

FIDE TITLE REGULATIONS (Approved by FIDE Council on 25/11/2022)

Applied from 1 January, 2023

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.
 - 0.4.1 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 their title upon recommendation by the Qualification and Ethics Commissions and final action by FIDE Council.
 - 0.4.2 A title can be used for results of opponents only in tournaments starting after its confirmation. (Exception: see 1.1.4).
 - 0.4.3 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.
 - 0.4.4 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 1.4.6 to 1.4.8).

Title performance is a result that gives a performance rating as defined in 1.4.6 to 1.4.9 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 1.4.2 to 1.4.5.

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

0.6.1 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.

0.6.2 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.

0.6.3 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

1.1.1 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). 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.

1.1.2 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.

1.1.3 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.

a) 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.

b) 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).

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

1.1.5 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.

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

1.2 Titles achieved from International Championships:

1.2.1 As described below, a player may gain a title directly from some events, or a single title norm. The requirements in 1.4.2 - 1.4.9 do not apply.

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

1.2.3 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.

a) If groups are combined to make a bigger group, then the requirements (at least 10 participants from at least 5 federations) in 1.2.3 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.

1.2.4 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 1.5.3a). For ratings achieved after 1st July 2017, the player must at that time have played at least 30 rated games:

1.3.1 FIDE Master ≥ 2300

1.3.2 Candidate Master ≥ 2200

1.3.3 Women FIDE Master ≥ 2100

1.3.4 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.

1.4.1 The number of games

- a) The player must play at least 9 games, however
- b) 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.
- c) 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.
- d) 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.

- e) 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 1.4.1,

- f) A player may ignore their game(s) against any opponents they have 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 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted.

1.4.2 The following are not included:

- a) Games against opponents who do not belong to FIDE federations. Players with federation "FID" are accepted, but do not count as a foreign player.
- b) Games against unrated players who score zero against rated opponents in round robin tournaments.
- c) 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.
- d) 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).

The following formats may be used in title tournaments, whether for individuals or teams.

Swiss

Round Robin

Double Round Robin

Scheveningen

Schiller

Knockout

Other formats require the prior approval of the QC Chairman.

1.4.3 Federations of opponents

At least two federations other than that of the title applicant must be included, except 1.4.3a - 1.4.3d shall be exempt. Nevertheless, 1.4.3e shall apply.

- a) 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.
- b) National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.
- c) Zonal and Sub-zonal tournaments.
- d) 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, 1.4.4 applies.
- e) At least one of the norms has to be achieved under the normal foreigner requirement. (See 1.4.3 and 1.4.4)

1.4.4 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 Annex.

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

1.4.5 Titles of opponents

- a) At least 50% of the opponents shall be title-holders (TH) as in 0.3, excluding CM and WCM.
- b) For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs.
- c) For an IM norm at least 1/3 with a minimum 3 of the opponents must be IMs or GMs.
- d) For a WGM norm at least 1/3 with a minimum 3 of the opponents must be WGMs, IMs or GMs.
- e) For a WIM norm at least 1/3 with a minimum 3 of the opponents must be WIMs, WGMs, IMs or GMs.
- f) Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.4.5b-e shall be counted only once.

1.4.6 Rating of opponents

- a) The Rating List in effect at the start of the tournament shall be used, see exception 1.1.4. 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.
- b) 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 |
- c) No more than one opponent shall have their rating raised to this adjusted rating floor. Where more than one opponent is below the floor, the rating of the lowest rated opponent shall be raised.
- d) Unrated opponents not covered by 1.4.6b shall be considered to be rated 1000.

1.4.7 Rating average of opponents

- a) This is the total of the opponents' ratings divided by the number of opponents taking 1.4.6 into account.
- b) Rounding of the rating average is made to the nearest whole number. The fraction 0.5 is rounded upward.

1.4.8 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 1.4.7)

dp = rating difference from 1.4.9 below

Rp = Ra + dp

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

1.4.9 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

- 1.5.1 Norms in events covering at least 27 games.
- 1.5.2 If a norm is sufficient for more than one title, then it may be used as part of the application for both.
- 1.5.3 To have achieved at some time a rating as follows:
- GM \geq 2500
- IM \geq 2400
- WGM \geq 2300
- WIM \geq 2200
- a) 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.
- 1.5.4 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.

