

FIDE Rating Regulations effective from 1 January 2022

Approved by FIDE Council 2021.

0. Introduction

The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC).

For tournaments, changes will apply to those starting on or after the date upon which they become effective.

0.1

A game played over the board will be rated by FIDE when it takes place in a FIDE registered tournament and meets all the following requirements.

0.2

The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. An exception may be made by agreement with the organising federation.

The tournament and its playing schedule must be registered three days before the tournament starts. The QC Chairman may refuse to register a tournament. He may also allow a tournament to be rated even though it has been registered less than three days before the tournament starts.

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairman.

0.3

Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4

FIDE reserves the right not to rate a specific tournament. The organizer of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of the communication of the decision.

1. Rate of Play

1.1

For a game to be rated each player must at the start of the tournament have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.

Where at least one of the players in the game has a rating of 2400 or higher, each player must have a minimum of 120 minutes.

Where at least one of the players in the game has a rating 1800 or higher, each player must have a minimum of 90 minutes.

Where both of the players in the game are rated below 1800, each player must have a minimum of 60 minutes.

1.2

Where a certain number of moves is specified in the first time control, it shall be at least 30 moves.

2. Laws to be followed

2.1

Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).

3.

There must be no more than 12 hours play in one day. This is calculated based on games that last 60 moves, although games played using increments may last longer.

4.

For tournaments lasting more than 30 days, interim results must be reported on a monthly basis.

5.

Unplayed Games

5.1

Whether these occur because of forfeiture or any other reason, they are not counted. Except in case of force majeure, any game where both players have made at least one move will be rated, unless the regulations relating to Fair Play require otherwise.

6.

Matches

6.1

Matches in which one player is unrated shall not be rated.

6.2

Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.

7.

Official FIDE Rating List

7.1

On the first day of each month, FIDE shall prepare a list which incorporates all rated play during the rating period into the previous list. This shall be done using the rating system formula.

7.11

The rating period (for new players, see 7.14) is the period where a certain rating list is valid.

7.12

The following data will be published concerning each player whose rating is at least 1000 as of the current list: FIDE title, Federation, Current Rating, ID Number, Number of games rated in the rating period, Year of Birth, Gender and the current value of K for the player.

7.13

The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list.

Official FIDE events may be rated on the list even if they end on the last day before the list date.

7.14

A rating for a player new to the list shall be published when it is based on 5 games against rated opponents. This need not be met in one tournament Results from other tournaments played within consecutive rating periods of not more than 26 months are pooled to obtain the initial rating. The rating must be at least 1000.

7.2

Players who are not to be included on the list or to be shown as inactive :

7.21

Players whose ratings drop below 1000 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.

7.22

Players listed as active :

7.22a

A player is considered to commence inactivity if they play no rated games in a one year period.

7.22b

A player regains their activity if they play at least one rated game in a period. They are then listed as active on the next list.

8.

The working of the FIDE Rating System

The FIDE Rating system is a numerical system in which fractional scores are converted to rating differences and vice versa. Its function is to produce measurement information of the best statistical quality.

8.1

The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'dp'. For a zero or 1.0 score dp is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'PD' for the

higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

8.1a

The table of conversion from fractional score, p, into rating differences, dp

P	dp	p	dp	p	dp	p	dp	p	dp	p	dp
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

8.1b

Table of conversion of difference in rating, D, into scoring probability PD, for the higher, H, and the lower, L, rated player respectively.

D	PD		D	PD		D	PD		D	PD	
Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-32	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03

62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

8.2 Determining the initial rating 'Ru' of a player.

8.21

If an unrated player scores zero in their first event this score is disregarded.

Otherwise, their rating is calculated using all their results as in 7.14.

8.22

Ra is the average rating of the player's rated opponents.

8.23

If the player scores 50%, then $Ru = Ra$.

If they score more than 50%, then $Ru = Ra + 20$ for each half point scored over 50%.

If they scores less than 50%, then $Ru = Ra + dp$

Ru is rounded to the nearest whole number.

