

NTRP Ratings

“C” - Computer Year-End Rating

- Rating was generated based on league play in USTA Adult Leagues and NTRP Tournaments
- Players cannot be disqualified, nor have NTRP Grievances filed against them
- Players can appeal their “C” rating. Visit [How to Appeal a Rating](#) to find out more information. Once appealed, players are subject to disqualification (three strikes rule)

“M” - Mixed Doubles Year-End Rating

- Rating was generated from match play in the USTA Mixed Doubles League
- Rating is only valid if the player exclusively plays Mixed Doubles the following year
- If the player chooses to play USTA Adult League, s/he will have to go through the self rate process and will be assigned the higher of the Self Rating or Mixed exclusive rating and will have the “S” rating designation.
- Players can appeal their “M” rating. Visit [How to Appeal a Rating](#) to find out more information. Once appealed, players are subject to disqualification (three strikes rule)

“T” - Tournament Year-End Rating

- Rating was generated from match play in the USTA NTRP Tournaments
- Rating is only valid if the player exclusively plays Tournaments the following year
- If the player chooses to play USTA Adult League, s/he will have to go through the self rate process and will be assigned the higher of the Self Rating or Tournament exclusive rating and will have the “S” rating designation.
- Players can appeal their “T” rating. Visit [How to Appeal a Rating](#) to find out more information. Once appealed, players are subject to disqualification (three strikes rule)

“A” - Appealed Year-End Rating

- These players can be disqualified
- An NTRP grievance cannot be filed against them

“S” - Self-Rated player

- Assigned to new players, returning players whose rating has expired, and Mixed or Tournament exclusive rated players who choose to participate in Adult Leagues.
- Player is subject to Disqualification and NTRP Grievances at any time during the USTA Adult League season if their results show that they are not at the appropriate level. Disqualified players will have their match results reverted to 6-0, 6-0 losses for standings purposes only.
- Players can appeal their “S” rating. Visit [How to Appeal a Rating](#) to find out more information.

How Ratings are Calculated

It's not black and white. Just because you had a winning or losing record doesn't mean you're getting bumped up or down.

The ratings are calculated based on

- your start rate (i.e. your exact Year-End-Rating),
- your dynamic rating before each match,
- your opponent (and partner's) dynamic ratings at the time of the match,
- expected vs. actual outcome

For example, a 6-4, 6-3 loss is not necessarily bad for your rating. Let's look at why this can be true:

There are actually 50 ratings at any given level. For example, everyone between 3.51 and 4.00 is rated as a 4.0. A top 4.0 (4.00) is supposed to win fairly easily against a lower 4.0 (3.51). Take that same top 4.0 (4.00) playing against a lower 4.5 (4.01) and a very close match is to be expected. The USTA computer algorithm calculates expected results based on the ratings before the match, and then compares the predicted results with the actual scores. The question therefore is how did you win or lose? Did you

perform better than predicted or worse? And what was your dynamic rating at that point in time? What was your opponent's?

Rating	Levels
2.5	2.01-2.50
3.0	2.51-3.00
3.5	3.01-3.50
4.0	3.51-4.00
4.5	4.01-4.50
5.0	4.51-5.00
5.5	5.01-5.50

Symbol	Rating Type
C	Computer
M	Mixed exclusive
A	Appealed
D	Disqualification
S	Self-rate
T	Tournament exclusive

The self-rating system is predictive. It predicts who should win the match and by what score before you step foot on the court. This prediction is based on the thousands of matches played between players who are at the same skill level. The computer uses a proprietary algorithm to calculate who will win the match and by what score. A player can win all of their matches and not get bumped up or a player can lose all of their matches and not get bumped down if they are winning or losing by the predicted scores.