- 1.5.5 Title norms gained before 01/07/2005 must have been registered with FIDE before 31/07/2013 or they will be considered to have expired.
- 1.5.6 Any title application containing at least one norm achieved after 30/06/2022 must include at least one norm from one of the following:
- An individual Swiss tournament with every round containing at least forty participants whose average rating is at least 2000
 - The Open & Women's Chess Olympiad
 - Competitions organised under the aegis of EVE
 - Competitions organised under the aegis of GSC
 - Continental tournaments
 - Zonal tournaments
 - Final Stage of the National men's (or open) Championship and also National women's Championship.

For this purpose:

- Players will be counted only if they miss at most one round (excluding pairing allocated byes).
- The tournaments listed in c) to g) include open/men's individual tournaments and women's individual tournaments only, and no team tournaments.

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	1.1.3
Rate of Play	Minimum requirements	1.1.3
Period for the whole tournament	Within 90 days, with exceptions	1.1.4
Administrator in charge	International Arbiter or FIDE Arbiter	1.1.5
Number of Games	Minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.4.1a-d
Type of Tournament		1.4.2e

		Notes
Number of GMs, for GM norm	1/3 of opponents, minimum 3 GMs	1.4.5b
Number of IMs, for IM norm	1/3 of opponents, minimum 3 IMs	1.4.5c
Number of WGMs, for WGM norm	1/3 of opponents, minimum 3 WGMs	1.4.5d
Number of WIMs, for WIM norm	1/3 of opponents, minimum 3 WIMs	1.4.5e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250	1.4.8
Opponents' minimum average rating	2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM	1.4.8a
Minimum score	35%	1.4.8b

1.7 Summary of Requirements for the Number of Opponents

Determining whether a result is adequate for a norm is dependent on the average rating of the opponents. Tables in the Annex show the range for tournaments up to 19 rounds. Norms achieved in a tournament with more than 13 rounds count only as 13 games.

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, 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.

1.9.1 Reports must include a PGN file containing:

- 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

1.10.1 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.

1.10.2 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.

1.10.3 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.

1.10.4 If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title.

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. List of Application Forms

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

Annex

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

Available only for 7 to 9 round Continental and World Team Championships

7 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
5½	2380-2441	2230-2291	2180-2241	2030-2091
5	2442-2497	2292-2347	2242-2297	2092-2147
4½	2498-2549	2348-2399	2298-2349	2148-2199
4	2550-2599	2400-2449	2350-2399	2200-2249
3½	2600-2649	2450-2499	2400-2449	2250-2299
3	2650-2701	2500-2551	2450-2501	2300-2351
2½	≥2702	≥2552	≥2502	≥2352

Available only when applying 1.4.1c; or for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.

8 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds	Irrelevant	Irrelevant	Irrelevant	Irrelevant
6½	2380-2406	2230-2256	2180-2206	2030-2056
6	2407-2458	2257-2308	2207-2258	2057-2108
5½	2459-2504	2309-2354	2259-2304	2109-2154
5	2505-2556	2355-2406	2305-2356	2155-2206
4½	2557-2599	2407-2449	2357-2399	2207-2249
4	2600-2642	2450-2492	2400-2442	2250-2292
3½	2643-2686	2493-2536	2443-2486	2293-2336
3	≥2687	≥2537	≥2487	≥2337

The material following refers to 9-19 rounds:

The exemptions described in 1.4.3 apply.

9 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	5	5	5	5
Max. from 1 fed.	6	6	6	6
Max. from own fed.	5	5	5	5
7	2380-2433	2230-2283	2180-2233	2030-2083
6½	2434-2474	2284-2324	2234-2274	2084-2124
6	2475-2519	2325-2369	2275-2319	2125-2169
5½	2520-2556	2370-2406	2320-2356	2170-2206
5	2557-2599	2407-2449	2357-2399	2207-2249
4½	2600-2642	2450-2492	2400-2442	2250-2292

4	2643-2679	2493-2529	2443-2479	2293-2329
3½	≥2680	≥2530	≥2480	≥2330

For 10 rounds or more it is possible that deleting a game that has been won could be advantageous.

SR refers to single round and DR to double round events.

