H8-7 4. R3=4 H7+8
5. R4=3 H8-7

In this position, Red's Chariot would have alternated a chase targeted at Black's Cannon with every alternate move. It is not a perpetual chase by Red, and this would be permissible.

Black would have used his Cannon-Horse combination to chase the Red Chariot for every move. Black cannot use the excuse that his right Horse on the third file was under attack to validate chasing the Red Chariot.

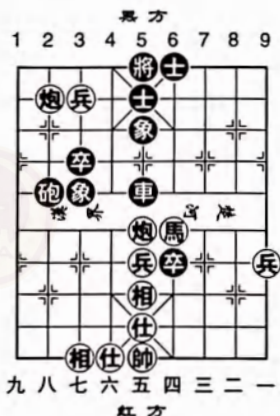


Diagram 45

chase with an idle move, it is allowed. Therefore, Red would have to change his moves or be penalized with a loss.

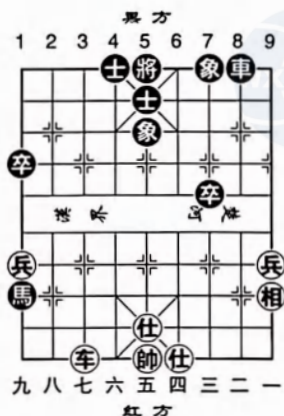


Diagram 46

- | | | | |
|---------|------|---------|------|
| 1. R7+2 | H1+2 | 2. R7-1 | H2-1 |
| 3. R7+1 | H1+2 | 4. R7-1 | H2-1 |
| 5. R7+1 | H1+2 | | |



Diagram 47

- | | | | |
|---------|------|---------|------|
| 1. H1+3 | R8=7 | 2. H3-1 | R7=8 |
| 3. H1+3 | R8=7 | 4. H3-1 | R7=8 |
| 5. H1+3 | | | |

In the above two examples, a two-to-one chase has occurred. Although the Horse was forced to perpetually chase the opponent's Chariot to avoid capture, this would still not be allowed.

The Chariot have alternated a chase with an idle move for both positions, it is perfectly legal.

Hence, in both cases, the players with the Horse would have to change his moves or be penalized with a loss.

17 Chariot and Horse mutual perpetual chase

A mutual perpetual chase by a Horse and an opponent's Chariot would be considered a draw.

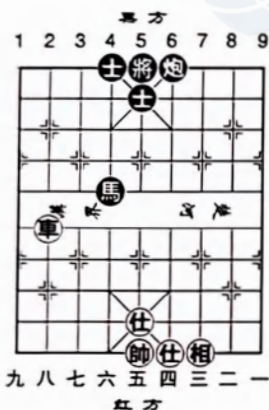


Diagram 48

- | | | | |
|---------|------|---------|------|
| 1. R8+1 | H4+3 | 2. R8=7 | H3-5 |
| 3. R7-1 | H5-4 | 4. R7=6 | H4+6 |
| 5. R6+1 | H6+5 | 6. R6=5 | H5-3 |
| 7. R5-1 | H3-4 | 8. R5=6 | |

Both players have perpetually chased each other. If both they do not change their moves, it will be a draw.

18 Chariot perpetually chasing Horse

A friendly Chariot is prohibited from perpetually chasing an opponent's Horse even when the opponent's Horse counters by counter-chasing the friendly Chariot every alternate move, or answers with a check, or answers with an alternate check and counter-chase targeting at another piece. The friendly Chariot would be deemed as having perpetually chased the Horse, and this would not be allowed.

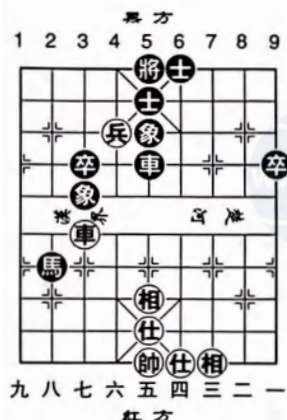


Diagram 49

1. R7-1 H2+1 2. R7-2 H1-2
3. R7+2 H2+1 4. R7-2 H1-2
5. R7+2

In this position, Black would be seen as having alternated a chase with an idle move which would be permissible.

Red would have perpetually chased the Black Horse, it would not be permitted.

Therefore, Red would have to change his moves or be penalized with a loss.

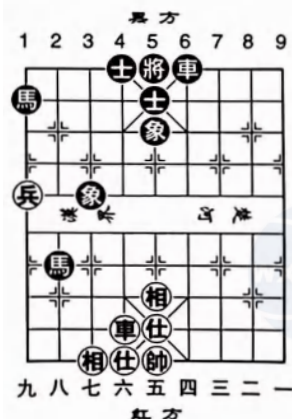


Diagram 50

1. R6+2 H2+3 2. R6-2 H3-2
3. R6+2 H2+3 4. R6-2 H3-2
5. R6+2

The moves by the Black Horse could be considered to have been an alternate check and chase or a one-to-two chase. It would be permissible.

Red would be deemed as having perpetually chased the Black Horse, which would not be allowed.

Therefore, Red would have to change his moves or be penalized with a loss.

19 Chasing material of the same type

a) Chariot chasing Chariot:

If the Chariots were not pinned and could capture the opponent's Chariot, this would be treated as though it was a perpetual offer. If neither player wished to change their moves, it would be ruled as a draw.

If one of the Chariots was pinned or unable to capture the opposing Chariot, the opponent's Chariot cannot perpetually chase the pinned Chariot.

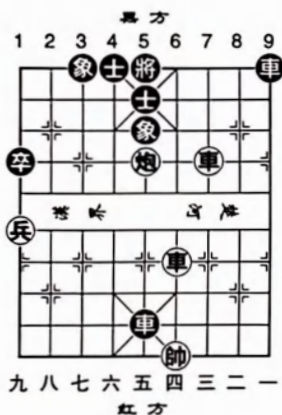


Diagram 51

1. R3=1 R9=8 2. R1=2 R8=7
3. R2=3 R7=8 4. R3=2 R8=9
5. R2=1 R9=7 6. R1=3

Red's Chariot had been perpetually offering an exchange of Chariots which would be allowed. Black's moves are considered to be a perpetual mating threat, which is also permissible. Hence, if neither player wanted to change their moves, it would be a draw.

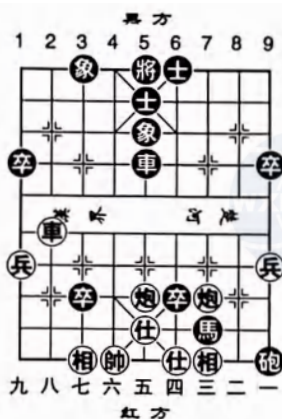


Diagram 52

b) Cannon chasing Cannon:

If the Cannons were not pinned and were able to capture the opponent's Cannon, the situation would be treated as though it was a perpetual offer by both players and a draw would be ruled if neither player wished to change

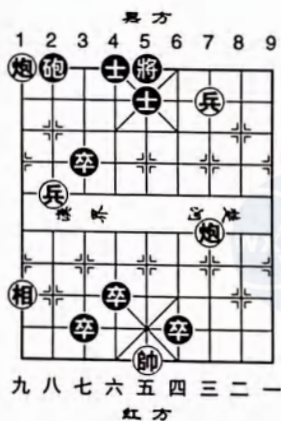


Diagram 53

1. R8+2 R5+3 2. R8-3 R5-2
3. R8+2 R5+2 4. R8-2 R5-1
5. R8+1

Red had been perpetually offering his Chariot to initiate an exchange of pieces. Black's Chariot was not limited in movement and opted not to accept the exchange because of the situation on the board.

Therefore, if neither player wished to change their moves, it would be a draw.

their moves. If one of the Cannons was pinned or was unable to capture the opponent's Cannon, the opponent's Cannon cannot perpetually chase the pinned Cannon.

1. C3=8 C2=3 2. C8=7 C3=2
3. C7=8 C2=3 4. C8=7 C3=2
5. C7=8

Black's Cannon has been pinned to the bottom rank and could not leave that line.

Red's riverbank Cannon cannot perpetually chase the Black Cannon under the pretext of trying to issue mating threats perpetually. It would not be allowed. Therefore, Red must change his moves or be penalized with a loss.

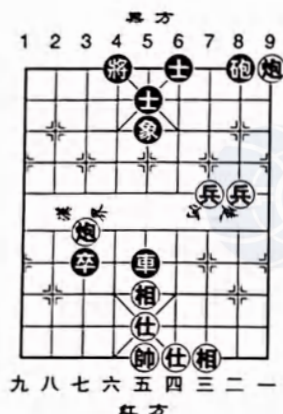


Diagram 54

c) Horse chasing Horse:

If both Horses were not limited in movement, it would be treated as a perpetual offer by both players, and it would be a draw if neither player wished to change their moves. If one of the Horses were blocked and could not capture the opponent's Horse, then it would be a perpetual chase by the opponent's Horse which would not be allowed.