8.24

If an unrated player receives a published rating before a particular tournament in which they have played is rated, then they are rated as a rated player with their current rating, but in the rating of their opponents they are counted as an unrated player.

8.3

Determining the rating change for a rated player

8.31

For each game played against a rated player, determine the difference in rating between the player and their opponent, D.

A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points. In any tournament, a player may benefit from only one upgrade under this rule, for the game in which the rating difference is greatest.

8.32

(a) Use table 8.1(b) to determine the player's score probability PD for each game.

(b) $\Delta R = \text{score} - PD$. For each game, the score is 1, 0.5 or 0.

(c) $\Sigma \Delta R$ = the sum of ΔR s for a tournament or Rating Period.

(d) $\text{Sigma DeltaR} \times K = \text{the Rating Change for a tournament or Rating Period.}$

8.33

K is the development coefficient.

K = 40 for a player new to the rating list until they have completed events with at least 30 games.

K = 20 as long as a player's rating remains under 2400.

K = 10 once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.

K = 40 for all players until the end of the year of their 18th birthday, as long as their rating remains under 2300.

If the number of games (n) for a player on any list for a rating period multiplied by K (as defined above) exceeds 700, then K shall be the largest whole number such that $K \times n$ does not exceed 700.

8.34

The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

9.

Reporting Procedures

9.1

The Chief Arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

9.2

The regulations of a rated event must make clear that it will be rated.

9.3

Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

9.4 For Hybrid events, full pgn files must be submitted with the tournament report.

10.

Inclusion in the Rating list

10.1

To be included in the FIDE Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently

excluded from membership.

10.2

It is the responsibility of the federation to report deaths of their players to FIDE.

Notes regarding 2022 Rating Regulations

Topic	old	new		Controversial?
Rate of play	1,1	1,1	Time control rating limits changed 3 hour games may be rated for players <2400 (was <2200) 2 hour games may be rated for players <1800 (was <1600)	No, the change is based on results from consultation
Intermediate time control	1,2	1,2	No longer required to be at move 40	No
Monthly reporting	4	4	All long events must be reported on a monthly basis, no exceptions	Rating Officers say this makes them too much work. We say it is necessary for monthly lists to be meaningful
Round robins	6	xxx	Special rating rules based on iteration are no longer required	There is a sentimental attachment to iteration, bit it is unnecessary now we require only five rated games.
Rating difference >400	8,54	8,31	Uplift now restricted to one game per event	Fierce opposition from small federations who say their top players take part in domestic events only to harvest rating points. That may be true but it is precisely this abuse we wish to stop.
Various	10, 11, 12	xxx	Removed as unnecessary	
Rapid & Blitz			Broadly follow amendments to Standard rating Regulations	
Rating difference >400	8,54	7,31	Now allowing one uplift per event	Consistent with standard ratings, no likelihood of abuse.

FIDE Title Regulations effective from 1 January 2022

Approved by FIDE Council 2021.

0. Introduction

- 0.1** Only the titles as in 0.3 are acknowledged by FIDE.
- 0.2** The following regulations can only be altered by the FIDE Council following recommendation by the Qualification Commission (QC). For tournaments, such changes shall apply to those starting on or after the date on which they become effective.
- 0.3** FIDE titles for players are administered by the Qualification Commission, which is the final judging unit. The titles are for over-the-board standard chess (as defined in the Laws of Chess).

Grandmaster (GM), International Master (IM), FIDE Master (FM), Candidate Master (CM), Woman Grandmaster (WGM), Woman International Master (WIM), Woman FIDE Master (WFM), Woman Candidate Master (WCM).

- 0.4** The titles are valid for life from the date confirmed.

- 0.41 Use of a FIDE title or rating to subvert the ethical principles of the title or rating system may subject a person to revocation of his title upon recommendation by the Qualification and Ethics Commissions and final action by FIDE Council.
- 0.42 A title can be used for results of opponents only in tournaments starting after its confirmation. (Exception: see 1.14).
- 0.43 In terms of the age of achieving a title, the title is considered to be achieved when the last result is achieved, and the rating requirement is fulfilled, whichever date is later.
- 0.44 In case it is found after a title has been awarded that the player was in breach of the Fair Play Regulations in one or more of the tournaments on which the title application was based, then the title may be removed by the Qualification Commission. The player or their federation may appeal this decision to FIDE Council within 30 days after they had been informed in writing.

