

ITTF Para Rating System

A player's rating is a number (of points) which represents his/her playing ability relative to other rated players.

A player's rating changes by graded amounts depending upon the rating difference between his/her rating and the rating of his/her opponent.

The following tables define the calculations:

Rating Change Table:

Rating difference	Normal outcome	Upset outcome
<25	8	8
<50	7	10
<100	5	12
<150	3	15
<200	2	20
<250	1	26
0		32

Notwithstanding the above, the following additional criteria will be applied from 2014:

- a) A minimum of 1 point will be gained by the winner where the rating difference is 250 or more.
- b) No deduction of points is made against the loser when his/her class is lower than the opponent's class
- c) Bonus points will also be awarded to medallists in individual events as follows: Gold 3, Silver 2, and 1 Bronze. These will expire at the end of each tournament credit period.

The winner's rating is increased by the amount in the above table (adjusted by the weighting factor below) while the loser's rating is decreased by the amount in the above table.

Weighting table

Weighting	Events
1.5	Factor 40 and above singles
1.0	Factor 20 singles, all team matches

For main events, the above weightings shall be applied only to the winner's points; the loser's points are not adjusted by a weighting factor.

- Players are assigned an initial rating based upon their initial results, once enough results against players already rated allow a reasonable approximation of their ability to be made. This may be reviewed at any time when further results are received.
- Players only have one rating and so appear on any rating list where appropriate with the same rating points.
- All results of singles matches are processed. Doubles matches are not included.
- Players will appear on Rating Lists until 12 months have expired since they played their last qualifying match.
- Players not listed (due to lack of participation), shall retain their rating, and this may be used to determine seedings etc.
- Players who have not played in any rated match for an entire calendar year, shall have their rating depreciated at a rate of 5% at the end of each such year.

In addition, at the end of each calendar year, a straight line compression algorithm may be applied to all players' points in order to increase the volatility of the system.