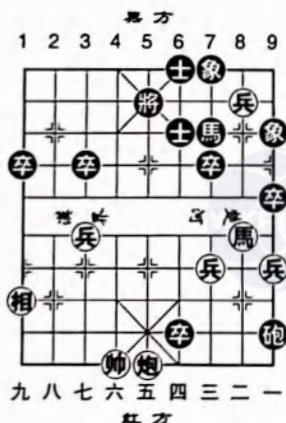


Diagram 55

1. C7=2 C8=7 2. C2=3 C7=8
3. C3=2 C8=7 4. C2=3 C7=8
5. C3=2

Although the Black Cannon was pinned to the bottom rank, when it moved to the 7th file, it would be protected. Hence, Red's Cannon cannot be considered to have been perpetually chasing the Black Cannon in this case.

If both players did not wish to change their moves, it would be a draw!

1. H2+4 H7+9 2. H4-2 H9-7
3. H2+4 H7+9 4. H4-2 H9-7

In this position, the Black Horse is blocked and cannot capture the Red Horse.

Therefore, the moves that Red had made would be treated as though it was a perpetual chase, it would not be allowed.

Therefore, Red would have to change his moves or be penalized with a loss.

20 Cannon changing cannon mount to chase unprotected opponent's Horse, Advisor, Elephant and Pawn

When a friendly Cannon uses another piece (friendly or enemy piece) to act as a Cannon to chase an opponent's Horse/Advisor/Elephant or Pawn that has crossed the river, even though the targeted opponent's piece did not move and both players would have only moved their friendly pieces which acted as the cannon mount, it would still be treated as though the Cannon was perpetually chasing the opponent's material. Therefore, the player with the Cannon must change his moves or be penalized with a loss. If the targeted opponent's piece were a Pawn that had yet to cross the river, it would be considered to be a draw if neither player wished to change their moves.

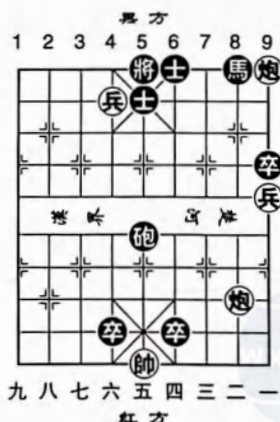


Diagram 56

1. P1=2 C5=8 2. P2=3 C8=7
3. P3=2 C7=8 4. P2=3 C8=5
5. P3=2

In this position, the Black Horse is unprotected.

Red has been attacking the Black Horse by making use of his cannon and with his Pawn and the opponent's Cannon to act as a cannon mount. It would be considered that Red had perpetually chased the Black Horse, it would not be allowed.

Therefore, Red would need to change his moves or be penalized with a loss.

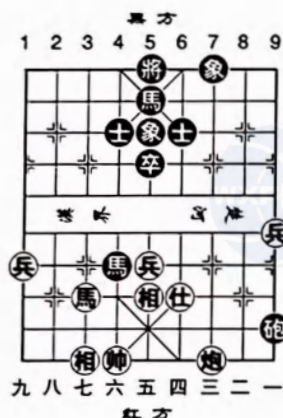


Diagram 57

1. C3=4 C9=6 2. A4-5 C6=8
3. A5+4 C8=6 4. A4-5 C6=8
5. A5+4 C8=6 6. A4-5 C6=8
7. A5+4

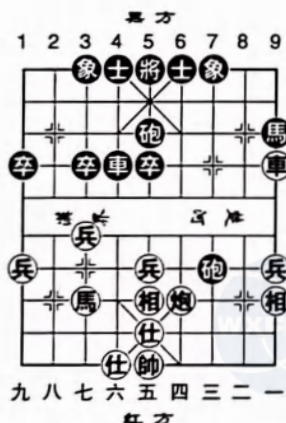


Diagram 58

1. C4=3 C7=6 2. E1+3 C6=7
3. E3-1 C7=8 4. E5+3 C8=7
5. E3-5

In the above two examples, Red's Cannon has been attacking Black pieces by means of changing cannon mounts. In the first example, Red would be considered to have perpetually chased the Black Advisor; while in the second example, Red's Cannon would have perpetually chased the Black Elephant.

In both examples, Black's moves were considered to be legal.

Therefore, in both examples, Red would need to change his moves or be penalized with a loss.

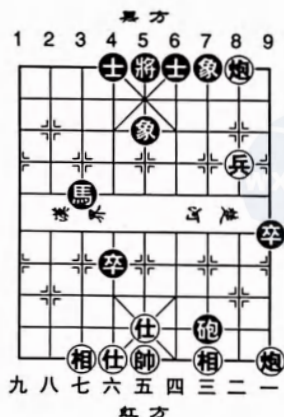


Diagram 59

1. E3+1 C7=9 2. E1+3 C9=6
3. E3-1 C6=9 4. E1+3 C9=6
5. E3-1

The Black Pawn under attack was not protected. Red had been using different cannon mounts to chase the Black Pawn, Red would be treated as though he had perpetually chased the Black Pawn, it would be deemed as not allowed. Red would have to change his moves or be penalized with a loss.

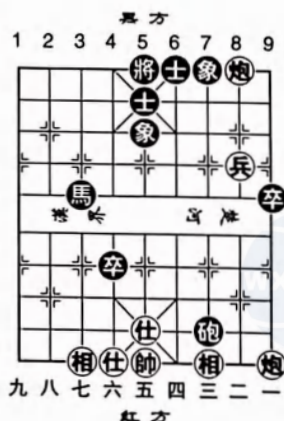


Diagram 60

1. E3+1 C7=9 2. E1+3 C9=6
3. E3-1 C6=9 4. E1+3 C9=6
5. E3-1

In this example, the Black Pawn under attack is unprotected, and yet has not crossed the river. It would be permitted for the Red Cannon to attempt to capture the Black Pawn in the moves mentioned above. Therefore, it would be a draw if neither player wished to change their moves.

21 Cannon changing cannon mounts to chase opponent's Chariot

If a Cannon was using other pieces (friendly or opponent's piece) to

act as cannon mounts to chase an enemy Chariot (rooted or unrooted), even though the Chariot was immobile, but the act of changing cannon mounts would still be treated as though Red had been perpetually chasing the opponent's Chariot. It would not be permissible. Therefore, the player with the Cannon would have to change his moves or be penalized with a loss.

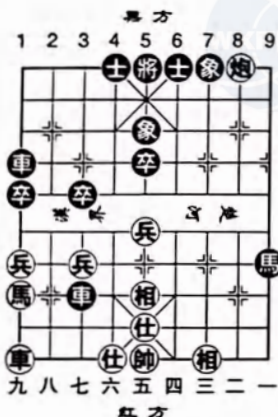


Diagram 61

1. C2-7 H9+7
2. E5+3 H7+5
3. E3+5 H5-7
4. E5-3 H7-6
5. E3+5

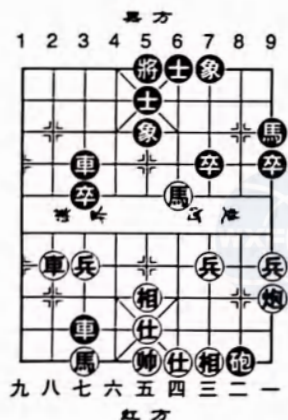


Diagram 62

1. C1-1 C8-1
2. A5-6 C8+1
3. A6+5 C8-1
4. A5-6 C8+1
5. A6+5

In the previous two examples, Red has been chasing the Black Chariot by means of changing cannon mounts (advancing and retreating the Advisor, and also advancing and retreating the Elephant). This is not allowed as Red would be deemed as having perpetually chased the Black Chariot.

In both examples, Red would have to change his moves or be penalized with a loss.

Red's moves are perfectly legal. Hence, if neither player wished to change their moves, it would be a draw.

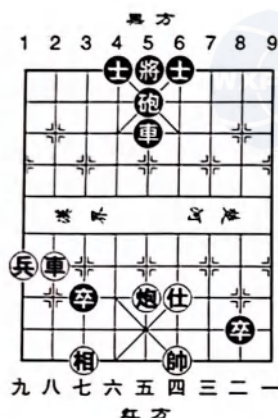


Diagram 64

1. R8+4 R5+4
2. R8-4 R5-1
3. R8+1 R5+1
4. R8-1 R5-1
5. R8+1

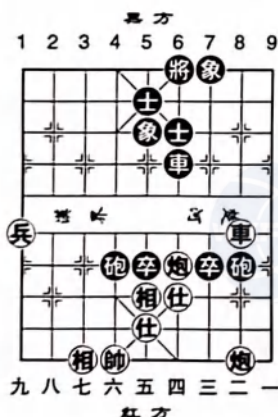


Diagram 65

1. R2+2 R6+1
2. R2-1 R6+1
3. R2-1 R6-1
4. R2+1 R6+1
5. R2-1

In the above two examples, the Black Chariot was pinned to the file where it was on. It cannot threaten other opponent's pieces which happened to be on the same rank. The moves by the Black Chariot would be considered legal.