0.5 Definitions

In the following text some special terms are used.

Rating performance is based on the player's result and average rating of opponents (see 1.46 to 1.48).

Title performance is a result that gives a performance rating as defined in 1.46 to 1.49 against the minimum average of the opponents, for that title.

GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380 .

IM performance is ≥ 2450 performance against opponents with average rating ≥ 2230 .
 WGM performance is ≥ 2400 performance against opponents with average rating ≥ 2180 .
 WIM performance is ≥ 2250 performance against opponents with average rating ≥ 2030 .

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.42 to 1.45.

Direct title (automatic title) is a title gained by achieving a certain place or result in a tournament. On application by the player's federation and confirmation by the Qualification Commission, such titles are awarded automatically by FIDE.

0.6 The Award of Titles

0.61 Titles may be awarded for specific results in specific Championship events, or are awarded on achieving a rating as laid down in these regulations. Such titles are confirmed by the QC Chairman on advice from the FIDE Office. They are then awarded by FIDE.

0.62 For a direct title to be awarded immediately an applicant has to have achieved at some time a minimum rating as follows:

GM	2300	WGM	2100
IM	2200	WIM	2000
FM	2100	WFM	1900
CM	2000	WCM	1800

If an applicant is rated lower the title is awarded conditionally and will be awarded finally on request by the respective federation as soon as the minimum rating is achieved. Any player with a conditional title may take a lower title when they reach the required rating for that lower title.

0.63 Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the FIDE Council on recommendation by the QC.

1.0 Requirements for titles designated in 0.3

1.1 Administration

1.11 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations). Any change to the format of the tournament after it has started requires the approval of the QC Chairman. Tournaments where players have different conditions in terms of rounds and pairing are not valid. Unless with prior approval of the QC Chairman, the tournament must be registered at least 30 days in advance on the FIDE server.

1.12 There must be no more than twelve hours play in one day. This is calculated based on games that last 60 moves, although games played using increments may last longer.

1.13 No more than 2 rounds shall be played on any one day.

Each player must have at least two hours in which to complete all the moves, assuming the

game lasts 60 moves.

1.13a In the application for the GM or WGM title based on norms, at least one norm shall be achieved in a tournament with only one round per day for a minimum of 3 days.

1.13b In any title tournament the time controls and clock settings for all games must be identical, except as defined in Guidelines III of the Laws of Chess or in the event of a re-pairing in the case of a default, with the agreement of both players. If the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must compete with no increment and no delay. There can be no mixed use of clock settings (increment, delay, none at all).

1.14 In tournaments which last longer than 30 days, the opponents' ratings and titles used shall be those applying when the games were played.

1.15 The Chief Arbiter of a title tournament shall be an International Arbiter (IA) or FIDE Arbiter (FA). An IA or FA must always be in the playing venue.

1.16 No appointed arbiter may play in a title tournament even just as a filler.

1.2 Titles and norms achieved directly from International Championships

1.21 As described below, a player may gain a title directly from some events, or a single title norm. The requirements in 1.42 - 1.49 do not apply

1.22 The minimum score is 35 % for all titles and norms. The result shown is the minimum required.

1.23 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or five of the appropriate member federations – whichever is lower – participate in the event.

The minimum number of participants in the event is ten. The minimum number of rounds is nine.

The World Championships (including U20) of the IBCA, ICSC and IPCA are exempted from this rule.

1.23a If groups are combined to make a bigger group, then the requirements (at least 10 participants from at least 5 federations) in 1.23 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 6 participants from at least 3 federations and the player scores a minimum of 50% in played games over the full number of

rounds.

1.24 Terms used in Tables for Direct Titles:

Gold = first after tiebreak
 1st equal = best 3 players after tiebreak
 norm = 9 games

Continental and Regional = Continental and a maximum 3 regional events per continent, and include Arab Youth.