10 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	5	3	5	3	5	3	5	3
Max. from 1 fed.	6	3	6	3	6	3	6	3
Max. from own fed.	6	3	6	3	6	3	6	3
8	2380-2406		2230-2256		2180-2206		2030-2056	
7½	2407-2450		2257-2300		2207-2250		2057-2100	
7	2451-2489		2301-2339		2251-2289		2101-2139	
6½	2490-2527		2340-2377		2290-2327		2140-2177	
6	2528-2563		2378-2413		2328-2363		2178-2213	
5½	2564-2599		2414-2449		2364-2399		2214-2249	
5	2600-2635		2450-2485		2400-2435		2250-2285	
4½	2636-2671		2486-2521		2436-2471		2286-2321	
4	2672-2709		2522-2559		2472-2509		2322-2359	
3½	≥2710		≥2560		≥2510		≥2360	

11 rounds	GM	IM	WGM	WIM
Different MO	4 GM	4 IM	4 WGM	4 WIM
Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	6	6	6	6
Max. from 1 fed.	7	7	7	7

Max. from own fed.	6	6	6	6
9	2380-2388	2230-2238	2180-2188	2030-2038
8½	2389-2424	2239-2274	2189-2224	2039-2074
8	2425-2466	2275-2316	2225-2266	2075-2116
7½	2467-2497	2317-2347	2267-2297	2117-2147
7	2498-2534	2348-2384	2298-2334	2148-2184
6½	2535-2563	2385-2413	2335-2363	2185-2213
6	2564-2599	2414-2449	2364-2399	2214-2249
5½	2600-2635	2450-2485	2400-2435	2250-2285
5	2636-2664	2486-2514	2436-2464	2286-2314
4½	2665-2701	2515-2551	2465-2501	2315-2351
4	≥2702	≥2552	≥2502	≥2352

SR refers to single round and **DR** to double round events.

12 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	6	3	6	3	6	3	6	3
Max. from 1 fed.	8	4	8	4	8	4	8	4
Max. from own fed.	7	3	7	3	7	3	7	3
9½	2380-2406		2230-2256		2180-2206		2030-2056	
9	2407-2441		2257-2291		2207-2241		2057-2091	
8½	2442-2474		2292-2324		2242-2274		2092-2124	
8	2475-2504		2325-2354		2275-2304		2125-2154	
7½	2505-2542		2355-2392		2305-2342		2155-2192	
7	2543-2570		2393-2420		2343-2370		2193-2220	
6½	2571-2599		2421-2449		2371-2399		2221-2249	
6	2600-2628		2450-2478		2400-2428		2250-2278	
5½	2629-2656		2479-2506		2429-2456		2279-2306	

5	2657-2686	2507-2536	2457-2486	2307-2336
4½	≥2687	≥2537	≥2487	≥2337

13 rounds	GM	IM	WGM	WIM
Different MO	5 GM	5 IM	5 WGM	5 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	7	7	7	7
Max. from 1 fed.	8	8	8	8
Max. from own fed.	7	7	7	7
10½	2380-2388	2230-2238	2180-2188	2030-2038
10	2389-2424	2239-2274	2189-2224	2039-2074
9½	2425-2458	2275-2308	2225-2258	2075-2108
9	2459-2489	2309-2339	2259-2289	2109-2139
8½	2490-2512	2340-2362	2290-2312	2140-2162
8	2513-2542	2363-2392	2313-2342	2163-2192
7½	2543-2570	2393-2420	2343-2370	2193-2220
7	2571-2599	2421-2449	2371-2399	2221-2249
6½	2600-2628	2450-2478	2400-2428	2250-2278
6	2629-2656	2479-2506	2429-2456	2279-2306
5½	2657-2686	2507-2536	2457-2486	2307-2336
5	≥2687	≥2537	≥2487	≥2337

14 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	5 GM		5 IM		5 WGM		5 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	7	4	7	4	7	4	7	4
Max. from 1 fed.	9	4	9	4	9	4	9	4

Max. from own fed.	8	4	8	4	8	4	8	4
11	2380-2406		2230-2256		2180-2206		2030-2056	
10½	2407-2441		2257-2291		2207-2241		2057-2091	
10	2442-2466		2292-2316		2242-2266		2092-2116	
9½	2467-2497		2317-2347		2267-2297		2117-2147	
9	2498-2519		2348-2369		2298-2319		2148-2169	
8½	2520-2549		2370-2399		2320-2349		2170-2199	
8	2550-2570		2400-2420		2350-2370		2200-2220	
7½	2571-2599		2421-2449		2371-2399		2221-2249	
7	2600-2628		2450-2478		2400-2428		2250-2278	
6½	2629-2649		2479-2499		2429-2449		2279-2299	
6	2650-2679		2500-2529		2450-2479		2300-2329	
5½	2680-2701		2530-2551		2480-2501		2330-2351	
5	≥2702		≥2552		≥2502		≥2352	