Red would be considered to have perpetually chased the Black Chariot which is not allowed. Hence, Red would have to change his moves or be penalized with a loss.

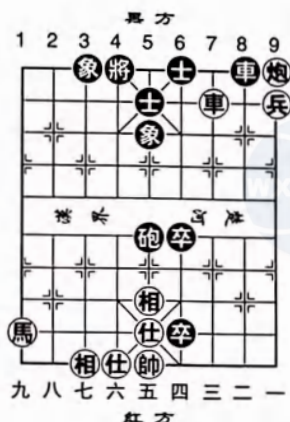


Diagram 66

1. R3=2 R8=7 2. R2=3 R7=8
3. R3=2 R8=7 4. R2=3 R7=8
5. R3=2

In this example, when the Black Chariot was being chased, it happened to be protected in every alternate move (when it moved to the seventh file). Hence, the moves by the Red Chariot would not be considered to be a perpetual chase. Instead, it would be permissible.

Therefore, if neither player wished to change their moves, it would be a draw.

23 King perpetually chasing opponent's material

The Kings are allowed to perpetually chase opponent's material. Even

if one of the moves were a combined chase with another friendly piece, it would still be regarded as a draw.

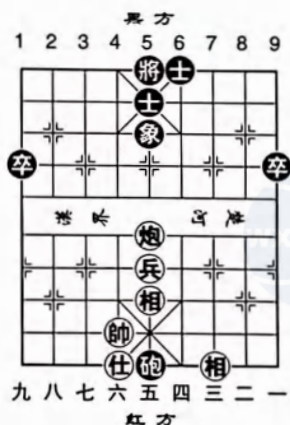


Diagram 67

1. K6=5 C5=6
2. K5=4 C6=5
3. K4=5 C5=6
4. K5=4

The King is allowed to perpetually chase an opponent's piece. It would be permissible in this position for the Red King to chase the Black Cannon. Therefore, if neither player wished to change their moves, it would be a draw.

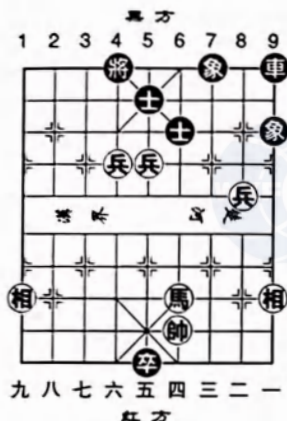


Diagram 68

1. K4=5 P5=6 2. K5=4 P6=5
3. K4=5 P5=6 4. K5=4

The Red King would be perpetually chasing the Black Pawn, and the Red Horse would aid in chasing the Black Pawn every alternate move. It would be legal for Red to do so. Therefore, if neither player wished to change their moves, it would be a draw.

24 Pawn perpetually chasing opponent's material

A single Pawn is allowed to chase opponent's material perpetually. Two or more Pawns chasing the same opponent's piece or opponent's pieces perpetually would also be allowed. Even if one of the moves were a combined chase with another friendly piece (Chariot/Horse/Cannon), it would still be permitted.

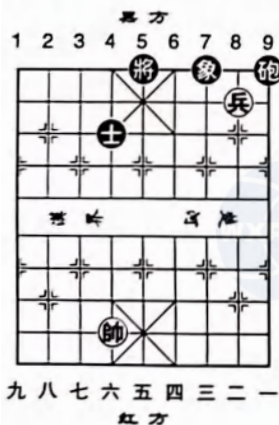


Diagram 69

1. P2=1 C9=8
2. P1=2 C8=9
3. P2=1 C9=8
4. P1=2

Pawns are allowed to chase opponent's material perpetually. Therefore, in this position, it would be a draw if neither player wished to change their moves.

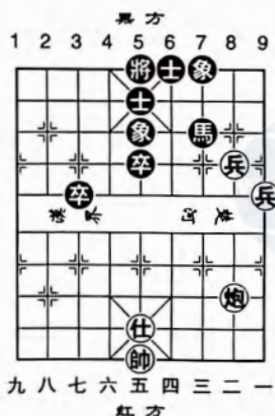


Diagram 70

1. P2=3 H7-8 2. P3=2 H8+7
3. P2=3 H7-8 4. P3=2 H8+7
5. P2=3

In this example, the Red Pawn has been perpetually chasing the Black Horse, with aid from the Red Cannon in one of the moves. Such a move would be permitted.

Therefore, it would be a draw if neither player wished to change their rules.

Note: If there were another Red Cannon on Red's third file, Red would have to change his moves or be penalized with a loss.

25 King or Pawn combined with other pieces to chase other opponent's pieces for every move

If a King or Pawn perpetually chased an opponent's piece with help

from other friendly pieces for every move, such that two pieces were doing the chasing for every move, such a move would not be allowed.

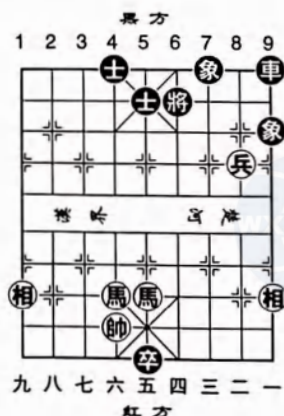


Diagram 71

1. K6=5 P5=4 2. K5=6 P4=5
3. K6=5 P5=4 4. K5=6 P4=5
5. K6=5

In this position, although the Red King was perpetually chasing the Black Pawn, for every move made by the King, one of the Red Horses would also have chased the Red Pawn at the same time. In effect, it would be the Red King and Horse making a combined chase for every move.

This situation would be treated as a combined chase and not a perpetual chase by the King. Hence, Red would have to change his moves or be penalized with a loss.

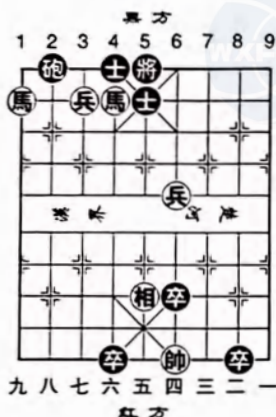


Diagram 72

1. P7=8 C2=3 2. P8=7 C3=2
3. P7=8 C2=3 4. P8=7 C3=2
5. P7=8

When the Red Pawn was chasing the Black cannon, the Red Horses would also be chasing the Black Cannon for every move. Hence, it would be a combined chase by the Red Pawn and Horse for every move, and it would not be allowed.

Therefore, Red would have to change his moves or be penalized with a loss.

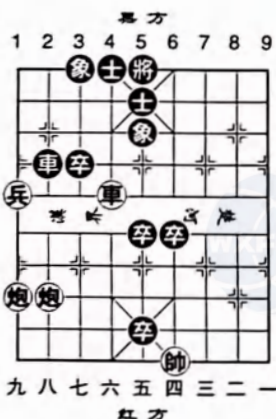


Diagram 73

1. P9=8 R2=1 2. P8=9 R1=2
3. P9=8 R2=1 4. P8=9 R1=2
5. P9=8

While the Red Pawn was 'perpetually chasing' the Black Chariot, it would also act as a cannon mount such that one of the Red Cannons would also be chasing the Black Chariot. Therefore, the moves by the Red Pawn would be treated as a combined chase instead of a perpetual chase by the Pawn. It would not be allowed. Hence, Red would need to change his moves or be penalized with a loss.

26 Chariot perpetually chasing opponent's Pawn which has crossed the river

A Chariot is not allowed to perpetually chase an opponent's Pawn that has crossed the river; no matter if the opponent's Pawn was countering with a perpetual counter-chase. The player with the Chariot must change his moves or be penalized with a loss.

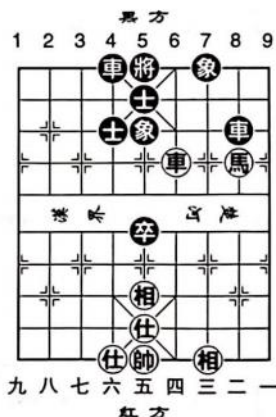


Diagram 74

1. R4=5 P5=6 2. R5=4 P6=5
3. R4=5 P5=4 4. R5=6 P4=5
5. R6=5

In this position, Red cannot make the excuse of wanting to protect his Horse while at the same time perpetually chasing the unprotected Black Pawn which has crossed the river.

Red must change his moves or be penalized with a loss.