As above, each Continent is allowed to designate a maximum of 3 regional youth events for direct titles. The Continent must inform QC of any change in the composition of these regions before the beginning of each year.

Sub-Continental - include Zonals, Sub-Zonals and Arab adult.
 Zonals and Sub-Zonals are accepted for direct titles only if they establish qualifiers to the World Cup or World Championship.

1.3 Titles may be gained by achieving a published or interim rating at some time (see 1.53a). For ratings achieved after 1st July 2017, the player must at that time have played at least 30 rated games:

1.31 FIDE Master ≥ 2300

1.32 Candidate Master ≥ 2200

1.33 Women FIDE Master ≥ 2100

1.34 Women Candidate Master ≥ 2000

1.4 The GM, IM, WGM, WIM titles can also be gained by achieving norms in FIDE rated tournaments played according to the following regulations.

1.41 The number of games

1.41a The player must play at least 9 games, however

1.41b only 7 games are required for 7 round World Team or Club and Continental Team or Club Championships ,
 only 7 games are required for 8 or 9 round World Team or Club and Continental Team or Club Championships ,
 only 8 games are required for the World Cup or Women`s World Cup, where these 8 game norms count as 9 games.

- 1.41c For a 9 round tournament, if a player has just 8 games because of a win by forfeit or a pairing allocated bye, but they have met the correct mix of opponents in those games, then if they have a title result in 8 games, it counts as a 9 game norm. Only one such norm is allowed in any title application.
- 1.41d Where a player exceeds the norm requirements by one or more full points, then these full points count as additional number of games when computing the total number of games for the norm achieved.
- 1.41e In tournaments with pre-determined pairings, a norm must be based on all scheduled rounds.
- In other tournaments, a player who has achieved a title result at any time before the last round may ignore all games played subsequently, provided (1) they have met the required mix of opponents, and (2) this leaves them with at least the minimum number of games as in 1.41,
- 1.41f A player may ignore his game(s) against any opponents he has defeated, provided they have met the required mix of opponents, and provided that this leaves them with at least the minimum number of games as in 1.41, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted.

1.42 The following are not included:

- 1.42a Games against opponents who do not belong to FIDE federations. Players with federation “FID” are accepted, but do not count as a foreign player.
- 1.42b Games against unrated players who score zero against rated opponents in round robin tournaments.
- 1.42c Games which are decided by forfeit, adjudication or any means other than over the board play. Other games, once started, shall be included. In the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.
- 1.42d Tournaments in which changes are made which have the effect of benefitting one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event).
- 1.42e The following formats may be used in title tournaments, whether for individuals or teams.
- Swiss
Round Robin
Double Round Robin
Scheveningen

Schiller
Knockout

Others formats require the prior approval of the QC Chairman.

1.43 Federations of opponents

At least two federations other than that of the title applicant must be included, except 1.43a - 1.43d shall be exempt. Nevertheless, 1.43e shall apply.

- 1.43a The final stage of the national men's (or open) championship and also national women's championships. In the year when the Zonal or Sub-zonal tournament of a single federation is held, then the national championship is not exempt for that federation. This exemption applies only to players from the federation which registers the event.
- 1.43b National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.
- 1.43c Zonal and Sub-zonal tournaments.
- 1.43d Swiss System tournaments in which participants include in every round at least 20 FIDE rated players, not from the host federation, from at least 3 different federations, at least 10 of whom hold GM, IM, WGM or WIM titles. For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes). Otherwise 1.44 applies.
- 1.43e At least one of the norms has to be achieved under the normal foreigner requirement. (See 1.43 and 1.44)

1.44 A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation. For exact numbers see the table in 1.72.

Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).

1.45 Titles of opponents

- 1.45a At least 50% of the opponents shall be title-holders (TH) as in 0.31, excluding CM and WCM.
- 1.45b For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs.
- 1.45c For an IM norm at least 1/3 with a minimum 3 of the opponents (MO) must be IMs or GMs.
- 1.45d For a WGM norm at least 1/3 with a minimum 3 of the opponents (MO) must be WGMs, IMs or GMs.
- 1.45e For a WIM norm at least 1/3 with a minimum 3 of the opponents (MO) must be WIMs, WGMs, IMs or GMs.
- 1.45f Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.45b-e shall be counted only once.

