

Regulation for 2016 Irish Confucius cup

1. Organiser: Irish Go Association (IGA)
2. Co-organiser: UCD Confucius Institute
3. Sponsors: ICBC, Huawei, Asia Market and Ka-shing
4. Date and venue: March 5 – March 6, 2016, The Ballroom Suite, The Gresham Hotel, 23 Upper O’Connell Street, Dublin 1
5. Rules and regulations:

(1) The Asian rules (http://www.asianxiangqi.org/axf_rules.htm) as approved by the World Xiangqi Federation

(2) Seven rounds by the Swiss Pairing System. Each player has 45minutes plus 10 seconds of incremental time for every move played.

(3) Final results of the competition are determined by players’ scores ranking. The following measures in turn are used as tie-breakers: Sum of Opponent’s Scores (SOS), the game result(s) between the two players who are tied, the number of winning games, the number of winning games taking black, the number of fouls committed and additional tie-break games in which the player taking red has 6 minutes playing time and the player taking black has 4 minutes (Black wins the game if it is a draw.).

6. Prizes

Ranking	Prize
1st	€1,000
2nd	€400
3rd	€300
4th	€200
5th	€100

7. Registration:

Players can register either online or at the Gresham Hotel on the day of the event. Online registration in advance is recommended. All the competitors must present themselves at the Ballroom Suite between 9 am and 10 am on 5th of March, 2016. Registration is free.

8. Additional information, if any, will be announced in due course.

9. The organiser is the authority for the interpretation of the rules and regulations of the competition.

Supplementary Rules for the Irish Confucius Cup Xiangqi Tournament 2016

1. Time schedule

Date	Time	Event
05/03	9:00	Registration
	10:00	Opening Ceremony
	10:15	Round 1
	12:30	Round 2
	14:45	Round 3
	17:00	Round 4
	18:00	Simultaneous Games by Professionals
	19:30	Dinner
06/03	09:00	Round 5
	11:20	Round 6
	13:30	Round 7
	15:30	Reviews of Top Board Games by Professionals
	16:30	Prize giving and Closing Ceremony
	19:00	Dinner

2. The player who arrives more than 15 minutes (inclusive) late loses the game by forfeit.
3. During competition, players are not allowed to use laptops, mobile phones and other electronic devices. Mobile phones must be powered off or switched to silence mode. A player receives a first-time warning when his/her mobile phone rings. After which, any player whose mobile phone rings again will lose his/her game by forfeit.
4. The number of natural moves in a game is 50 after which the game is considered a draw. However, the number of check moves that can be included in the above count by the player who requests the referee's judgement on the issue is 8.
5. In case of any dispute, a player should draw referee's attention by raising his/her hand. The player is not allowed to stop the clock.
6. Rules of tie-break games:
 - (1) A player who commits technical fouls twice loses the game.
 - (2) A player who (re)starts the clock before making a move commits a technical foul and the player loses the game if his/her remaining clock time is less than 1 minute.
 - (3) A player loses the game if he/she moves two or more than two pieces on the board off their original positions by mistake.
7. A player can request the referee to judge on the issue of maximum number of rounds for a compulsory draw any time before the game result is signed off. He/she loses the game if the request is considered as invalid by the referee.
8. Any additional information on rules and regulations may be announced in due course.
9. The organiser is the authority for the interpretation of the rules and regulations of the competition.