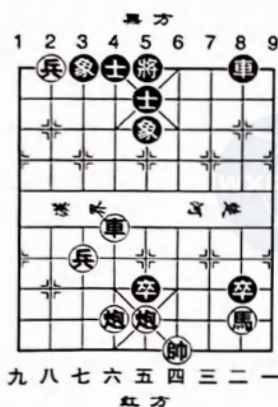


Diagram 75

1. R6=5 P5=4 2. R5=6 P4=5
3. R6=5 P5=4 4. R5=6 P4=5
5. R6=5

Black's Pawn would have been perpetually chasing the Red Cannons for every move. It would be treated as a perpetual chase by the Pawn, it is allowed.

On the other hand, Red's Chariot has been perpetually chasing the Black Pawn which has crossed the river. It would not be allowed. Therefore, Red must change his moves or be penalized with a loss.

27 Single piece chasing two or more opponent's pieces

A single piece is allowed to chase after two or more opponent's pieces

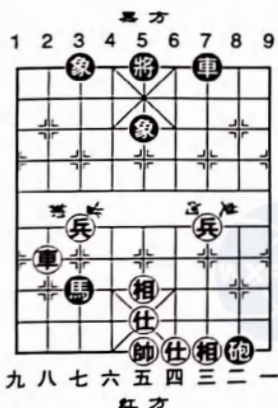


Diagram 76

perpetually. If there were two pieces which perpetually chased after two or more opponent's pieces, it would still be allowed. If neither player wished to change their moves, it would be a draw.

1. R8=7 H3+2
2. R7=8 H2-3
3. R8=2 C8=9
4. R2=7 H3+2
5. R7=8 H2-3
6. R8=1

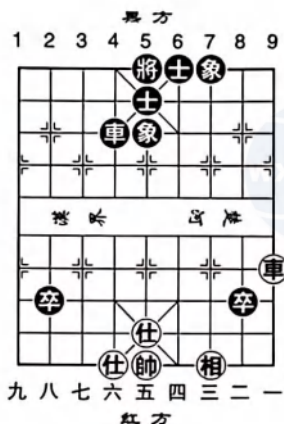


Diagram 77

1. R1=2 P8=7
2. R2=8 P2=3
3. R8=3 P7=8
4. R3=7 P3=2
5. R7=2 P8=7
6. R2=8 P2=3
7. R8=3 P7=8
8. R3=7 P3=2
9. R7=2 P8=7
10. R2=8 P2=3
11. R8=3 P7=8

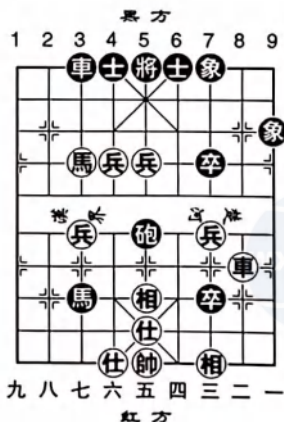


Diagram 78

1. R2=7 H3+1
2. R7=5 C5=6
3. R5=4 C6=5
4. R4=3 +P=8
5. R3=9 H1-3
6. R9=7 H3+1
7. R7=5

For the above three examples, the Red Chariot has been perpetually chasing two or more opponent's pieces in the same cycle, it is allowed. If neither player wished to change their moves, it would be a draw.

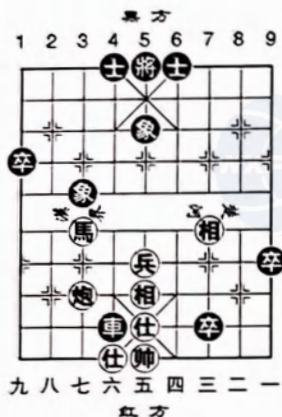


Diagram 79

1. C7+1 R4-2
2. C7-2 R4+2
3. C7+2 R4-2
4. C7-2 R4+2
5. C7+2

In this position, the Red Cannon has been chasing two different Black Pawns in alternate moves, it would be allowed.

Black, on the other hand, has been perpetually chasing the Red Cannon, which is unprotected, it would not be permitted.

Therefore, Black must change his moves or be penalized with a loss.

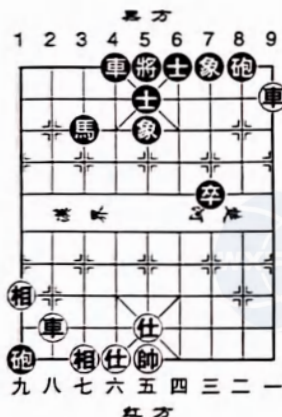


Diagram 80

1. R1=2 C8=9
2. R8=9 C1=2
3. R2=1 C9=8
4. R9=8 C2=1

In this position, both the Red Chariots have been chasing the opponent's Cannons alternately. It would be legal. Therefore, it would be a draw if neither player wished to change their moves.

28 Two or more pieces chasing same opponent's piece

The position of two or more pieces chasing the same opponent's piece in alternate turns is not allowed.

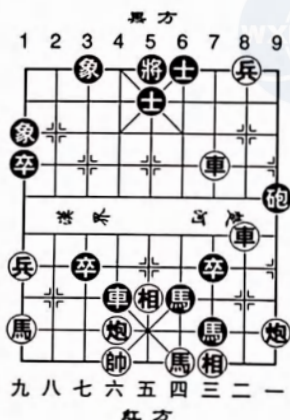


Diagram 81

1. R2+1 C9-2
2. R3+1 C9+1
3. R2+1 C9+1
4. R3-2 C9-2
5. R2+1

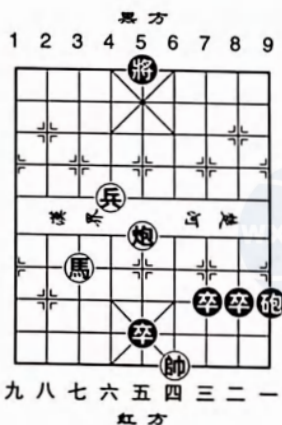


Diagram 82

1. H7-5 P5=4
2. H5+7 P4=5
3. H7-5 P5=4
4. H5+7 P4=5
5. H7-5

In the above two examples, Red would have used two of his pieces to chase the same opponent's piece. It would amount to a two-to-one perpetual chase, which is not allowed.

Therefore, Red must change his moves or be penalized with a loss.

29 Perpetually chasing opponent's piece with a fake root

If the protector of friendly piece was pinned such that it lost its protecting capabilities (whereby the protecting piece would be known as a fake root), the opponent is not allowed to perpetually chase the 'protected' piece.

1. R6=3 C7=3 2. R3=7 C3=7
3. R7=3 C7=3 4. R3=7 C3=7
5. R7=3 C7=3

In this example, the Black Cannon on the riverbank would seem to be protected by the Black Elephant. However, the Black Elephant would in effect be a fake root as it cannot move or the Black King would be placed in check by the Red Cannon. Therefore, the Red Chariot would have been seen to have perpetually chased the Black Cannon. Black's moves would be allowed. Hence, Red must change his moves or be penalized with a loss.

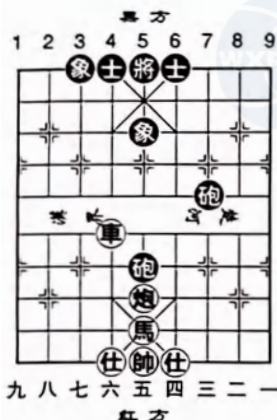


Diagram 83

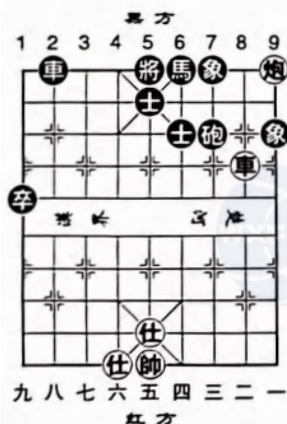


Diagram 84

1. R2=3 C7=8 2. R3=2 C8=7
3. R2=3 C7=8 4. R3=2 C8=7
5. R2=3

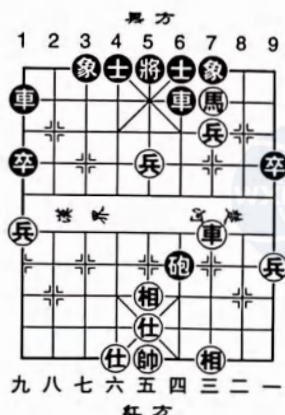


Diagram 85

1. R3-1 C6-2 2. R3+2 C6+2
3. R3-2 C6+2 4. R3-2 C6-2
5. R3+2

In the above two examples, the Red Chariot is seen as having perpetually chased an opponent's piece with a fake root. Black's moves were legal in both examples.

Therefore, Red must change his moves in both examples or be penalized with a loss.

