

# Rules of Tiantian-xiangqi (天天象棋) App

Detailed rules during the tournament are judged by Rules of Tiantianxiangqi (天天象棋) App.

## 1. Draw

- 1.1 If both players couldn't make any move across the river, it would be automatically ruled as a draw.
- 1.2 In the situation of non-check or non-chase, if the same position was repeated consecutively for 5 times, it would be automatically ruled as a draw.
- 1.3 If both players delivered perpetual checks each other for 6 times, it would be automatically ruled as a draw.
- 1.4 If both players delivered perpetual chase one of the opponent's pieces for 6 times, it would be automatically ruled as a draw.
- 1.5 If a single piece made an alternate check with chase for 12 rounds, or more pieces for 18 rounds, it would be automatically ruled as a draw.
- 1.6 If there were 120 moves(60 rounds) without loss of any pieces, it would be automatically ruled as a draw. In the 60 rounds, the moves of checks can be accumulated 20 rounds at most. When the last move is to win, it will not be automatically ruled as a draw.
- 1.7 If the total number of moves in a game reaches 400 moves (200 rounds), it will be automatically ruled as a draw. When the last move is to win, it will not be automatically ruled as a draw.

2. Prompt for forced change
  - 2.1 One or more pieces are allowed to make perpetual chase one of the opponent's pieces for only 6 rounds.
  - 2.2 A player perpetually checked and the other one perpetually chased, so the player delivering the perpetual check has to change his moves or be penalized with a loss.
  - 2.3 A single piece is allowed to make perpetual checks for only 6 rounds, two for only 12 rounds, three or more for only 18 rounds. (Recalculate once there is a captured piece of either player during the process.)
3. Every round of the tournament lasting 7 days from 20 to 26 July starts at 20:30 Beijing time daily, and those who fail to take seats within 10 minutes will be penalized with a loss. Please go to No.666666 club and take seats before 20:30 Beijing time by the pairing sheet.
4. For the online tournament, if the internet is disconnected, the player who lost on time will be ruled as a loss.
5. Any disputes on the rules during the tournament should be subject to the judgment of the tournament arbiter committee.

Tournament Arbiter Committee

July 18, 2020

**Note: This tournament rule is translated. The Chinese text shall be the accurate text.**