15 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	5 GM	5 IM	5 WGM	5 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	8	8	8	8
Max. from 1 fed.	10	10	10	10
Max. from own fed.	9	9	9	9
12	2380-2388	2230-2238	2180-2188	2030-2038
11½	2389-2424	2239-2274	2189-2224	2039-2074
11	2425-2450	2275-2300	2225-2250	2075-2100
10½	2451-2474	2301-2324	2251-2274	2101-2124
10	2475-2504	2325-2354	2275-2304	2125-2154
9½	2505-2527	2355-2377	2305-2327	2155-2177
9	2528-2549	2378-2399	2328-2349	2178-2199
8½	2550-2578	2400-2428	2350-2378	2200-2228

8	2579-2599	2429-2449	2379-2399	2229-2249
7½	2600-2620	2450-2470	2400-2420	2250-2270
7	2621-2649	2471-2499	2421-2449	2271-2299
6½	2650-2671	2500-2521	2450-2471	2300-2321
6	2672-2694	2522-2544	2472-2494	2322-2344
5½	≥2695	≥2545	≥2495	≥2345

16 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	8	4	8	4	8	4	8	4
Max. from 1 fed.	10	5	10	5	10	5	10	5
Max. from own fed.	9	4	9	4	9	4	9	4
12½	2380-2406		2230-2256		2180-2206		2030-2056	
12	2407-2433		2257-2283		2207-2233		2057-2083	
11½	2434-2458		2284-2308		2234-2258		2084-2108	
11	2459-2482		2309-2332		2259-2282		2109-2132	
10½	2483-2504		2333-2354		2283-2304		2133-2154	
10	2505-2534		2355-2384		2305-2334		2155-2184	
9½	2535-2556		2385-2406		2335-2356		2185-2206	
9	2557-2578		2407-2428		2357-2378		2207-2228	
8½	2579-2599		2429-2449		2379-2399		2229-2249	
8	2600-2620		2450-2470		2400-2420		2250-2270	
7½	2621-2642		2471-2492		2421-2442		2271-2292	
7	2643-2664		2493-2514		2443-2464		2293-2314	
6½	2665-2686		2515-2536		2465-2486		2315-2336	
6	≥2687		≥2537		≥2487		≥2337	

17 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
Different TH	9		9		9		9	
Max. from 1 fed.	11		11		11		11	
Max. from own fed.	10		10		10		10	
13½	2380-2397		2230-2247		2180-2197		2030-2047	
13	2398-2415		2248-2265		2198-2215		2048-2065	
12½	2416-2441		2266-2291		2216-2241		2066-2091	
12	2442-2466		2292-2316		2242-2266		2092-2116	
11½	2467-2489		2317-2339		2267-2289		2117-2139	
11	2490-2512		2340-2362		2290-2312		2140-2162	
10½	2513-2534		2363-2384		2313-2334		2163-2184	
10	2535-2556		2385-2406		2335-2356		2185-2206	
9½	2557-2578		2407-2428		2357-2378		2207-2228	
9	2579-2599		2429-2449		2379-2399		2229-2249	
8½	2600-2620		2450-2470		2400-2420		2250-2270	
8	2621-2642		2471-2492		2421-2442		2271-2292	
7½	2643-2664		2493-2514		2443-2464		2293-2314	
7	2665-2686		2515-2536		2465-2486		2315-2336	
6½	≥2687		≥2537		≥2487		≥2337	

18 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	9	5	9	5	9	5	9	5
Max. from 1 fed.	12	6	12	6	12	6	12	6

Max. from own fed.	10	5	10	5	10	5	10	5
14	2380-2406		2230-2256		2180-2206		2030-2056	
13½	2407-2433		2257-2283		2207-2233		2057-2083	
13	2434-2458		2284-2308		2234-2258		2084-2108	
12½	2459-2474		2309-2324		2259-2274		2109-2124	
12	2475-2497		2325-2347		2275-2297		2125-2147	
11½	2498-2519		2348-2369		2298-2319		2148-2169	
11	2520-2542		2370-2392		2320-2342		2170-2192	
10½	2543-2556		2393-2406		2343-2356		2193-2206	
10	2557-2578		2407-2428		2357-2378		2207-2228	
9½	2579-2599		2429-2449		2379-2399		2229-2249	
9	2600-2620		2450-2470		2400-2420		2250-2270	
8½	2621-2642		2471-2492		2421-2442		2271-2292	
8	2643-2656		2493-2506		2443-2456		2293-2306	
7½	2657-2679		2507-2529		2457-2479		2307-2329	
7	2680-2701		2530-2551		2480-2501		2330-2351	
6½	≥2702		≥2552		≥2502		≥2352	

