

2014 年華盛頓州學藝競賽

象棋比賽規則

1. 一律使用大會提供之比賽用具, 不得損毀或缺漏.
2. 參賽者除應遵守一般象棋規則 (起手無回, 驍象腿馬腳, 兵不得回頭) 外, 其餘如有質疑應以評審意見為執行依據。
3. 紅先黑後, 以猜拳決定, 贏者用紅色棋子。
4. 每局兩人對弈, 採抽籤配對交叉制。如有不足人數時, 利用抽籤決定種子參賽者一名, 自動進入下一輪比賽。
5. 抽籤決定種子時, 以未曾擔任過種子者為優先對象。如有超過一人時, 以抽籤抽得最大號碼者為種子。如所餘參賽者均已擔任過種子, 則可自其中抽籤以抽得最大號碼者為種子。
6. 抽籤配對時, 抽得號碼即為比賽桌號, 除經評審或工作人員同意外, 不得任意更換桌號。
7. 每局結束後, 勝者與敗者請分別至預定區, 準備下一輪的抽籤。如雙方經評審同意比賽結果為平手 (和局), 則二人均可進入下一輪比賽的抽籤配對。
8. 每一步的思考時間不得超過 30 秒, 每一局比賽時間不得超過 10 分鐘。
9. 超過思考時限三次者視為敗方,
10. 比賽超過 10 分鐘尚未決定勝負者, 視雙方均為敗者, 均不得參加下一輪比賽。
11. 最後一局結束後, 由裁判向大會回報優勝者姓名。

2014 Washington State Language and Talent Competition

Chinese Chess Rules

1. Use only the equipment provided by the organizer. Damages or missing parts are prohibited.
2. All players must follow the basic rules. Example 1: moves are final once they are made. Example 2: horses can only move in certain ways. Example 3: elephants can not move when an opponent blocks the center of the Chinese letter 田. Example 4: soldiers can not move backwards. When in doubt, ask the judge.
3. The red always makes the first move. Use cai quan (猜拳) to determine which player uses the red.
4. Players draw numbers to pair up as the first round. A combined elimination and round robin will be used for later rounds. If there are odd number players, drawing will be used to determine the lucky one who will sit out that round and advance automatically.
5. Players who have been sitting out will be given lower priorities in determining upcoming lucky players. If all drawers have sat out, drawing will be used to determine the lucky one. The player who draws the largest number gets to sit out.
6. Use the table that has the same number as your draw. Changes must be approved by the facilitator or the judge.
7. Winners and losers are asked to gather in separate designated areas, waiting to draw for the next round. If the game is ruled by the judge as a tie, both players are eligible for drawing.
8. Each step is limited to 30 seconds. The entire game is limited to 10 minutes.
9. Players could be declared as losing the game when he/she uses more than 30 seconds in a step and it happens three times.
10. Both players will be declared as losers if the game is not over in 10 minutes. Neither will be qualified for the next round.
11. The judge shall send names of the top players to the Operation Center when all games are finished.