## TTCAN RATING SYSTEM

## 1. BASIC PRINCIPLES

RATING - The "rating" of a player is a number value. To obtain this number value players compete in competitions from which the results are submitted to the Canadian Ranking System.
1.1. For each match, the winner gains a certain number of points whilst, at the same time, points are deducted from the rating of the loser. The number of points won or lost depends on the relative strength of the two players involved.
1.2. Points are added or deducted in accordance with the Points Exchange table:
"Expected results" are those of matches where the winner had a higher rating going into a competition than the loser.
"Unexpected results" are those of matches where the winner had a lower rating than the loser.
1.3. Wins/losses against unrated players result in no points gained/lost for either player.

## 2. WEIGHTINGS

2.1. Depending on the event, different exchange tables are used; a higher exchange value is used in higher star competitions.
2.2. TTCAN's Competition Department classifies all events considered for Ratings into tiers (star rating). There are four (4) tiers of events, each with a specific exchange table.
2.3 Points Exchange tables:

| STAR RATING point difference |  | * |  | ** |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | winner | loser | winner | loser |
|  | 401+ | 1 | 0 | 2 | 0 |
|  | 301-400 | 2 | -1 | 3 | -1 |
|  | 201-300 | 3 | -2 | 5 | -3 |
|  | 151-200 | 4 | -3 | 6 | -4 |
|  | 101-150 | 5 | -4 | 8 | -6 |
|  | 51-100 | 6 | -5 | 9 | -7 |
|  | 26-50 | 7 | -6 | 11 | -9 |
|  | 0-25 | 8 | -6 | 12 | -10 |


| UNEXPECTED <br> STAR RATING <br> point <br> difference |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | winner | loser | winner | loser |
|  | 0-24 | 8 | -6 | 12 | -10 |
|  | 25-49 | 10 | -8 | 15 | -13 |
|  | 50-99 | 12 | -10 | 18 | -16 |
|  | 100-149 | 14 | -12 | 21 | -19 |
|  | 150-199 | 16 | -14 | 24 | -22 |
|  | 200-299 | 18 | -16 | 27 | -25 |
|  | 300-399 | 20 | -18 | 30 | -28 |
|  | 400+ | 22 | -20 | 33 | -31 |

EXPECTED RESULTS - THE HIGHER RATED PLAYER WINS

STAR RATING
point difference
winner loser winner
winner loser

| $401+$ | 2 | 0 | 3 | 0 |
| :---: | :---: | :---: | :---: | :---: |
| $301-400$ | 4 | -1 | 5 | -2 |
| $201-300$ | 6 | -3 | 8 | -5 |
| $151-200$ | 8 | -5 | 10 | -7 |
| $101-150$ | 10 | -7 | 13 | -9 |
| $51-100$ | 12 | -9 | 15 | -11 |
| $26-50$ | 14 | -11 | 18 | -14 |
| $0-25$ | 16 | -13 | 20 | -16 |

UNEXPECTED RESULTS - THE LOWER RATED PLAYER WINS STAR RATING point difference

| $0-24$ | 16 | -13 | 20 | -16 |
| :---: | :---: | :---: | :---: | :---: |
| $25-49$ | 20 | -17 | 25 | -21 |
| $50-99$ | 24 | -21 | 30 | -26 |
| $100-149$ | 28 | -25 | 35 | -31 |
| $150-199$ | 32 | -29 | 40 | -36 |
| $200-299$ | 36 | -33 | 45 | -41 |
| $300-399$ | 40 | -37 | 50 | -45 |
| $400+$ | 44 | -41 | 55 | -50 |

## 3. NEW PLAYERS

A player enters the ranking list with her/his first competition and gets a ' $T$ ' (temporary) rating.
3.1 If a player has wins and losses, of which the 'lowest loss' is against a player ranked higher than the highest rated player against whom s/he achieved a win, the temporary rating will be that of his 'highest win'.

## Example:

3.1 - Jean has 3 wins and 1 loss in his first tournament; the three wins are against players ranked 1950, 1998, 2010 and his loss is against a player rated 2050, Jean's temporary rating will be 2010.
3.2 If a player has wins and losses, of which the 'lowest loss' is lower than her/his highest win a median rating will be established as her/his temporary rating.

## Example:

3.2 - Wing has wins against players rated 1145, 1070 and 1210 and a loss against a player ranked 1100, Wing's temporary rating will be 1155.
3.3 If a player has no losses, his temporary rating will be her/his highest win +100
3.4 If a player has no wins, his temporary rating $(T)$ will be 100.
3.5 The process described above (3.1-3.4) continues until a player has 5 wins and 1 loss, or 15 wins - at which point the T is removed and a player attains a 'regular' rating.
3.6 Players who play against a player with a ' $T$ ' rating earn, but cannot lose points.

## 4. PLAYERS WITH LOW ACTIVITY

Players who have no recorded results for more than 24 months will not be shown on the TTCAN Rating list but will retain their rating points. At any time when a player returns to competition, his results will be calculated using the rating points on file.

## 5. DEADLINE and PROCEDURES **NEW UPDATE MARCH 2016**

TTCAN receives the competition results from provincial associations and/or tournament directors/referees and through 'copy and paste' enters them into the rating system.

If you notice an error (wrong result submission), please contact your provincial association/tournament director/referee to inform them of the error.

5th of month: Rating is published (ex. April 5th will be the published date for the ratings of the month of April that includes all events played in March).
5th-20th of month: period that errors can be reported to TTCAN by the Provincial Rating Chairs - no errors will be corrected if reported after the $20^{\text {th }}$ of the month in question.
23rd-25th of month: re-run of rating period to include all corrections in previous month (if needed)
31st of month (or last day of month): deadline for Provincial Rating Chairs to submit results to TTCAN

The new procedure will allow for events that are played between 25th-31st (approx) of the month to be included in the accurate rating period.

