

Types of Ratings

Year-end ratings are static and fixed for the following year. Year-end ratings are computer generated from play during the year. Rating types are Computer, Mixed, and Tournament. If a rating is successfully appealed, it will show as an A (appealed computer rating), MA (appealed mixed rating), or TA (appealed tournament rating). Players may appeal ratings up or down. For an appeal to be granted, the player's rating must fall within a certain window.

Dynamic ratings are fluid and may change in each match depending on scores, opponents, and partners. Dynamic ratings are determined by a computer. The computer takes into account the match dynamic ratings of all players and calculates a point spread between opponents. If a player beats the odds, his rating will go up. No rating change will occur if the match spread occurs as predicted by the computer.

The computer does not look at win/loss records, but rather at this prediction of point spread between opponents. If the computer predicts a player should lose 6-1, 6-2, and if the player does lose but beats the odds spread by losing 6-4, 6-3, his rating will go up. Players may lose and still go up in rating; they may win, and go down in rating. It all depends. . .

The last dynamic rating earned by a player is also one factor in determining one's year-end rating if enough matches are played. This final dynamic rating will, of course, be modified by several other factors in this determination.

Strikes are determined by **dynamic** ratings in adult league matches only (18 & Over, 40 & Over, 55 & Over). The strike program does not operate in mixed leagues, tournaments, or combo. Strikes are only assessed against self-rated players (S and D). When a player earns three of them in the adult leagues, he is disqualified from his current level of play, and promoted to the next appropriate level of play immediately. This process is computer-driven.

Early Start ratings are dynamic ratings that are "fixed" at a point in time. These ratings are used to determine ratings for players who will start a league early in the preceding year. Rating types are ESR, Q, or E. These ratings are only used for our Reno-Tahoe area at this time.

Self-ratings are not computer-generated or year-end ratings. A player must self-rate if he does not have a valid computer rating for league or tournament play. Rating types are S and D. A D rating will designate a self-rated player who has been promoted due to Three Strikes or to NTRP grievance. Computer-rated players who are able to make a successful **medical** appeal down will also become self-rated players.

Ratings determine at which levels a player may participate in for leagues. An appealed rating becomes effective at the time that the appeal is granted. If a player is granted an appeal up, no prior matches will be reversed by NorCal, but the player must play at his new rating immediately. The captain and the player have a responsibility to ensure that the player's new rating is reflected correctly on all active team rosters as well as the player's page.