1.46 Rating of opponents

- 1.46a The Rating List in effect at the start of the tournament shall be used, see exception 1.14. The rating of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application to the FIDE Office.
- 1.46b For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:
- | | |
|---------------------------------|------|
| Grandmaster norm | 2200 |
| International Master norm | 2050 |
| Woman Grandmaster norm | 2000 |
| Woman International Master norm | 1850 |
- 1.46c No more than one opponent shall have their rating raised to this adjusted rating floor. Where more than one opponent are below the floor, the rating of the lowest rated opponent shall be raised.
- 1.46d Unrated opponents not covered by 1.46b shall be considered to be rated 1000.

1.47 Rating average of opponents

- 1.47a This is the total of the opponents' ratings divided by the number of opponents taking 1.46 into account.
- 1.47b Rounding of the rating average is made to the nearest whole number. The fraction 0.5 is rounded upward.

1.48 Performance Rating (Rp)

In order to achieve a norm, a player must perform at a level at least of that shown below:

	Minimum level prior to rounding	Minimum level after rounding
GM	2599.5	2600
IM	2449.5	2450
WGM	2399.5	2400
WIM	2249.5	2250

Calculation of a Performance Rating (Rp):

Ra = rating average of opponents (see 1.47)

dp = rating difference from 1.49 below

Rp = Ra + dp

- 1.48a The minimum average ratings Ra of the opponents are as follows:
GM 2380; IM 2230; WGM 2180; WIM 2030
- 1.48b The minimum score is 35% for all norms.

1.49 Table

p	dp	p	dp	p	dp	p	dp	p	dp	p	dp
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

All percentages are rounded to the nearest whole number. 0.5% is rounded up.

1.5 Requirements for award of the title, having achieved norms

- 1.51 Norms in events covering at least 27 games.
- 1.52 If a norm is sufficient for more than one title, then it may be used as part of the application for both.
- 1.53 To have achieved at some time a rating as follows:
 GM \geq 2500
 IM \geq 2400
 WGM \geq 2300
 WIM \geq 2200
- 1.53a Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However the burden of proof then rests with the federation of the title applicant. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the QC. Ratings in the middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.
- 1.54 A title result shall be valid if it was obtained in accordance with the FIDE Title Regulations prevailing at the time of the tournament when the norm was obtained.
- 1.55 Title norms gained before 1.7.2005 must have been registered with FIDE before 31.7.2013 or they will be considered to have expired.
- 1.56 Any title application containing a norm not achieved before 30.6.2022 must include at least one norm from an individual Swiss tournament with every round containing at least forty participants whose average rating is at least 2000.
 For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes).

1.6 Summary of Title Tournaments Requirements

In the case of any discrepancy, the regulations above shall take precedence.

		Notes
Number of Games per Day	Not more than 2 1.13	1.131.13
Rate of Play	Minimum requirements 1.13	1.13
Period for the whole tournament	Within 90 days, with exceptions 1.14	1.14
Administrator in charge	International Arbiter or FIDE Arbiter 1.15	1.15
Number of Games	Minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.41a-d
Type of Tournament		1.42e

		Notes
Number of GMs, for GM norm	1/3 of opponents, minimum 3 GMs	1.45b
Number of IMs, for IM norm	1/3 of opponents, minimum 3 IMs	1.45c
Number of WGMs, for WGM norm	1/3 of opponents, minimum 3 WGMs	1.45d
Number of WIMs, for WIM norm	1/3 of opponents, minimum 3 WIMs	1.45e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250 1.48	1.48
Opponents' minimum average rating	2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM	1.48a
Minimum score	35%	1.48b
		1.22

1.7 Summary of Requirements for the Number of Opponents

Very large table, to be put in an Annex. Nothing new. See <https://handbook.fide.com/chapter/B01Regulations2017>

1.8 Title Tournament Certificates

The Chief Arbiter must prepare and sign a certificate of title results achieved, and send it to the Rating Officer of the Organising Federation. The Rating Officer or the President, having satisfied themselves that all of the information on the certificate is correct, shall countersign the certificate on behalf of the Organising Federation, and send fully signed copies to the player's Federation and to the FIDE Office and the Chief Arbiter.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in Rating Regulation 0.2.