19 rounds counts as 13 rounds	GM	IM	WGM	WIM				
Different MO	7 GM	7 IM	7 WGM	7 WIM				
Min. other feds.	2	2	2	2				
Rating floor for 1 player	2200	2050	2000	1850				
Different TH	10	10	10	10				
Max. from 1 fed.	12	12	12	12				
Max. from own fed.	11	11	11	11				
15	2380-2397		2230-2247		2180-2197		2030-2047	
14½	2398-2415		2248-2265		2198-2215		2048-2065	
14	2416-2441		2266-2291		2216-2241		2066-2091	
13½	2442-2466		2292-2316		2242-2266		2092-2116	
13	2467-2482		2317-2332		2267-2282		2117-2132	
12½	2483-2504		2333-2354		2283-2304		2133-2154	

12	2505-2519	2355-2369	2305-2319	2155-2169
11½	2520-2542	2370-2392	2320-2342	2170-2192
11	2543-2563	2393-2413	2343-2363	2193-2213
10½	2564-2578	2414-2428	2364-2378	2214-2228
10	2579-2599	2429-2449	2379-2399	2229-2249
9½	2600-2620	2450-2470	2400-2420	2250-2270
9	2621-2635	2471-2485	2421-2435	2271-2285
8½	2636-2656	2486-2506	2436-2456	2286-2306
8	2657-2679	2507-2529	2457-2479	2307-2329
7½	2680-2694	2530-2544	2480-2494	2330-2344
7	≥2695	≥2545	≥2495	≥2345

Table of changes

Article	Old Version 1 January 2022 to 31 December 2022	New Version 1 January 2023
0.4.1	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.	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 their title upon recommendation by the Qualification and Ethics Commissions and final action by FIDE Council.
0.5	<p>Definitions</p> <p>In the following text some special terms are used.</p> <p>Rating performance is based on the player's result and average rating of opponents (see 1.4.6 to 1.4.8).</p> <p>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.</p> <p>GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380.</p> <p>IM performance is ≥ 2450 performance against opponents with average rating ≥ 2230.</p> <p>WGM performance is ≥ 2400 performance against opponents with average rating ≥ 2180.</p> <p>WIM performance is ≥ 2250 performance against opponents with average rating ≥ 2030.</p> <p>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.</p>	<p>Definitions</p> <p>In the following text some special terms are used.</p> <p>Rating performance is based on the player's result and average rating of opponents (see 1.4.6 to 1.4.8).</p> <p>Title performance is a result that gives a performance rating as defined in 1.4.6 to 1.4.9 against the minimum average of the opponents, for that title.</p> <p>GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380.</p> <p>IM performance is ≥ 2450 performance against opponents with average rating ≥ 2230.</p> <p>WGM performance is ≥ 2400 performance against opponents with average rating ≥ 2180.</p> <p>WIM performance is ≥ 2250 performance against opponents with average rating ≥ 2030.</p> <p>Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.4.2 to 1.4.5.</p>

	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.	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.
1.3	<p>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:</p> <p>1.3.1 FIDE Master ≥ 2300</p> <p>1.3.2 Candidate Master ≥ 2200</p> <p>1.3.3 Women FIDE Master ≥ 2100</p> <p>1.3.4 Women Candidate Master ≥ 2000</p>	<p>Titles may be gained by achieving a published or interim rating at some time (see 1.5.3a). For ratings achieved after 1st July 2017, the player must at that time have played at least 30 rated games:</p> <p>1.3.1 FIDE Master ≥ 2300</p> <p>1.3.2 Candidate Master ≥ 2200</p> <p>1.3.3 Women FIDE Master ≥ 2100</p> <p>1.3.4 Women Candidate Master ≥ 2000</p>
1.4.1	<p>The number of games</p> <p>a. The player must play at least 9 games, however</p> <p>b. 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.</p> <p>c. 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.</p>	<p>The number of games</p> <p>a. The player must play at least 9 games, however</p> <p>b. 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.</p> <p>c. 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.</p>

