



DYNAMIC RATINGS INFORMATION

The Premier Pickleball League (PPL) chose to be a ratings-based to help promote more equal, fair competitive tennis. When it chose to use TopDog for team management & scoring, it also acquired a powerful tool known as a DCTR Program. This program is proprietary software owned by a programmer who used to work for the USTA & helped develop their NTRP rating system that is still used today. DCTR stands for Dynamic Computer Tennis Rating. This program is a rating system that generates player ratings based on match results over time known as a player's "Dynamic Rating".

This Dynamic Rating is based on the scores/results of every match entered into the system & can either increase, decrease or remain the same. For every match, there is an expected outcome. If the result is what was expected, the Dynamic Rating remains the same. If the expected result is not met, the Dynamic Rating either goes up or down depending if that result exceeded or fell short of the expected outcome.

Each player is entered into the system with a beginning rating or a "benchmark rating" which indicates the lowest level one is eligible to play. Once a match is played & the score/result is entered into the system, a Dynamic Rating is generated. It is important to know that each player's Dynamic Rating could continuously change with every match they play. **Important** – the DCTR has a built-in tolerance of **0.70** which means - if the lineup has pairs playing against each other whose combined ratings are **0.70** or greater, neither pair will experience an increase/decrease in their Dynamic Rating regardless of the match score/result.

Some other points to keep in mind -

- You can win a match & see a decrease in your Dynamic Rating
- When one pair's Dynamic Rating increases as a result of a match, the other pair's decreases the same amount.
- A player's Dynamic Rating remains intact in the system exclusively to them even if they do not play PPL for a couple years. It will be there in the system when they return & that will be what they re-start league play with.
- A Dynamic Rating can NEVER be changed manually!!



If you play a:	Win Big	Win Barely	Lose Big	Lose Barely
Lower rated pair	Small or no change	No change or decrease	Big decrease	Some decrease
Higher rated pair	Big change	No change or increase	Some decrease	No change or increase
Equally rated pair	Small change	No change or small increase	Some decrease	No change or small decrease