RCRL Brief Description of TopDog Rating System 2019

1. Ratings for each player on a team will change the same amount in a given match.
2. Ratings for each team in a match will change the same amount, one team going up and one team going down. So, for example, if you move up by 0.012, your opponents will move down by 0.012; it's a zero-sum game.
3. The system doesn't care which court you are playing on; the ratings changes are based on the differential between the teams on the court.
4. The program calculates an average team rating for each side. It then looks at the differential between them, predicts which team will win, and predicts **how many games the losing team will win**. We do not have the information specifying what differential and what number of games triggers a move; this is proprietary information belonging to TopDog.
5. Moves are in increments that that are proprietary to TopDog.
6. It is common for there to be no movement in ratings after a match; when this happens, it means that the outcome of the match was within the range the computer predicted. If the outcome is different than the computer predicted, there will be a rating change, up for the team that did better than the prediction, down for the other team.
7. It is not only possible, but common, for a winning team to drop in rating and a losing team to rise. When this happens, it means that the losing team won more games than the computer model predicted they would.
8. Ratings changes are calculated at midnight PST the day of the result of your match is entered, and therefore should appear the next morning in your results (win/loss records update at the same time).
9. The team averages that you see in your individual completed match results are a little misleading. They are the team averages AFTER the result of the match are taken into account, not the averages going into the match. So to determine what the team differential really was before the match was played, you have to do some math.