



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 have been applied:

- From 2014-01-01 :
 - A minimum of 1 point will be gained by the winner where the rating difference is 250 or more.
 - 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.
- From 2016-03, after EC meeting in Kuala Lumpur, **lower players playing in higher classes.**
 - 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%
 - 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.

3. From 2016-10-01 after Rio 2016 Paralympic Games, **penalty for no-shows is applied.** When, after the draw, a player does not show up for a competition or for a match, 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.

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 as 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 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 player to be rated.
- 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 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.