

Table of changes Rating Regulations

Article	Old Version 1 January 2022 to 31 December 2023	New Version 1 January 2024
0.2	<p>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. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.</p> <p>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.</p> <p>All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairman.</p> <p>In exceptional cases, the FIDE Council (taking into account the QC' advisory opinion) or FIDE President (in regards events with average rating more than 2700) has the right to make a decision to rate the tournaments or individual games that have not been submitted by the national federation.</p>	<p>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. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.</p> <p>The tournament and its playing schedule must be registered three days before the tournament starts. The QC Chairperson may refuse to register a tournament. He/she may also allow a tournament to be rated even though it has been registered less than three days before the tournament starts.</p> <p>All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairperson.</p> <p>In exceptional cases, the FIDE Council (taking into account the QC' advisory opinion) or FIDE President (in regards events with average rating more than 2700) has the right to make a decision to rate the tournaments or individual games that have not been submitted by the national federation.</p>
0.4	<p>FIDE reserves the right not to rate a specific tournament. The organiser 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.</p>	<p>FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the FC. Such an appeal must be made within seven days of the communication of the decision.</p>

1.1	<p>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.</p> <p>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.</p> <p>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.</p> <p>Where both of the players in the game are rated below 1800, each player must have a minimum of 60 minutes.</p>	<p>For a game to be rated each player must at the start of the game have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.</p> <p>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.</p> <p>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.</p> <p>Where both of the players in the game are rated below 1800, each player must have a minimum of 60 minutes.</p>
7.1.2	<p>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.</p>	<p>The following data will be published concerning each player whose rating is at least 1400 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.</p>
7.1.4	<p>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.</p>	<p>A rating for a player new to the list shall be published when it is based on at least 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 1400.</p>
7.2.1	<p>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.</p>	<p>Players whose ratings drop below 1400 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.</p>
8.2	<p>Determining the initial rating 'Ru' of a player.</p> <p>8.2.1 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 7.1.4.</p>	<p>Determining the initial rating 'Ru' of a player.</p> <p>8.2.1 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 7.1.4.</p>

	<p>8.2.2 Ra is the average rating of the player's rated opponents.</p> <p>8.2.3 If the player scores 50%, then $R_u = R_a$.</p> <p>If they score more than 50%, then $R_u = R_a + 20$ for each half point scored over 50%.</p> <p>If they score less than 50%, then $R_u = R_a + dp$</p> <p>R_u is rounded to the nearest whole number.</p> <p>8.2.4 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.</p>	<p>8.2.2 Ra is the average rating of the player's rated opponents plus two hypothetical opponents rated 1800. The result against these two hypothetical opponents is considered as a draw.</p> <p>8.2.3 If the player scores 50%, then $R_u = R_a$.</p> <p>If they score more than 50%, then $R_u = R_a + 20$ for each half point scored over 50%.</p> <p>If they score less than 50%, then $R_u = R_a + dp$</p> <p>R_u is rounded to the nearest whole number.</p> <p>The maximum initial rating is 2200.</p> <p>8.2.4 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.</p>
8.3.1	<p>For each game played against a rated player, determine the difference in rating between the player and their opponent, D.</p> <p>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.</p>	<p>For each game played against a rated player, determine the difference in rating between the player and their opponent, D.</p> <p>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.</p>