	<p>d. 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.</p> <p>e. 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</p> <p>(1) they have met the required mix of opponents, and</p> <p>(2) this leaves them with at least the minimum number of games as in 1.4.1,</p> <p>f. 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 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted.</p>	<p>d. 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.</p> <p>e. 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</p> <p>(1) they have met the required mix of opponents, and</p> <p>(2) this leaves them with at least the minimum number of games as in 1.4.1,</p> <p>f. A player may ignore their game(s) against any opponents they have 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 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted.</p>
1.4.2	<p>The following are not included:</p> <p>a. Games against opponents who do not belong to FIDE federations. Players with federation "FID" are accepted, but do not count as a foreign player.</p> <p>b. Games against unrated players who score zero against rated opponents in round robin tournaments.</p> <p>c. 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</p>	<p>The following are not included:</p> <p>a. Games against opponents who do not belong to FIDE federations. Players with federation "FID" are accepted, but do not count as a foreign player.</p> <p>b. Games against unrated players who score zero against rated opponents in round robin tournaments.</p> <p>c. 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</p>

	<p>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.</p> <p>d. 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).</p> <p>e. The following formats may be used in title tournaments, whether for individuals or teams.</p> <p>Swiss Round Robin Double Round Robin Scheveningen Schiller Knockout Other formats require the prior approval of the QC Chairman.</p>	<p>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.</p> <p>d. 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).</p> <p>The following formats may be used in title tournaments, whether for individuals or teams.</p> <p>Swiss Round Robin Double Round Robin Scheveningen Schiller Knockout Other formats require the prior approval of the QC Chairman.</p>
1.4.3	<p>Federations of opponents</p> <p>At least two federations other than that of the title applicant must be included, except 1.4.3a - 1.4.3d shall be exempt. Nevertheless, 1.4.3e shall apply.</p> <p>a. 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.</p>	<p>Federations of opponents</p> <p>At least two federations other than that of the title applicant must be included, except 1.4.3a - 1.4.3d shall be exempt. Nevertheless, 1.4.3e shall apply.</p> <p>a. 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.</p>

	<p>b.National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.</p> <p>c.Zonal and Sub-zonal tournaments.</p> <p>d.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, 1.4.4 applies.</p> <p>e.At least one of the norms has to be achieved under the normal foreigner requirement. (See 1.4.3 and 1.4.4)</p>	<p>b.National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.</p> <p>c.Zonal and Sub-zonal tournaments.</p> <p>d.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, 1.4.4 applies.</p> <p>e.At least one of the norms has to be achieved under the normal foreigner requirement. (See 1.4.3 and 1.4.4)</p>
1.4.4	<p>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 1.7.2.</p> <p>Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).</p>	<p>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 Annex.</p> <p>Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).</p>
1.4.5	<p>Titles of opponents</p> <p>a.At least 50% of the opponents shall be title-holders (TH) as in 0.31, excluding CM and WCM.</p> <p>b.For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs.</p>	<p>Titles of opponents</p> <p>a.At least 50% of the opponents shall be title-holders (TH) as in 0.3, excluding CM and WCM.</p> <p>b.For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs.</p>

	<p>c.For an IM norm at least 1/3 with a minimum 3 of the opponents must be IMs or GMs.</p> <p>d.For a WGM norm at least 1/3 with a minimum 3 of the opponents must be WGMs, IMs or GMs.</p> <p>e.For a WIM norm at least 1/3 with a minimum 3 of the opponents must be WIMs, WGMs, IMs or GMs.</p> <p>f.Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.4.5b-e shall be counted only once.</p>	<p>c.For an IM norm at least 1/3 with a minimum 3 of the opponents must be IMs or GMs.</p> <p>d.For a WGM norm at least 1/3 with a minimum 3 of the opponents must be WGMs, IMs or GMs.</p> <p>e.For a WIM norm at least 1/3 with a minimum 3 of the opponents must be WIMs, WGMs, IMs or GMs.</p> <p>f.Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.4.5b-e shall be counted only once.</p>
1.8	<p>Title Tournament Certificates</p> <p>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.</p>	<p>Title Tournament Certificates</p> <p>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, to the FIDE Office and the Chief Arbiter.</p>
Annex	<p>Available only for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.</p>	<p>Available only when applying 1.4.1c; or for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.</p>
Annex	<p>Delete row "Max num. unrated" from all tables because it was deleted in 1.4.6d: Unrated opponents not covered by 1.46b shall be considered</p>	

	<p>to be rated 1000. Minimum number of rated opponents, see table in 1.72. It can be calculated also so that maximum number of unrated opponents is 20 percent of (number of opponents+1).</p>	
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