Tencap Tennis Ratings Explained

1.) The *lower* the number the *better* your rating
2.) The rating of a doubles team is the *average* of the two players ratings
3.) The ratings act as a predictor of the outcome of the match
   a. 2 points difference in rating predicts 1 game difference per set
   b. Example: A player or team with a 40 rating is 4 points different from an opponent with a rating of 44. The set score prediction would be 6-4, on average, in favor of the player or team rated 40 because the 4 point difference is a predictor of a 2 game difference.
4.) Ratings Calculations take into account:
   a. The score of the match
   b. Confidence level of opponents' ratings
   c. Confidence level of your rating
   d. Confidence level of your partner's rating
   e. Your combined doubles pair rating
   f. Your opponents' doubles pair rating
   g. Winner of the match
   h. Level of competition (casual, league, or tournament play)

5.) Your rating will improve if the match outcome is better than your rating differential predicts, and your rating will decline if the match outcome is worse than your rating differential predicts, *regardless of whether or not you win or lose*.
6.) Ratings are *not* impacted when opponents are more than 10 rating points apart *unless* the weaker player/team wins.
7.) Ratings are unaffected unless each player has a Tencap rating. Although, players *can* earn a Tencap rating by being the only one in the doubles pair without a rating or by playing a player *with* a Tencap singles rating. In KC Tencap League play, players will not find unrated players as all League players need to have a pro given rating to be in the League.
8.) Any set played where the winner does not reach 4 games does not count towards your rating. i.e. a 3-2 set score will *not* impact your rating.
9.) Rating Confidence increases with each match. The increase depends on the confidence level of your opponent's ratings and the number of different opponents played.
10.) Rating adjustments are ultimately made by Tencap's algorithms. The higher the confidence, the less movement a player will experience
   a. Example: Team A has an average rating of 22; Team B has an average rating of 18
      i. The rating difference of 4 predicts Team B, on average, would win each set: 6-4
      ii. If Team B beats Team A by the score of 6-3, Team B did better than expected and thus their rating will improve (go down) and Team A's rating will decline (go up).
      iii. The amount of movement will be dependent on the rating confidence levels
   b. Example 2: Team A is Rated a 36' Team B is Rated a 42
      i. The rating difference of 6 predicts Team A would win a set on average 6-3
      ii. If Team A beats Team B 6-4 Team A's rating will decline (go up) while Team B's will improve (go down) because Team B did better than predicted and Team A did worse than expected.
      iii. The amount of movement will be dependent on the rating confidence levels