

**RAPID, BLITZ AND BULLET RATING REGULATIONS
FOR OVER THE BOARD AND ONLINE CHESS**

Effective from 10 October 2013

To be approved by the 2013 Executive Board (Tallin)

0. Introduction

The following games will be rated by FIDE: (a) over the board games when they take place in a FIDE registered tournament, (b) free challenge online games between FIDE Online Arena full members, and (c) games played in FIDE Online Arena tournaments where only FIDE Online Arena full members are allowed to enter.

0.1 The FIDE Online Arena is a FIDE project under development. The FIDE Presidential Board is authorized to amend these regulations taking immediate measures upon recommendations of the Qualification Commission (QC). These changes should be confirmed by the General Assembly retrospectively.

0.2a Over the board tournaments to be rated shall be pre-registered by the federation that will be responsible for the submission of results and rating fees. The tournament and its playing schedule must be registered two 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 two days before the tournament starts. The QC Chairman reserves the right, to re-rate a tournament within 30 days of tournament submission.

0.2b Tournaments held in the FIDE Online Arena do not require pre-registration by the National Rating Officer. The QC Chairman reserves the right, to re-rate a tournament or free challenge games within 30 days of tournament submission.

0.3 All arbiters of a FIDE rated over the board tournament shall be licensed otherwise the tournament shall not be rated.

0.4 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for the results submitted.

0.5 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 7 days of communicating the decision.

0.6 The rating floor referred to in the following text is the minimum rating to be published. From 1.7.2012, the floor is 1000. Achieved ratings below 1000 shall be used for rating calculations but will not be published.

0.7 A player's rating will be updated upon the completion of a game played in the FIDE Online Arena. Rating changes for over the board tournaments will be incorporated as soon as over the board tournaments are submitted to FIDE.

1. Rate of Play

1.1a Rapid, Blitz, and Bullet rate of play is determined in the Handbook E.I.01B appendices A and B.

A 'Rapidplay' game is one where either all the moves must be completed in a fixed time of at least 10 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment is more than 10 minutes, but less than 60 minutes for each player.

A 'blitz' game' is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time + 60 times any increment is 10 minutes or less.

1.1b Bullet rate of play is only valid in the FIDE Online Arena. It is a game where all of the moves must be completed in a fixed time of less than 3 minutes for each player; or the allotted time + 60 times any increment is less than 3 minutes.

1.2 Only games following time controls determined in article 1.1a – 1.1b can be rated in respective rapid, blitz or bullet rating lists.

2. Laws to be followed

2.1 Play must take place according to the FIDE Laws of Chess.

3. Duration of the Tournament

3.1 Over the board tournaments may not last more than 7 days in order to be rated. Tournaments scheduled to last longer must be registered and submitted in parts.

4. Unplayed Games

4.1 Whether these occur because of forfeiture or any other reason, they are not counted. Any game where both players have made at least one move will be rated. Disconnection, regardless of reason, in the FIDE Online Arena, will result in an automatic loss for the disconnected player. A disconnected game is considered a rated loss for the disconnected player.

5. Composition of the Tournament

5.1 Where a match is over a specific number of games, those played after one player has won shall not be rated.

6. Official FIDE Rating List

6.1 On the first day of each month, the QC shall prepare two separate rating lists, one for rapid games and one for blitz games, for arbitrary and statistic purposes only. Ratings on these lists shall be the players' ratings at 00:00 GMT of the first day of each month. No bullet rating list shall be published by FIDE. An ad-hoc bullet rating list shall be available through the FIDE Online Arena application with a corresponding mirror on the FIDE rating website.

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

6.12 Rating lists can be produced on user demand with the following criteria: FIDE title, Federation, Current Rating, FIDE ID Number, and Gender.

6.13a The Chief Arbiter of a FIDE registered over the board tournament must provide the tournament report within 5 days after the end of the tournament to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be responsible for uploading the tournament report to the FIDE Rating Server not later than 10 days after the end of the tournament.

6.13b Tournaments not submitted according to 6.13a will not be rated without the permission of the QC Chairman and a fee of 100 euros applied per tournament.

6.13c Official FIDE events are rated on the list even if they end on the last day before the list date.

