ELO, an alternative to HLTV's ratings

With all the talk about different ratings for teams I decided to test something no one proposed – at least not any TO or player organisation – a rating based on ELO.

An ELO rating calculates the expected score a team would get facing another team. For example, a team with a rating of 2077 would have a 58% chance to win against a team with a rating of 2024, while the same team would have a 38% chance of winning against a team with a rating of 2158. Read more on Wikipedia or look at this ELO calculator.

I have scraped every game on HLTV, and this is the top 30, as of 20/09:

Evil Geniuses	2224
Astralis	2191
Heroic	2158
FURIA	2147
Big	2138
Natus Vincere	2137
Complexity	2097
Spirit	2087
Vitality	2077
ENCE	2053
Liquid	2046
Gambit Youngsters	2026
OG	2024
GODSENT	2024
fnatic	2024
mousesports	2014
FaZe	2007
Sprout	1998
NiP	1995
G2	1995
100 Thieves	1962
Chaos	1961
Virtus Pro	1949
ForZe	1946
North	1942
Espada	1903
Gen.G	1898
Nemiga	1891
MAD Lions	1890
LDLC	1880

These standing are quite close to HLTV's own rankings. Though, they seem to overvalue underdog regions (NA and CIS) and teams which have not played. For example, Astralis are ranked so highly because gla1ve wasn't playing when they lost these last months.

So how is my ELO calculated? Each player has their own ELO: they start with the ELO of their team, if their whole team doesn't have a rating they start with the opponent's rating, and if the opponent doesn't have a rating they start with an ELO of 1500 – 100 * years since the game came out. This was

done the combat the high ratings underdog regions otherwise would have, though it can create outliers if a bad player plays their first game with better players, or vice versa.

Something I didn't implement was decay or volatility. If a team doesn't play for a longer time it isn't farfetched to expect them to have changed their skill level, so something to make the rating change faster might help. You can of course change the numbers until you're satisfied with the end results.