

**Lingnan University Department of Economics 30th Anniversary Inter-School Chess
Competition – "The Nash Chess Cup"**



—— Official Event Regulation

1. Organizational & Operational Structure

- **Organizer:** Department of Economics, Lingnan University
- **Organizing agency :** 卓思棋院 (EC Chess Education Limited) 
- **Supporting Organization:**  中國香港圍棋協會
The Go Association of Hong Kong, China
- **Date:** 7 November 2026 (Saturday)
- **Venue:** Indoor Sports Complex, Lingnan University
- **Venue Control:** Only participating players, arbiters, and staff members are permitted inside the competition hall floor area. Team leaders/teachers, parents, and coaches may wait within the Lingnan University campus.

2. Format, Divisions & Quota Limits

- **Disciplines:** Chess, Chinese Chess (Xiangqi), and Go (Weiqi).
- **Divisions:** Each discipline features 4 independent divisions:
 - **Junior Primary Team** (P1–P3 or equivalent non-local curriculum) — Team
 - **Senior Primary Team** (P4–P6 or equivalent non-local curriculum) — Team
 - **Secondary Team** (S1–S6 or equivalent non-local curriculum) — Team
 - **Secondary & Tertiary Individual** — Individual
- **Tournament System:** 5-Round Swiss System. All divisions and disciplines will start simultaneously in every round.
- **Registration Limits:**
 - **Team:** Each team division has a regular limit of 16 teams. The Organiser reserves the right to adjust this limit based on actual circumstances.
 - **Individual:** Each division has a regular limit of 32 participants.
- **School Entry Limits:** Schools may enter multiple teams, but a maximum of 3 teams per school is allowed within the same division of a discipline. Teams from the same school must

be designated as "Team A", "Team B", "Team C", for identification.

3. Team Composition & "3-Board System" Rules

- **Team Size:** Each team must consist of 3 students from the same school. Inter-school joint teams are not permitted.
- **Board Order Submission:** Board order must be strictly assigned based on player strength from strongest to weakest upon registration:
 - **Board 1** —— Board 1 (Must be the strongest player on the team)
 - **Board 2** —— Board 2
 - **Board 3** —— Board 3
- **Fixed Board Order:** Once submitted, the board order cannot be swapped or changed throughout all 5 rounds under any circumstances. Unauthorized board swaps will result in team disqualification.
- **Absence Handling:** If a team member is absent, remaining present players must play at their originally assigned boards and cannot move up to fill the gap (e.g., if Board 1 is absent, Board 2 must still play on Board 2).

4. Unified Time Control & Penalty for Late Arrival

To ensure smooth venue operation and simultaneous completion across all divisions, a unified time limit applies to all disciplines and categories:

- **Time Limit:** 20 minutes flat time per player, with no time increment per move.
- **Late Penalty:** Any player who fails to be seated 10 minutes after the official start signal will forfeit the game.

5. Competition Rules & Regulations Reference

The Arbiter Panel will strictly enforce the following official latest professional rules. The Organiser and Chief Arbiter reserve the right of final and binding decision on all tournament matters and disputes.

- **Chess:** In accordance with the latest official FIDE (International Chess Federation) Laws of Chess for Rapidplay.
- **Chinese Chess (Xiangqi):** In accordance with the latest official WXF Rules of Xiangqi Competition.
- **Go (Weiqi):** In accordance with the latest official Competition Rules of Chinese Weiqi (played on a 19x19 board using Chinese territory counting, with a komi of 7.5 points / 3.75 stones for Black).

6. Event Schedule (Saturday, 7 November 2026)

Time	Program / Round
09:30 – 09:50	Player Check-in, Admission & Seating
09:50 – 10:00	Opening Ceremony & Arbiter Announcements
10:00 Sharp	Round 1 Official Start
11:00 – 11:50	Round 2
12:00 – 12:50	Round 3
12:50 – 14:15	Lunch Break
14:15 – 14:30	Player Admission
14:30 – 15:20	Round 4
15:30 – 16:20	Round 5
	Award Ceremony (Presentation of Top 8 Awards for All Divisions)
	Special Guest Dialogue: When Economic Game Theory meets Chess
16:30 – 17:30	Featured Guest Speaker: • Wong Hok Him International Xiangqi Grandmaster & Hangzhou 2022 Asian Games Team Bronze Medallist (Hong Kong Representative) • Wong Wai Chung, Gary Assistant Professor of Teaching, Department of Economics, Lingnan University
17:30 – 18:30	Master Challenge: Grandmaster Wong Hok Him accepts simultaneous challenges from designated players, Lingnan staff, or students

7. Scoring & Tie-Break Systems

For Team Divisions:

- **Game Points: Win = 1 point, Draw = 0.5 point, Loss = 0 points.**
- **Team Results (Match Points): Teams with higher "Match Points" rank higher.**
 - Accumulating 2 points or more across the 3 boards = Win (1 Match Point)
 - Accumulating exactly 1.5 points across the 3 boards = Draw (0.5 Match Point)
 - Accumulating less than 1.5 points across the 3 boards = Loss (0 Match Points)
- **Tie-Break Criteria for Teams:** When two or more teams tie on total "Match Points" after 5 rounds, rankings will be determined sequentially by the following criteria:
 - 1. Total Game Points**
 - Definition: The sum of individual game points accumulated by all 3 players (Board 1, Board 2, and Board 3) across 15 total games over 5 rounds.
 - 2. Direct Encounter**
 - Definition: If Match Points and Total Game Points are identical, the system automatically checks if the tied teams played against each other within the 5 rounds. If so, the winner of that direct match ranks higher.
 - 3. Buchholz Cut 1 (Adjusted Opponents' Match Points)**
 - Definition: The sum of Match Points of the 5 opponent schools faced, excluding the opponent with the lowest Match Points.
 - 4. Buchholz Total (Total Opponents' Match Points)**
 - Definition: The unadjusted sum of Match Points of all 5 opponent schools faced across the 5 rounds.
 - 5. Team Sonneborn-Berger**
 - Definition: The sum of Match Points of all defeated opponents plus half the Match Points of all drawn opponents.
 - 6. Drawing of Lots**
 - Definition: If two or more teams remain completely tied after applying all the above tie-break criteria, and the ranking directly affects the awarding of the top 8 positions, the final tie will be broken by drawing lots. The Chief Arbiter will conduct an open draw in the presence of team leaders or coaches from the tied teams to determine the final ranking.

For Individual Divisions:

If two or more players tie on total scores, the system will break ties sequentially using the following criteria according to each discipline:

Order	Chess	Chinese Chess (Xiangqi)	Go (Weiqi)
1	Direct Encounter	Buchholz	Buchholz
2	Buchholz Cut 1	Direct Encounter	Progressive Score (Cumulative)
3	Number of Wins	Number of Wins	Direct Encounter (Tied between 2 players)
4	Number of Wins with Black	Number of Wins with Black	Sonneborn-Berger Score
5	Progressive Score (Cumulative)	Number of Games with Black	Highest Opponent's Score
6	Drawing of Lots	Drawing of Lots	Drawing of Lots

8. Awards & Specifications

Independent team awards (3 members per team) will be presented for each of the 9 team categories:

- **Team Champion:** 1 Trophy per team, Champion Medal per member, and HK\$1,200 Book Vouchers per team.
- **Team 1st Runner-up:** 1 Trophy per team, 1st Runner-up Medal per member, and HK\$900 Book Vouchers per team.
- **Team 2nd Runner-up:** 1 Trophy per team, 2nd Runner-up Medal per member, and HK\$600 Book Vouchers per team.
- **Team 4th to 8th Place:** Merit Medal per member.

Secondary & Tertiary Individual Divisions (per discipline):

- **Champion:** 1 Trophy and HK\$500 Book Voucher.
- **1st Runner-up:** 1 Trophy and HK\$400 Book Voucher.
- **2nd Runner-up:** 1 Trophy and HK\$300 Book Voucher.
- **4th to 8th Place:** Merit Medal.

9. Registration & Payment Procedures

- **Registration Method:** A separate application form must be submitted for each team or individual participant. Scan the QR code on the poster or access the link below to complete the form and payment.
- **Registration Form:** <https://ems.ln.edu.hk/event/econ30th-thenashchesscup/register>
- **Registration Fee:**
 - Team Entry: **HK\$900** per team
 - Individual Entry: **HK\$300** per person
- **Payment Methods:** FPS (Faster Payment System), Visa, Mastercard, and UnionPay.
- **(Non-mandatory) Submission of "Student Status & Principal Approval Form" (For Primary and Secondary School Teams Only):** After completing online registration and payment, a confirmation email will be sent to the contact person. Schools may submit the "Student Status & Principal Approval Form" (signed by the principal and stamped with the school seal) to econ@LN.edu.hk as needed. Submission is non-compulsory at the time of registration and will not affect eligibility, though the organizers reserve the right to verify student identity whenever necessary.
- **Student Status & Principal Approval Form Link:**
- <https://www.ln.edu.hk/econ/f/page/121669/375355/Principal%20Approval%20Form.docx>
- **Registration Deadline: Saturday, 24 October 2026, at 23:59.**
- **Waitlist Policy:** Applications received after capacity is reached will be placed on a waitlist. If vacancies open, waitlisted applicants will be notified sequentially after October 24.

10. Venue Discipline & Inclement Weather Policy

- **Electronic Device Ban:** Mobile phones and smartwatches must be powered off and stowed inside backpacks. Any device emitting sound or vibration during a match will result in an immediate forfeiture.
- **Inclement Weather Arrangement:** If Typhoon Signal No. 8 or above, a Black Rainstorm Warning, or "Extreme Conditions" announced by the government remains in effect at or after 07:00 AM on the event day, the competition will be cancelled immediately. The Organiser will notify participants of rescheduled arrangements; no refunds will be provided. Matches will proceed as scheduled under Typhoon Signal No. 1 or 3, or Amber/Red Rainstorm Warnings.