30 Two or more pieces perpetually chasing opponent's piece with a real root

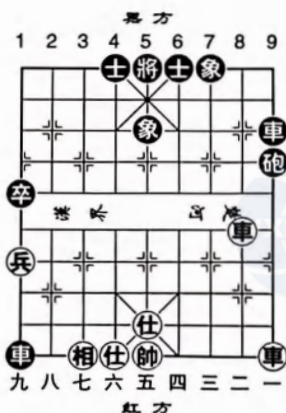


Diagram 86

When a protected piece with a real root was being chased by two or more opponent's pieces, it would be a draw if neither player wished to change their moves. The opponent's pieces dealing the chase are not considered to have perpetually chased the friendly piece.

1. R2+2 C9+2
2. R2-2 C9+1
3. R2-1 C9-1
4. R2+1 C9-2
5. R2+2

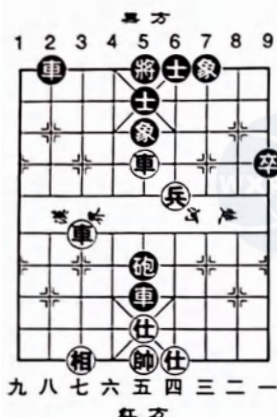


Diagram 87

1. R7-1 C5-1 2. R7+1 C5+1
3. R7-1 C5-1 4. R7+1 C5+1
5. R7-1

In the previous two examples, both Red Chariots had been chasing a protected Black Cannon with a real root. It is permissible. Therefore, if neither player wished to change their moves, it would be a draw.



Diagram 88

1. R4+3 +C+1 2. R4-1 +C+1
3. R4-1 C9-2 4. R4+2 +C+1
5. R4-1

Both the Red Chariots and the Red Cannon would have been chasing the Black Cannon, which was protected with real roots. It is permitted. Therefore, it would be a draw if neither player wished to change their moves.

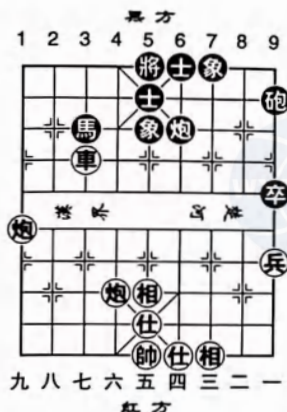


Diagram 89

1. C6=7 H3-1 2. R7=9 H1+3
3. R9=7 H3-1 4. R7=9 H1+3
5. R9=7

Red's Chariot and Cannons have been chasing the Black Horse, which happened to be protected by the Black Cannons.

As the Black Horse is protected, Red's moves is permissible.

Therefore, it would be a draw, if neither player wished to change their moves.

31 Perpetual chase with perpetual exchange

If a player chased an opponent's piece for two moves, but one of the moves could be interpreted to be both a chase and an invitation to exchange, the moves that have been made would be considered to have been

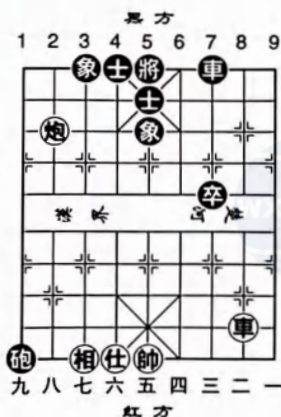


Diagram 90

a perpetual chase instead of a perpetual exchange (offer). Perpetual chases which also happened to be perpetual invitations to exchange piece for each move would also be treated as perpetual chases.

1. R2=9 C1=2 2. R9=8 C2=1
3. R8=9 C1=2 4. R9=8 C2=1
5. R8=9

In this example, Red's R9=8 could be interpreted as both a chase or exchange (invitation). According to the rules, such a move would be treated as a chase instead

of an exchange. Red would be viewed as having perpetually chased the Black Cannon with his Chariot. A perpetual chase would not be permissible. Hence, Red would need to change his moves or be penalized with a loss.

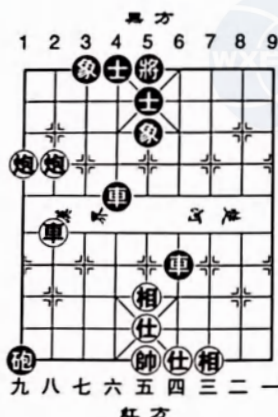


Diagram 91

1. R8=9 C1=2 2. R9=8 C2=1
3. R8=9 C1=2 4. R9=8 C2=1
5. R8=9

In this example, Red has perpetually chased the Black Cannon and also perpetually offered an exchange. It would be considered that Red would have been perpetually chasing material when passing judgment, and it would not be permitted to do so.

Black's moves would be legal. Red must change his moves or be penalized with a loss.

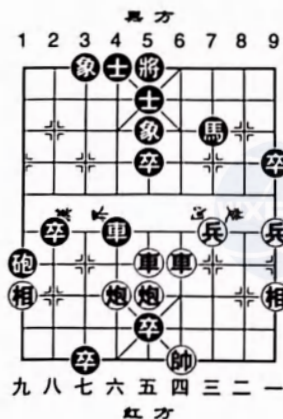


Diagram 92

1. R5=6 R4=5 2. R6=5 R5=4
3. R5=6 R4=5 4. R6=5 R5=4
5. R5=6

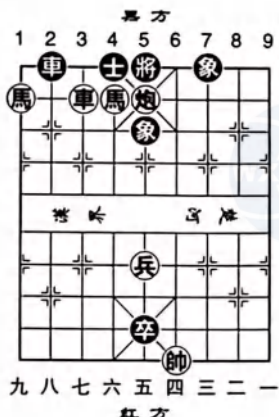


Diagram 93

1. R7=8 R2=3 2. R8=7 R3=2
3. R7=8 R2=3 4. R8=7 R3=2
5. R7=8

In the above two examples, although the Red Chariot had perpetually invited the Black Chariot to exchange Chariots, Red's moves could also be interpreted as chasing the Black Chariot as there were other pieces present that also threatened to capture the Black Chariot.

Red's moves would be treated as though a perpetual chase had been performed, instead of a perpetual invitation to exchange material. Red's moves would not be allowed.

Black's moves are entirely permitted.

Therefore, Red would need to change his moves or be penalized with a loss.

32 The case of Chariot-Cannon combination pinning opponent's King and Chariot

If player A's King and Chariot were pinned by player B's Chariot and Cannon combination, and player A tried to use a Horse or Cannon to perpetually capture player B's Chariot (in the Chariot-Cannon combination as mentioned above), it would be viewed that player A had used his Horse or Cannon to perpetually chase player B's Chariot. It would not be allowed to do so. player A must change his moves or be penalized with a loss.

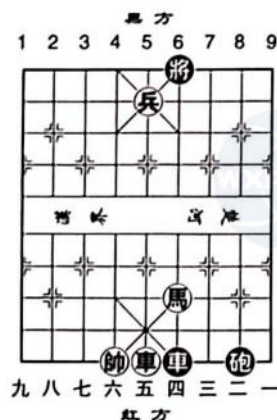


Diagram 94

1. H4-2 R6=7
2. H2+4 R7=6
3. H4-2 R6=7
4. H2+4 R7=6
5. H4-2

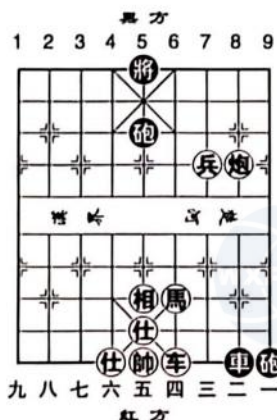


Diagram 95

1. H4-2 R8=7
2. H2+4 R7=8
3. H4+2 R8=7
4. H2-1 R7=8
5. H1+2

In the above two examples, Red has attempted to perpetually chase the Black Chariot by advancing and retreating his Horse. It is not allowed.

Black's moves are legal. Therefore, Red must change his moves or be penalized with a loss.

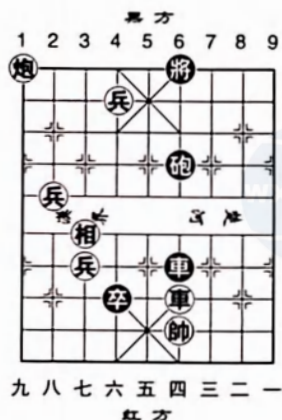


Diagram 96

1. C9-6 R6-1
2. C9+1 R6-1
3. C9+1 R6+2
4. C9-2 R6-1
5. C9+1

In this example, Red's Cannon has been perpetually chasing the Black Chariot. Red must change his moves or be penalized with a loss.

33 A perpetual threat to capture material after check is allowed

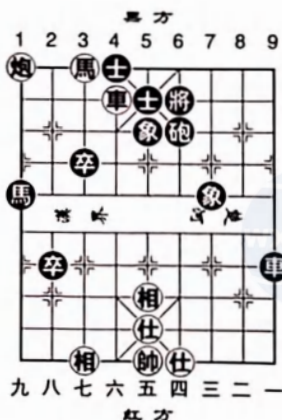


Diagram 97

A perpetual threat to capture material after check is allowed. If the opponent did not make any illegal moves, it would be a draw if neither player wished to change their moves.