1.91

Reports must include a PGN file of :

for Swiss and team tournaments, at least those games played by players who achieved title results,

for other tournaments, all games.

1.10 Application Procedure for Players' Titles

- | | |
|-------|---|
| 1.10a | <p>Registration of Direct Titles
The Chief Arbiter sends a report to the FIDE Office containing a list of direct titles earned. These include titles conditional on rating. Following review by QC, the federations concerned are informed by the FIDE Office.</p> |
| 1.10b | <p>Registration of Titles by Rating
The Rating Officer of the player's federation sends a request to the FIDE Office, who confirm whether or not the title can be awarded.</p> |
| 1.10c | <p>Titles by application
The application must be sent and signed by the Rating Officer or President of the player's federation..
All the certificates have to be signed by the Chief Arbiter of the tournament and by the Rating Officer or President of the federation responsible for the tournament.</p> |
| 1.10d | <p>If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title.</p> |

2. Application Forms for titles are annexed hereto.

- 2.1 Applications for these titles must be prepared on these forms and all the information required supplied together with the application:
GM; IM; WGM; WIM - IT2, IT1s
- 2.2 Applications must be submitted to FIDE by the federation of the applicant. The national federation is responsible for the fee.
- 2.3 Title applications should be submitted at least 30 days before the meeting at which they are to be considered. There is a 50% surcharge for applications to be considered in a shorter time-scale than this.
- 2.4 All applications together with full details must be posted on the FIDE website for a minimum of 30 days prior to finalisation. This is in order for any objections to be lodged.

3.0. List of Application Forms

1. Certificate of title result IT1.
2. Title Application form IT2.

Notes regarding 2022 Titles Regulations

Topic	Old	New	Controversial?
Time controls	1,13	1,13	The planned requirement for a 30 second increment has been dropped. 1.7.2021 has in fact passed, so this will require an emergency change.
Round Robins	1.42e	1.41e	A player can get a norm in a RR only if they count all of their games. Maybe, but it happens too often that norms are dependent on a fortunate drawing of lots at the start.
Swiss exemption	1.43e	1.43d	The condition requiring 20 foreign players has been tightened. This closes a popular loophole.
Double RR	1.45f	1.45f	No change to stringent rules. We have many requests to allow 6 player DRR with each titled opponent counting twice, but have said no.
Swiss requirement		1,56	At least one norm must come from a Swiss tournament. There are suspicions about players who do well only in RRs.

FIDE Rapid & Blitz Rating Regulations effective from 1 January 2022

Approved by FIDE Council 2021.

0. Introduction

The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC).

For tournaments, changes will apply to those starting on or after the date upon which they become effective.

0.1

A game played over the board will be rated by FIDE when it takes place in a FIDE registered tournament and meets all the following requirements.

0.2

The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. An exception may be made by agreement with the organising federation.

The tournament and its playing schedule must be registered three days before the tournament starts. The QC Chairman may refuse to register a tournament. He may also allow a tournament to be rated even though it has been registered less than three days before the tournament starts.

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairman.

0.3

Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4

FIDE reserves the right not to rate a specific tournament. The organizer of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of the communication of the decision.

1. Rate of Play

1.1

For a game to be rated each player must have the following periods in which to complete all the moves:

- for a rapid game all the moves must be made in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment must be more than 10 minutes but less than 60 minutes for each player;
- for a blitz game all the moves must be made in a fixed time of more than 3 minutes but not more than 10 minutes for each player; or the time allotted + 60 times any increment must be more than 3 minutes but not more than 10 minutes for each player.

1.2

Games where the players have different playing times are not rated.

2. Laws to be followed

2.1

Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).

