



ITTF Para Rating System 2019

A player's rating is a number (of points) which represents his/her playing level in comparison with 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.

Players only have one rating and, therefore, they appear on any rating list where appropriate with the same rating points.

The following table 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
	1	32

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 only by the amount in the above table.

Weighting table:

Weighting	Events
1.5	Factor 40 and above in singles events
1.0	Factor 20 in single events and all team events

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

All results of singles matches are processed. Doubles matches are not included. In matches between players of the same national association, a special calculation is applied:

- Winner gets +1 point
 - Loser gets -1 point
- Bonus points will be awarded to medallists in individual events as follows: Gold 9, Silver 6, and Bronze 3. Bonus points will also be awarded to new/unrated players but only when they get rated. These points will expire at the end of each tournament credit period.
 - From 2016-03, after EC meeting in Kuala Lumpur, a special calculation is applied for **matches between players of different classes**.

a) In Single Events

Each player playing in higher class due to class combination will lose ranking points if defeated against higher player as follow:

- One class difference – 80%
- Two classes difference – 60%
- Three classes difference – 40%
- Four classes difference – 20%

b) In Team Events

Each player playing in higher class due to class combination or playing in higher class due to his partner class, will lose ranking points if defeated against higher player as follow:

- One class difference – 80%
- Two classes difference – 60%
- Three classes difference – 40%
- Four classes difference – 20%

Ratings are rounded to the nearest integer.

- New/unrated players are assigned an initial rating (IR) based upon their initial results, once enough results against already rated players allow a reasonable approximation of their ability to be made. This may be reviewed at any time when further results are received. Two wins against rated players are required for a new/unrated player to get IR.
- Players who have not played in any rated match in 1 year (365 days in a row), shall have their rating depreciated at a rate of 5% at day 366th.
- Players will appear on Rating Lists until 12 months have expired since their last qualifying match. Players not listed (due to lack of participation), shall retain their rating reduced by 5% for each year of inactivity.
- Players who have been inactive for more than 4 years are considered as new/unrated players.
- From 2016-10-01 after Rio 2016 Paralympic Games, **penalty for no-shows is applied**.

When a player does not show up for a competition and is included in the draw or for a match due to any reason, even medical with or without medical certification, the player will be penalized by a flat 35 penalty points per “no-show” per event in a Tournament. The flat 35 penalty points remain valid for a period of 15 months from the date of implementation.

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.