1. C9-1 K6-1
2. C9+1 K6+1
3. C9-1 K6-1
4. C9+1

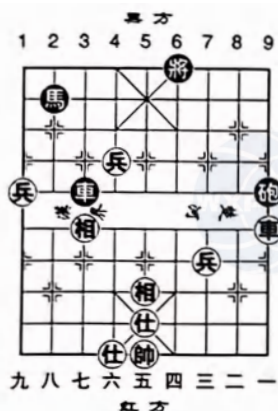


Diagram 98

34 Perpetual block

A perpetual block is allowed. If the opponent did not make any forbidden moves, it would be a draw if neither player wished to change their moves.



Diagram 99

1. R1=2 C9=8 2. R2=3 C8=7
3. R3=1 C7=9 4. R1=2 C9=8
5. R2=1

In the above two examples, Red has tried to set up an attack whereby he would threaten to capture material after delivering a check. It would be allowed.

Black's moves are also allowed.

Therefore, if neither player wished to change their moves, it would be a draw.

1. C2=1 C9=8 2. C1=2 C8=9
3. C2=1 C9=8 4. C1=2 C8=9
5. C2=1

In this position, Black has been perpetually threatening Red with a mating threat. Red, on the other hand, has responded with a perpetual block. Perpetual mating threats and perpetual blocks are both allowed. Therefore, it would be a draw if neither player wished to change their moves.

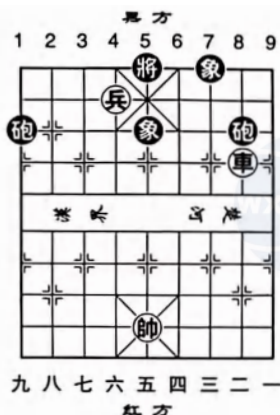


Diagram 100

1. R2=4 C8=6 2. R4=1 C6=9
3. R1=8 C1=2 4. R8=3 C9=7
5. R3=4 C7=6

In this example, neither player had gone against the rules. Therefore, the verdict for this situation would be a draw if neither player wished to change their moves.

35 Perpetual exchange, perpetual offer

A perpetual invitation to exchange material and a perpetual block is allowed. If the opponent did not make any forbidden moves, it would be a draw if neither player wished to change their moves.

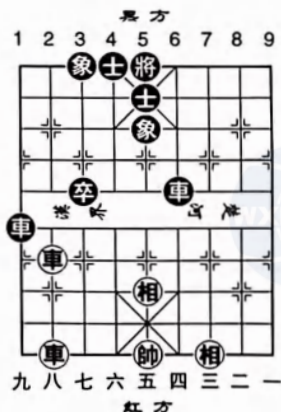


Diagram 101

1. +R+1 R1+3 2. R8-3 R1-2
3. R8+2 R1-3 4. R8+3 R1+2
5. R8-2

In this position, Red has perpetually invited Black to exchange material which would be allowed.

The Black Chariot is not pinned or limited in its movement. Therefore, if neither player wished to change their moves, it would be considered to be a draw.

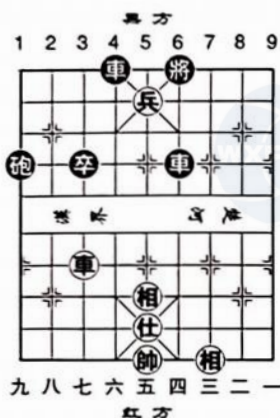


Diagram 102

1. R7=3 R6=7 2. R3=2 R7=8
3. R2=4 R8=6 4. R4=1 R6=9

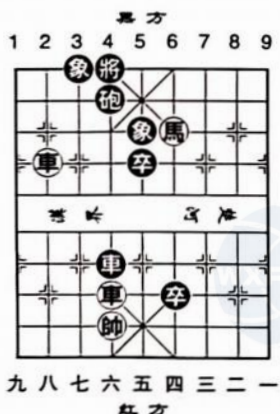


Diagram 103

1. R8-3 R4-1 2. R8+1 R4-2
3. R8+2 R4+3 4. R8-3

In the above two examples, neither player has violated the rules. Therefore, it would be a draw if neither player wished to change their moves.

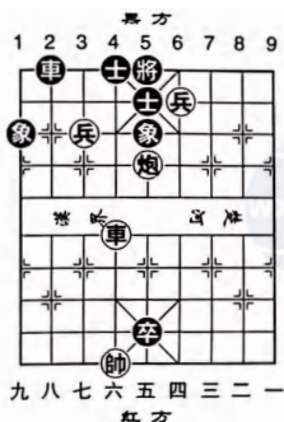


Diagram 104

1. P7=8 R2=3 2. P8=7 R3=2
3. P7=8 R2=3 4. P8=7 R3=2
5. P7=8

The Black Chariot has been perpetually threatening with a mating threat. This is allowed.

Red, on the other hand, has been perpetually making an offer of material with his Pawn. It is also allowed.

Since neither player has gone against the rules, it would be a draw if neither player wished to change their moves.

36 Supplementary illustrated rules

36.1 Example of perpetual chase

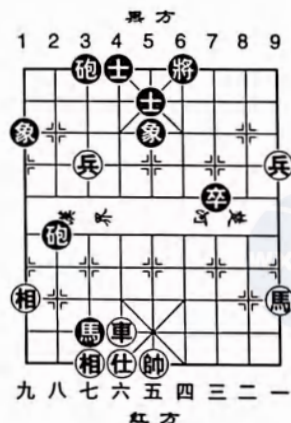


Diagram 105

1. P7=6 E1+3 2. P6=7 E3-1
3. P7=8 E5+3 4. P8=7 E3-5
5. P7=6 E1+3

In this example, Red has tried to move his Pawn to prevent Black's Cannon from protecting the Black Horse as the Black Cannon would now lost its cannon mount. When Black tried to use his Elephant as a cannon mount, Red would move the Pawn back to the same file to block the Cannon again. In this case, the Red Chariot is viewed as having perpetually chased the Black Horse.

Black's moves are legal. Therefore, Red must change his moves or be penalized with a loss.

36.2 Example of non-perpetual chase

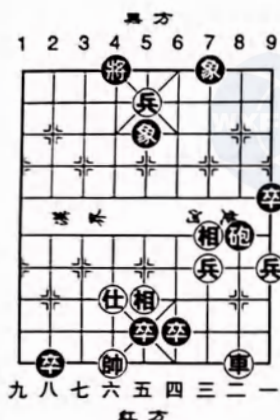


Diagram 106

1. R2+1 C8+1 2. R2-1 C8-1
3. R2+1 C8+1 4. R2-1 C8-1
5. R2+1

In this example, advancing and retreating the Red Chariot would seem to be a perpetual chase by Red targeted at the Black Cannon. However, the Black Cannon does not run away, and there are no other Black pieces to protect it.

Red's moves would not be considered to be a perpetual chase on the Black Cannon.

Hence, if neither player wished to change their moves, it would be a draw.

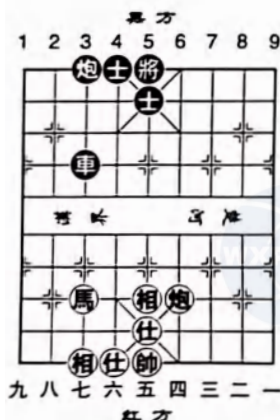


Diagram 107

1. H7+6 R3+2
2. H6-7 R3-2

In this example, advancing the Red Horse to the riverbank would be viewed as a chase by the Red Horse targeting at the Black Chariot. Black's R3+2 could both be described as a chase (targeting at the Red Horse) and also an offer (inviting the Red Elephant to capture it). When a move has more than one nature, it would be treated as the one with more substantial consequences. Hence, Black's moves would be considered to be an alternate chase and idle and judgment would be passed based

on this assumption. Red's H6-7 for his second ply would be considered to be an idle move. As for the Red Elephant threatening to capture the Black Chariot, it would be considered to be Black's responsibility as Black had deliberately moved the Chariot there. Hence, Red's moves would be treated as an alternate chase and idle.

Since both players were considered to have played an alternate chase and idle, it would be a draw if neither player wished to change their moves.

