

### 1.1 - The Elo formula:

$$P = P_{\text{before}} + I * (W - W_e)$$

- **P**: points after the match;
- **W**: results of the match. The actual result of the match is assigned by a table showed below, based on the goal difference achieved (or suffered in the case of a defeat);
- **P<sub>before</sub>**: points of the team before the match;
- **I**: importance of the match (values are listed below);
- **W<sub>e</sub>**: win expectancy ( $1 / (10^{-(dr/400 + 1)})$ )

$$dr = P_{\text{before of Team A}} - P_{\text{before of Team B}} + V$$

- **P<sub>before of Team A</sub> - P<sub>before of Team B</sub>**: difference in rating between the two teams involved, before the match;
- **V**: venue of the match is equal to -50 for the team playing at home, +50 for the team playing away, or 0 for the both the teams if they play on neutral ground.

#### Table for the actual results based on the goal difference:

##### wins:

- +1 = 1,00
- +2 = 1,05
- +3 = 1,10
- +4 = 1,15
- +5 = 1,20
- +6 = 1,25
- +7 = 1,30
- +8 = 1,35
- +9 = 1,40
- +10 = 1,45
- +11, +12, +13... = +0,05 for each goal more

##### defeats:

- 1 = 0,25
- 2 = 0,20
- 3 = 0,15
- 4 = 0,10
- 5 = 0,05
- 6 = 0,00
- 7 = -0,05
- 8 = -0,10
- 9 = -0,15
- 10 = -0,20
- 11, -12, -13... = -0,05 for each goal less

##### draws:

- +/-0 = 0,5

### 1.2 - Competitions and importance of the match (I) (constant applied from January 1, 2024):

#### FIFA WORLD CUP

- 90** for final matches, semi-final matches and quarter finals matches
- 85** for group stage matches and round of 16 matches

60 for the third-place match  
60 for matches in the qualifiers

**UEFA EURO, CONMEBOL COPA AMERICA, CONCACAF GOLD CUP, CAF AFRICA CUP OF NATIONS, AFC ASIAN CUP, OFC NATIONS CUP**

75 for final matches, semi-final matches and quarter finals matches  
70 for group stage matches and round of 16 matches  
55 for the third-place match  
55 for matches in the qualifiers.

**UEFA NATIONS LEAGUE**

Finals:  
60 final match and semi-finals matches  
50 for the third-place match  
League stage:  
50 for the league stage matches

**CONCACAF NATIONS LEAGUE**

Finals:  
60 final match and semi-finals matches  
55 for quarter finals matches  
50 for the third-place match  
League stage:  
55 for the league stage matches (**leagues with direct qualification places for the Gold Cup**)  
50 for the league stage matches (**leagues without direct qualification places for the Gold Cup**)

**UEFA/CONMEBOL Finalissima**

60 final match

**FRIENDLIES**

25 - Friendlies and Friendly tournaments inside the international match calendar windows;  
20 - Friendlies and Friendly tournaments outside the international match calendar windows;

**Double validity:** if a match is valid for two competitions, the greater value is applied.

**2.1 - Rule for matches ended at extra-times or penalty shoot-out:** this is applied only when the game is played in a single-leg: **W=0,75 for the winner, 0,50 for the loser**. But in two-legged games, only the results achieved after the regular times must be considered.

**2.2 - Results taken into account**

In the calculation, all the games are included between senior national teams full members of one of the six continental confederations (UEFA, CONMEBOL, CONCACAF, CAF, AFC, OFC). In general, are excluded from the ranking all the unaffiliated representatives that are inactives for many years and for which the nationality of the players is not verified by a superior governance. Only the games between teams labelled as "A" selection by the respective national FA are included in the calculation..

**2.3 - Awarded results**

As general principle, the results achieved on the pitch will be used for the ranking, and awarded results will be not taken into account.

**2.4 - New teams**

The starting rating for new teams will be the same of the last ranked team.

