



## Dynamic Computer Tennis Ratings Information

The DCTR (Dynamic Computer Tennis Rating) Program is a rating system that generates player ratings based on match results over time. It is incorporated into Tri-County's League Manager Program, and is referred to as a player's 'Dynamic Rating'.

The Dynamic Rating of a player is based on the score of every match entered into the system. For every match there are expected outcomes for the match based on the ratings of the players. If the actual match results are the same as the expected result, then players will see no movement in their rating. If the outcome does not meet the expected result, then players' ratings are adjusted accordingly - up or down. Each player has only one Dynamic Rating. There is a .5 tolerance in the Dynamic rating system, which means if a player plays an opponent with a rating .5 higher than the player, she will not be penalized for losing the match.

Once a player is entered into the system, the computer generated Dynamic Rating becomes the rating within TCWTA. Ratings reflect players' level of play against the competition within the Tri-County league only. (New players entering the league will be benchmarked considering, but not limited to, their current USTA rating if available and/or will self-rate with their Pro's and Captain's validation).

On each player's individual profile, her dynamic doubles rating and benchmark rating are listed. Players' dynamic doubles ratings are also shown on the team page roster.

**Benchmark Rating** designates the base division each player is eligible to play in, ie., 3.0, 3.5, or 4.0. Players cannot play in a division below their Benchmark Rating even if their Dynamic Rating falls below that level. Any request to change a Benchmark Rating must be submitted via the [tcwta.net](http://tcwta.net) website - Downgrade Request Form - between the end of regulation season play and September 1.

**Doubles Rating** column signifies players' Dynamic Doubles Ratings and will change according to match results.

- Players whose dynamic rating exceeds their division level one time during the season will be required to play in the next higher division the following season and will be reclassified at the higher benchmark level even if her dynamic rating subsequently falls below the higher benchmark.
- Should a player's Dynamic Rating exceed their division level during the season, that player must play in first position (Rule 24b). No more than one team player with a dynamic rating at the next division level may play in a match (Rule 24c).
- Should a player's Dynamic Rating fall below her Benchmark Rating during a season, this does not qualify her to play below her division Benchmark Rating. For example, should a 3.5 player's Dynamic Rating go below 3.5 this does not qualify her to play at the 3.0 level.
- Should a player be unable to play at her division Benchmark Rating level any longer, due to injuries or other circumstances, she may request that the Ratings Review Committee consider adjusting her rating. If approved for a downgrade, she will be permitted to play at the lower benchmark the following season but will retain her Dynamic Rating.
- A player may play at a higher benchmark but not at a lower one.
- If a player becomes "inactive" and later returns to Tri-County play, her Dynamic rating will still be in the system and will be used as her rating at the re-entry into the league.

Our computerized rating system is proprietary software owned by a programmer that used to work for the USTA. We do not know the underlying math, just the principles of the ratings program. In a nutshell, every match has an expected outcome: the higher rated team should win and the lower rated team should lose.

Ratings points are gained or lost based on whether your team's score exceeds or falls short of the expected outcome built into the computer model.

Therefore,

- If you win, the larger the margin of victory, the more your rating goes up
- If you lose, the larger the margin of defeat, the more your rating goes down
- If you play a stronger team and win, your rating goes up. The bigger the margin, the more your rating goes up
- If you play a weaker team and lose, your rating goes down. The bigger the margin, the more your rating goes down
- Close matches between evenly rated teams result in only small movements in ratings, up or down.

Furthermore,

- if you win 6-0, 6-0, you will receive more rating points than if you win 7-5, 7-5
- if your team's average rating is 4.0 and you win, you will receive more ratings points if your opposing team rating was 4.2 than if it was 3.7
- if your team rating is 4.0 and you win 6-0, 6-0 over a 4.2 team, you will receive clearly exceed the expected outcome and receive a significant pickup in rating points.
- The increment or decrement effects all players and teams equally, regardless of rating (ie; the amount the winning players rating goes up or down is the same amount the losing players rating goes up or down)

If you play a:	<b>Win By Wide Margin</b>	<b>Win By Narrow Margin</b>	<b>Lose By Wide Margin</b>	<b>Lose By Narrow Margin</b>	<b>Close Match</b>
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Lower rated opponent	Small increment or no change	No change or ratings decrease	Significant decrease in rating	Small ratings decrease	No change or ratings decrease
Higher rated opponent	Significant increase in rating	No change or increase in rating	Decrease in rating	No change or small increase in rating	No change or increase in rating
Equal rated opponent	Increase in rating	No change or increase in rating	Decrease in rating	No change or small decrease in rating	No change

*This Ratings Policy approved by the TCWTA Board of Directors*  
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