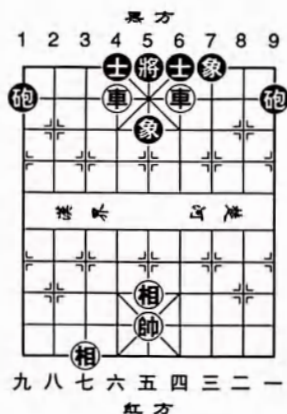


Diagram 108

36.3 Example of simultaneous perpetual chase

1. R4-2 A4+5
2. R4+2 A5-4
3. R4-2 A4+5
4. R4+2 A5-4

When Red retreated his Chariot on the 4th file, his other Chariot would be chasing the Black Cannon on the 9th file (Black's first file). When the Red Chariot was advanced again, the Black Cannon on Black's first file was still under attack. Hence, since the same Black Cannon was under attack all the time, Red's moves

would be considered to be a two-to-one chase, and it would be not allowed.

A similar situation would occur for Black. Whenever the Black Advisor was advanced or retreated, Red's unmoved Chariot on Red's 6th file would be under constant attack. Hence, Black's moves would be deemed as a two-to-one chase on the Red Chariot which has not moved. It would be not allowed.

In this instance, since both players have violated the rules with a perpetual chase at the same time, if neither player wished to change their moves, it would be a draw.

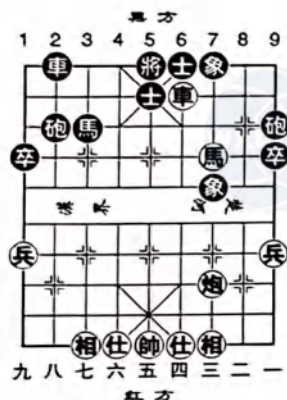


Diagram 109

be seen as having played a perpetual chase. It is not allowed.

Both of Black's moves were idle moves and are perfectly legal.

Therefore, Red must change his moves or be penalized with a loss.

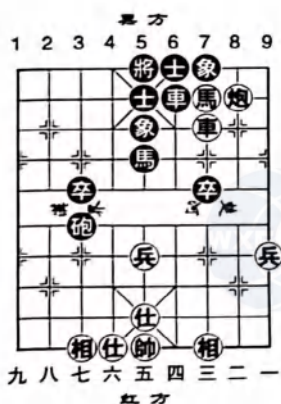


Diagram 110

36.4 Perpetual mating threat and perpetual chase

1. H3+2 E7-5
2. H2-3 E5+7
3. H3+2

Advancing and retreating the Red Horse were mating threats. The same moves could also be treated as a chase targeting at the Black Elephant on bottom rank. There are two natures to Red's moves, and when it is so, the moves by Red would be treated as the nature with more substantial consequences. Hence, the moves by Red would be treated as a chase instead of a mating threat, and Red would

36.5 Example of a chase on the opponent's Chariot

1. R3-1 H5+6
2. R3+1 H6-5
3. R3-1

Analysis of Red's moves:

a) R3-1: would be a chase on the Black Horse. The Red Cannon would also be chasing the Black Chariot at the Elephant's eye.

b) R3+1: Advancing the Red Chariot would prevent the Chariot from being

caught by the Black Horse. The Red Cannon would still be chasing the Black Chariot. However, in this situation, Red would have been considered to have made an alternate chase and idle. Although the Red Cannon was targeting at the Black Chariot, it would not be taken into consideration in this cycle.

Analysis of Black's moves:

Advancing and retreating the Horse was a perpetual chase targeting at the Red Chariot.

Therefore Red's alternate chase and idle was allowed while Black's perpetual chase was not allowed. Black must change his moves or be penalized with a loss.

Appendix: Round robin tournament pairing tables (Berger tables)

How to use the Berger tables:

1. Before the start of a round-robin tournament, each player/team would draw lots to determine their competition number, starting with the number one and so on. The players/teams are then paired based on the relevant tournament bracket as given below. The player with the smaller competition number would start the game as Red, while the player with the larger competition number would start the first game as Black. The colors would be alternated the next round and so on. If the tournament were a double round robin, the players would alternate the colors for their two games.

2. If it were a team tournament, the team whose competition number was smaller would start the match with their odd-numbered boards taking Red, while the even numbered boards would take Black.

3. If there were an odd number of participants/teams, the participant/team that could not be paired would receive a bye (Please refer to the following tables).

WORLD XIANGQI RULES

3 or 4 Players / Teams		
Round	Pairing	
1	1 - (4)	2 - 3
2	(4) - 3	1 - 2
3	2 - (4)	3 - 1

5 or 6 Players / Teams			
Round	Pairing		
1	1 - (6)	2 - 5	3 - 4
2	(6) - 4	5 - 3	1 - 2
3	2 - (6)	3 - 1	4 - 5
4	(6) - 5	1 - 4	2 - 3
5	3 - (6)	4 - 2	5 - 1

7 or 8 Players / Teams				
Round	Pairing			
1	1 - (8)	2-7	3-6	4-5
2	(8) - 5	6-4	7-3	1-2
3	2 - (8)	3-1	4-7	5-6
4	(8) - 6	7-5	1-4	2-3
5	3 - (8)	4-2	5-1	6-7
6	(8) - 7	1-6	2-5	3-4
7	4 - (8)	5-3	6-2	7-1

9 or 10 Players / Teams					
Round	Pairing				
1	1 - (10)	2-9	3-8	4-7	5-6
2	(10) -6	7-5	8-4	9-3	1-2
3	2 - (10)	3-1	4-9	5-8	6-7
4	(10) -7	8-6	9-5	1-4	2-3
5	3 - (10)	4-2	5-1	6-9	7-8
6	(10) -8	9-7	1-6	2-5	3-4
7	4 - (10)	5-3	6-2	7-1	8-9
8	(10) -9	1-8	2-7	3-6	4-5
9	5 - (10)	6-4	7-3	8-2	9-1

11 or 12 Players / Teams						
Round	Pairing					
1	1 - (12)	2-11	3-10	4-9	5-8	6-7
2	(12) -7	8-6	9-5	10-4	11-3	1-2
3	2 - (12)	3-1	4-11	5-10	6-9	7-8
4	(12) -8	9-7	10-6	11-5	1-4	2-3
5	3 - (12)	4-2	5-1	6-11	7-10	8-9
6	(12) -9	10-8	11-7	1-6	2-5	3-4
7	4 - (12)	5-3	6-2	7-1	8-11	9-10
8	(12) -10	11-9	1-8	2-7	3-6	4-5
9	5 - (12)	6-4	7-3	8-2	9-1	10-11
10	(12) -11	1-10	2-9	3-8	4-7	5-6
11	6 - (12)	7-5	8-4	9-3	10-2	11-1

WORLD XIANGQI RULES

13 or 14 Players / Teams							
Round	Pairing						
1	1 - (14)	2-13	3-12	4-11	5-10	6-9	7-8
2	(14) -8	9-7	10-6	11-5	12-4	13-3	1-2
3	2 - (14)	3-1	4-13	5-12	6-11	7-10	8-9
4	(14) -9	10-8	11-7	12-6	13-5	1-4	2-3
5	3 - (14)	4-2	5-1	6-13	7-12	8-11	9-10
6	(14) -10	11-9	12-8	13-7	1-6	2-5	3-4
7	4 - (14)	5-3	6-2	7-1	8-13	9-12	10-11
8	(14) -11	12-10	13-9	1-8	2-7	3-6	4-5
9	5 - (14)	6-4	7-3	8-2	9-1	10-13	11-12
10	(14) -12	13-11	1-10	2-9	3-8	4-7	5-6
11	6 - (14)	7-5	8-4	9-3	10-2	11-1	12-13
12	(14) -13	1-12	2-11	3-10	4-9	5-8	6-7
13	7 - (14)	8-6	9-5	10-4	11-3	12-2	13-1

15 or 16 Players / Teams								
Round	Pairing							
1	1 - (16)	2-15	3-14	4-13	5-12	6-11	7-10	8-9
2	(16) -9	10-8	11-7	12-6	13-5	14-4	15-3	1-2
3	2 - (16)	3-1	4-15	5-14	6-13	7-12	8-11	9-10
4	(16) -10	11-9	12-8	13-7	14-6	15-5	1-4	2-3
5	3 - (16)	4-2	5-1	6-15	7-14	8-13	9-12	10-11
6	(16) -11	12-10	13-9	14-8	15-7	1-6	2-5	3-4
7	4 - (16)	5-3	6-2	7-1	8-15	9-14	10-13	11-12
8	(16) -12	13-11	14-10	15-9	1-8	2-7	3-6	4-5
9	5 - (16)	6-4	7-3	8-2	9-1	10-15	11-14	12-13
10	(16) -13	14-12	15-11	1-10	2-9	3-8	4-7	5-6
11	6 - (16)	7-5	8-4	9-3	10-2	11-1	12-15	13-14
12	(16) -14	15-13	1-12	2-11	3-10	4-9	5-8	6-7
13	7 - (16)	8-6	9-5	10-4	11-3	12-2	13-1	14-15
14	(16) -15	1-14	2-13	3-12	4-11	5-10	6-9	7-8
15	8 - (16)	9-7	10-6	11-5	12-4	13-3	14-2	15-1