3. Number of rounds per day

3.1

The maximum number of rounds per day are:
for rapid games 15 rounds per day
for blitz 30 rounds per day.

4. Unplayed Games

4.1

Whether these occur because of forfeiture or any other reason, they are not counted. Except in case of force majeure, any game where both players have made at least one move will be rated, unless the regulations relating to Fair Play require otherwise.

5. Matches

5.1

Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.

6. Official FIDE Rapid & Blitz Rating Lists

6.1

On the first day of each month, the FIDE shall prepare lists which incorporate all rated play during the rating period into the previous lists. This shall be done using the rating system formula.

6.11

The rating period (for new players, see 6.14) is the period where a certain rating list is valid.

6.12

The following data will be published concerning each player whose rating is at least 1000 as of the current list:
FIDE title, Federation, Current Rating, ID Number, Number of games rated in the rating period, Year of Birth, Gender and the current value of K for the player.

6.13

The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list.

Official FIDE events may be rated on the list even if they end on the last day before the list date.

6.14

A rating for a player new to the list shall be published when it is based on 5 games against rated opponents. This need not be met in one tournament. Results from other tournaments played within consecutive rating periods of not more than 26 months are pooled to obtain the initial rating. The rating must be at least 1000.

6.2

Players who are not to be included on the list :

6.21

Players whose ratings drop below 1000 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.

6.22

Players listed as active :

6.22a

A player is considered to commence inactivity if they play no rated games in a one year period.

6.22b

A player regains their activity if they play at least one rated game in a period. They are then listed as active on the next list.

7. The working of the FIDE Rating System

The FIDE Rating system is a numerical system in which fractional scores are converted to rating differences and vice versa. Its function is to produce measurement information of the best statistical quality.

7.1

The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'dp'. For a zero or 1.0 score dp is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'PD' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

7.1a

The table of conversion from fractional score, p, into rating differences, dp

p	dp	p	dp	p	dp	p	dp	p	dp	p	dp
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

7.1b

Table of conversion of difference in rating, D, into scoring probability PD, for the higher, H, and the lower, L, rated player respectively.

D	PD		D	PD		D	PD		D	PD	
Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-32	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01

77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

7.2

Determining the Rating 'Ru' in a given event of a previously unrated player.

7.21

If an unrated player has a standard rating at the beginning of a rapid or blitz tournament, their standard rating is used for rating calculation. Such a player is considered to be rated, and 7.22 to 7.25 below do not apply.

7.22

If an unrated player scores zero in their first event this score is disregarded.

Otherwise, their initial rating is calculated using all their results as in 6.14.

7.23

Ra is the average rating of the player's rated opponents.

7.24

If the player scores 50%, then $Ru = Ra$.

If they score more than 50%, then $Ru = Ra + 20$ for each half point scored over 50%.

If they score less than 50%, then $Ru = Ra + dp$

Ru is rounded to the nearest whole number.

7.25

If an unrated player receives a published rating before a particular tournament in which they have played is rated, then they are rated as a rated player with their current rating, but in the rating of their opponents they are counted as an unrated player.

7.3

Determining the rating change for a rated player

7.31

For each game played against a rated player, determine the difference in rating between the player and their opponent, D.

A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points. In any tournament, a player may benefit from only one upgrade under this rule, for the game in which the rating difference is greatest.

7.32

- (a) Use table 8.1(b) to determine the player's score probability PD for each game.
- (b) $\Delta R = \text{score} - PD$. For each game, the score is 1, 0.5 or 0.
- (c) $\Sigma \Delta R$ = the sum of ΔR s for a tournament or Rating Period.
- (d) $\Sigma \Delta R \times K$ = the Rating Change for a tournament or Rating Period.

$K=20$ in all cases, except that if the number of games (n) for a player on any list for a rating period exceeds 35, then K shall be the largest whole number such that $n \times K$ does not exceed 700.

7.33

The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

8. Reporting Procedures

8.1

The Chief Arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

8.2

The regulations of a rated event must make clear that it will be rated.

8.3

Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

9. Inclusion in the Rating list

9.1

To be included in the FIDE Rapid & Blitz Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently excluded from membership.