6.2 Players who are not to be included on the list:

6.21 Inactive players are considered rated at their most recent published.

6.21a A player is considered to commence inactivity if he plays no rated games in a one calendar year.

6.21b A player regains his activity if he plays at least one rated game and he is then listed on the next list.

7. The working of the FIDE rating system

7.1 The purpose of the rating system as well as the conversion tables from fractional score into rating difference and vice versa are described in the rating regulations for standard chess (Handbook B.02.8.1, 8.1a, 8.1b)

7.2 FIDE rating list ordered from longer faster control to faster time control are: standard, rapid, blitz and bullet.

7.3 The unrated player

The unrated player for a specific rating list, either rapid or blitz or bullet is a player who: a) Has no known rating (online or published) in the specific rating list or rating lists of longer time control (including the standard chess rating list) b) He has played online games or over the board games but he has scored only 0 points in every game he played.

7.33 If a player has no rating in the specific rating list but he has one in a published rating list of a longer time control, then he is not considered to be unrated. For rapid games, his latest published rating for standard chess must be used. For blitz games, his latest published rating for rapid and standard chess must be used with this priority. For bullet games, his latest published rating for blitz, rapid and standard chess must be used with this priority.

7.4 In order to achieve his first rating, an unrated player must achieve his first goal either to draw or win a game of chess, either online or over the board. The following 4 online games he plays (or submitted games over the board following his first non loss result) shall be used for the calculation of his initial rating with the following formula.

7.5 First determine the average rating of his rated opponents 'Rc'.

7.51 If he scores 50%, then $R_u = R_a$

7.52 If he scores more than 50%, then $R_u = R_a + 15$ for each half point scored over 50%

7.53 If he scores less than 50% in a Swiss or team tournament:

$R_u = R_c + dp$

7.6 Determining the rating change for a rated player

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

7.62 The games against unrated opponents are not rated.

7.63 The provisional ratings of unrated players obtained from earlier over the board tournaments are ignored.

7.64 A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.

7.65 (a) Use table 8.1(b) to determine the player's score probability PD

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

(c) $\Sigma \Delta R \times K$ = the Rating Change for a given tournament, or Rating period.

7.66 K is the development coefficient.

K = 20

7.67 Rn is rounded off to the nearest 1 or 0, 0.5 is rounded to 1.

8. Reporting Procedures

8.1 Submission of rated events are to follow 6.13a – 6.13c

8.2 Results of all FIDE rated tournaments must be submitted for rating unless the original invitations have made it clear the tournament was not to be FIDE rated. The Chief Arbiter must also announce this to the players before the tournament starts.

8.3 Each national federation shall designate an official to coordinate and expedite qualification and rating matters. His name and details must be given to the FIDE Secretariat.

9. Inclusion in the Rating List

9.1 To be included in any FIDE rating list, a player must be a member of a national chess federation that is a member of FIDE. The Federation must not be temporarily or permanently excluded from membership.

9.2 It is the responsibility of national federations to inform FIDE if players should be excluded from any FIDE rating list.

9.4 Any player with a valid subscription to the FIDE Online Arena shall be included in the Rapid, Blitz, and Bullet rating lists.

10. Monitoring the Operation of the FIDE Online Arena

10.1 The Qualification Commission Chairman shall create a Supervisory Committee consisting of three individuals, one Supervisor and two assistants.

10.2 The Supervisory Committee shall analyze various aspects of games played and player-to-player interactions on the FIDE Online Arena for violations.

10.3 The Supervisory Committee shall be empowered with the ability to impose warnings and/or short-term (no more than 30 calendar days) sanctions to members of the FIDE Online Arena for violations. The Supervisory Committee shall provide recommendations to the Qualification Commission Chairman for long-term sanctions.

10.4 The Qualification Commission Chairman shall be empowered with the ability to impose long-term sanctions (greater than 30 calendar days) up to and including expulsion from the FIDE Online Arena.

10.5 Members of the FIDE Online Arena may appeal to the FIDE Presidential Board any long-term sanctions applied by the Qualification Commission Chairman upon submission of an appeal and payment of 500 euros fee. If the appeal is ruled in favor of the member, the 500 euros fee will be refunded.