17 or 18 Players / Teams												
Round	Pairing											
1	1 - (18)	2-17	3-16	4-15	5-14	6-13	7-12	8-11	9-10			
2	(18) - 10	11-9	12-8	13-7	14-6	15-5	16-4	17-3	1-2			
3	2 - (18)	3-1	4-17	5-16	6-15	7-14	8-13	9-12	10-11			
4	(18) - 11	12-10	13-9	14-8	15-7	16-6	17-5	1-4	2-3			
5	3 - (18)	4-2	5-1	6-17	7-16	8-15	9-14	10-13	11-12			
6	(18) - 12	13-11	14-10	15-9	16-8	17-7	1-6	2-5	3-4			
7	4 - (18)	5-3	6-2	7-1	8-17	9-16	10-15	11-14	12-13			
8	(18) - 13	14-12	15-11	16-10	17-9	1-8	2-7	3-6	4-5			
9	5 - (18)	6-4	7-3	8-2	9-1	10-17	11-16	12-15	13-14			
10	(18) - 14	15-13	16-12	17-11	1-10	2-9	3-8	4-7	5-6			
11	6 - (18)	7-5	8-4	9-3	10-2	11-1	12-17	13-16	14-15			
12	(18) - 15	16-14	17-13	1-12	2-11	3-10	4-9	5-8	6-7			
13	7 - (18)	8-6	9-5	10-4	11-3	12-2	13-1	14-17	15-16			
14	(18) - 16	17-15	1-14	2-13	3-12	4-11	5-10	6-9	7-8			
15	8 - (18)	9-7	10-6	11-5	12-4	13-3	14-2	15-1	16-17			
16	(18) - 17	1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9			
17	9 - (18)	10-8	11-7	12-6	13-5	14-4	15-3	16-2	17-1			

19 or 20 Players / Teams												
Round	Pairing											
1	1 - (20)	2-19	3-18	4-17	5-16	6-15	7-14	8-13	9-12	10-11		
2	(20) -11	12-10	13-9	14 -8	15-7	16-6	17-5	18-4	19-3	1-2		
3	2 - (20)	3-1	4-19	5-18	6-17	7-16	8-15	9-14	10-13	11-12		
4	(20) -12	13-11	14-10	15-9	16-8	17-7	18-6	19-5	1-4	2-3		
5	3 - (20)	4-2	5-1	6-19	7-18	8-17	9-16	10-15	11-14	12-13		
6	(20) -13	14-12	15-11	16-10	17-9	18-8	19-7	1-6	2-5	3-4		
7	4 - (20)	5-3	6-2	7-1	8-19	9-18	10-17	11-16	12-15	13-14		
8	(20) -14	15-13	16-12	17-11	18-10	19-9	1-8	2-7	3-6	4-5		
9	5 - (20)	6-4	7-3	8-2	9-1	10-19	11-18	12-17	13-16	14-15		
10	(20) -15	16-14	17-13	18-12	19-11	1-10	2-9	3-8	4-7	5-6		
11	6 - (20)	7-5	8-4	9-3	10-2	11-1	12-19	13-18	14-17	15-16		
12	(20) -16	17-15	18-14	19-13	1-12	2-11	3-10	4-9	5-8	6-7		
13	7 - (20)	8-6	9-5	10-4	11-3	12-2	13-1	14-19	15-18	16-17		
14	(20) -17	18-16	19-15	1-14	2-13	3-12	4-11	5-10	6-9	7-8		
15	8 - (20)	9-7	10-6	11-5	12-4	13-3	14-2	15-1	16-19	17-18		
16	(20) -18	19-17	1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9		
17	9 - (20)	10-8	11-7	12-6	13-5	14-4	15-3	16-2	17-1	18-19		
18	(20) -19	1-18	2-17	3-16	4-15	5-14	6-13	7-12	8-11	9-10		
19	10 - (20)	11-9	12-8	13-7	14-6	15-5	16-4	17-3	18-2	19-1		

Afterword

Xiangqi has a long history and has been a gem of the Chinese culture for many centuries. It is also an essential part of modern-day Mind Games. There are billions of Xiangqi lovers in the world today. The Rules of Xiangqi commissioned by the Asian Xiangqi Federation in 1982 has been vital in helping set the standard for competitive Xiangqi internationally. It has proved to be crucial in specifying how tournaments should be organized and is an example of a scientific approach to Xiangqi. It has remained to be the standard-bearer for the past few decades. The World Xiangqi Federation has been using the Rules of Xiangqi since the foundation in 1993.

If we look back at the development of the Rules of Xiangqi, we can see that it was the fruit of a labor of love by generations of Xiangqi enthusiasts and experts from many different places. Since its inception, it has been revised several times. We would like to take the opportunity to show our heartfelt appreciation to Mr. Lee Chee Hoi and Mr. Lin Kwan How for their unmeasurable contributions and also the many unsung heroes of the Asian Xiangqi Federation for their work.

The Asian Xiangqi Federation was established in November 1978. According to the initial regulations, one of the primary goals of the Federation was to unify the rules and conduct of Xiangqi as there were discrepancies in the way Xiangqi was played from place to place. The Arbitration Committee was given the mammoth task of formulating the first set of rules which was given to all the different members for discussion.

From the 6th to 11th of September, 1982, the first-ever Asian Xiangqi

Federation's meeting of the arbitration committee was held in Macau. Mr. Lee Chee Hoi led the meeting and representatives from seven countries and nineteen regions including Singapore, Thailand, China, Malaysia, Philippines, Macau China, Hong Kong China et cetera were present at the meeting to voice their opinions, thus giving birth to the very first set of Rules of Xiangqi was formulated. After the meeting, the Chief Arbiter's draft of the Rules of Xiangqi and its associated diagrams was passed, and the Chief Arbiter was authorized to edit and publish the Rules of Xiangqi.

In December of 1982, the Rules of Xiangqi for the first edition was published and was successfully put to use in tournaments that were held in Asia, North America, Canada and other regions, quelling any disputes that might have arisen in competition.

From the 5th to 7th of June, 1989, a second meeting of the Arbiter's Commission was held in Hong Kong. The meeting was chaired by Mr. Lee Chee Hoi, the Chief Arbiter. Representatives from Singapore, China, Macau China, Hong Kong China, Taipei China, Indonesia, Thailand, Philippines, Malaysia, Brunei et cetera attended. Altogether, there were twenty-three representatives that represented ten countries and regions. During the meeting, the institutions regarding the Asian Xiangqi Team Championships and Individuals Championships were erected.

In November 1992, a revision of the Rules of Xiangqi was done and the second edition of the Rules of Xiangqi was published.

From the 4th to 6th of March, 2003, a third meeting of the Arbitration Committee was held in Macau. Mr. Lee Chee Hoi was the Chief Arbiter who chaired the meeting and oversaw the proceedings. Eighteen representatives from ten countries and regions attended the meeting. They included representatives from China, Singapore, Philippines, Malaysia, Indonesia, Australia, Taipei China, Hong Kong China and Macau China.

In the same year, the third edition of the Rule of Xiangqi was published.

In 2008, as the Rules of Xiangqi were given out, and there was still need for it, the Asian Xiangqi Federation added a supplement to meet the needs.

From the 16th to 21st of September in 2017, the Ly Hout Cup, 18th Asian Xiangqi Individuals Championships was held in Phnom Penh, Cambodia. The tournament was held on the 16th and 17th, and during the tournament, several meetings were held. They included a meeting for the Members of the General Assembly, a meeting for the Executive Directors and the 4th ever Meeting of the Arbitration Commision. Xiangqi leaders, Xiangqi elite, and Xiangqi Arbiters gathered at the meeting to discuss further revisions to the Rules of Xiangqi. The meeting was chaired by Mr. Wilson Chen Hui Huang who served as the Chief Arbiter and oversaw the proceedings. Mr. Chan Mau Yin, Asian Grand Arbiter, was then assigned the job of organizing and editing the fourth edition of the Rules of Xiangqi.

The World Xiangqi Federation attaches great importance to the publication of the World Xiangqi Rules. Over the years, the Competition Director Mr. Liew Hin Tiam and other colleagues of the World Xiangqi Federation have also been actively appealing for the publication of the World Xiangqi Rules in both Chinese and English. The forthcoming World Xiangqi Rules basically preserves the original version of the fourth revision of the Rules of Xiangqi by the Asian Xiangqi Federation. It is not only the historical inheritance of the rules, but also an important symbol of the development of the game of Xiangqi. The arts are endless. In the future, the World Xiangqi Rules will be revised and supplemented continuously according to the needs of development, and gradually improved, so as to achieve a better scientific standard of Xiangqi competition, help Xiangqi lovers all over the world understand and master the Xiangqi game, and promote the development process of Xiangqi internationalization.