Section								er 202	4)	(r	Old none)	Regul	tion (until September 2024)	remarks Clarify the definitions of tournaments and
3 (2)	There are two types of rated games: tournaments and regular meetings. Tournaments refer to events that use formats like the Swiss system or round-robin										ione			Clarify the definitions of tournaments and regular meetings.
	to determine rankings. Regular meetings refer to other types of events.													
3 (3)	Rated games may only be hosted by the Federation, registered clubs, or student chess federation-affiliated circles, and must be run fairly by Federation annual members.								t must	m sı	nembe	r appr	sentative or an Federation ved by the representative shall report.	To encourage the revitalization of rated games, student circles will also be allowed to host them.
3 (4)	Organizers must apply to host rated games to the Federation at least five days prior to the event. They must also clearly state in the event details that it is a rated game and specify the type of rating.										none)			To prevent misconduct such as deliberately failing to report the results of specific rated games, as well as reporting omissions from clubs and circles and omissions in the federation's calculations.
3 (5)	Only games between Federation annual members with valid memberships at the time of the match will be eligible for rating calculation.										none)			Clarified in accordance with the abolition of one-time memberships.
3 (7)	Games reported more than three months (Note 3) after the final day of the rated game may not be eligible for calculation.									d		the ga	received after 90 days from the ne may not be counted for the s.	To make it clear at a glance which games are eligible for inclusion, calculations will be based on months instead of days.
	Janua	Note 3: If the final day of a rated game is January 15, the deadline for reporting would be April 15.												
3 (8)	Games deemed inappropriate as rated games by the Federation, such as those not fairly conducted, may not be included in the rating calculation.										none)			fraud prevention
4 (1)	Organizers must report all games from hosted rated games to the Federation.										none)			fraud prevention
5 (1)	It is set at 40 if the player has fewer than 30 rated games												player (UR) whose cumulative nes is below 18, the K is 40.	Adjustments will be made to bring players closer to their appropriate ratings more quickly.
5 (1)	or is under 19 years old and has never reached a rating of 2000												o is aged below 18 and has rating e K is 40.	Adjust according to the age categories of members, setting the value to 20 upon reaching a rating of 2000 to align with the current rating distribution.
5 (3)	The minimum national rating is 1000. If the calculated result falls below 1000, the rating will remain 1000.											est Na	ional rating is 400.	Address the under-rated issue for those who already have ratings while aligning the scale with the FIDE ratings.
6 (1)	If a player has a FIDE rating at the time of their first membership with the Federation, it will be adopted. FIDE Standard ratings are adopted as national Standard ratings, and FIDE Rapid ratings are adopted as national										rith (1) ne follo	above wing	rating cannot be determined will take over the FIDE rating in rders: rd, ②FIDE Rapid, ③FIDEBlitz.	Clarify the timing for reference and specify the types of ratings that will be carried over.
6 (2)	If eith been will a	been determined, the undetermined rating will adopt the determined rating when it is											not have either a National National Rapid rating will take they already have.	Clarification of the timing for reference.
6 (3)	First calculated. Players whose ratings are not determined by (1) or (2) are considered UR. When their total number of games against rated opponents in the past two years reaches six or more within a reporting period, their initial rating will be calculated based on performance ratings from those games. However, if the results of the games are all wins or all losses, performance rating calculation will be delayed until the player does not achieve all wins or all losses in a reporting period.												tive number of games becomes 4 is 40 for the first 18 games. The r a UR player will be derived by .In this calculation, even if the	
6 (4)	Perfo the fo PR = I RA is and d perce 2.	rmar ollow RA + o the a p is g	nce r ing f dp vera giver	ating ormu ige ra	PR ila: ting ordii	is cal	e op	Clarification of the calculation method.						
Table 2	p	dp	p	dp	p	dp	p	dp	p d	lp	p	dp		
	1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296		
	.99	677 589	.82	262 251	.65	110	.48	-14 -21		-141 -149	.14	-309 -322		
	.97	538	.80	240	.63	95	.46	-29		-158	.12	-336		
	.96	501 470	.79 .78	230 220	.62	87 80	.45	-36 -43		-166 -175	.11	-351 -366		
	.94	444	.77	211	.60	72	.43	-50		-184	.09	-383		
	.93	422 401	.76 .75	202 193	.59 .58	65 57	.42	-57 -65		-193 -202	.08	-401 -422		
	.92	383	.75	193	.58	50	.41	-65 -72		-202 -211	.06	-422 -444		
	.90	366	.73	175	.56	43	.39	-80		-220		-470		
	.89	351 336	.72	166 158	.55	36 29	.38	-87 -95		-230 -240		-501 -538		
	.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589		
	.86	309 296	.69	141 133	.52	14 7	.35	-110 -117		-262 -273		-677 -800		
	.83	284	.67	125	.50	0	.33	-117		-273	.00	-000		
In the eve	nt of a	ny dis	screp	ancie	s be	tweer	the	Japane	ese an	nd E	nglish	versio	s, the Japanese version shall preva	ail.