

Computer Ratings

C = *Computer year-end rating* - a non-expired C-rating is valid for all league play and is not subject to NTRP grievance or to the Three Strikes Disqualification Procedure.

B = *Benchmark computer year-end rating* - indicates a player who generated a computer year-end rating and played in District, Sectional, or National Championship events. A non-expired B rating is valid for all league play and is not subject to NTRP grievance or to Three Strikes Disqualification Procedure. A Benchmark rating may not be appealed DOWN for one year. A Benchmark rating may be appealed UP at any time. Benchmark players must directly contact the NorCal office if they wish to appeal UP. This appeal will be granted if the Benchmark player meets the criteria for the appeal UP.

M = *Mixed exclusive year-end Rating* - this rating is generated from mixed league play. A non-expired M rating will allow the player to register for mixed league play. The player must self-rate if the player wishes to play in adult league or in combo. No M rating will publish if the player already has a valid C/B rating. An M-rated player is subject to NTRP grievance when he self-rates for another league type. The Three Strikes Disqualification Procedure does not operate in mixed leagues.

T = *Tournament exclusive year-end rating* – this rating is generated from NTRP tournament play. No T rating will publish if the player has a valid C/B rating. The player must self-rate if the player wishes to play in adult league or in combo, but this rating will allow mixed league and NTRP tournament play. A T-rated player is subject to NTRP grievance when he self-rates for another league type. The Three Strikes Disqualification Procedure does not operate in tournament play.

A = *Adjusted rating* - a computer year-end rating that is adjusted by the automatic appeal process. Players who appeal and are granted an adjusted rating are subject to the Three Strikes Disqualification Procedure in adult leagues but not to NTRP grievances.

MA = *Mixed adjusted rating* – a mixed rating that is automatically appealed and granted. This rating is only valid for mixed league play. A player must self-rate to play in any other type of league.

TA = *Tournament adjusted rating*– a tournament rating that is automatically appealed and granted. This rating is only valid for NTRP tournaments and for mixed league play. A player must self-rate to play in any other type of league.

S = *Self-rating or medical appeal that is granted* – a non-expired S-rating is valid for all league play but S-rated players are subject to NTRP grievances, and to the Three Strikes Disqualification Procedure which only operates in adult leagues.

D = *Dynamic rating* – indicates a self-rated player who has been disqualified by the Three Strikes Procedure or by an NTRP grievance. This player remains self-rated and is subject to further NTRP grievances and to Three Strikes Disqualification at the promoted level.

ESR = *Early start league dynamic rating* – a computer rating that is used for an Early Start League only.

Ratings are published to the **tenth** of a point (3.0, 3.5, 4.0, etc.). However, year-end computer ratings are calculated to the **hundredth** of a point (2.51, 3.01, 3.51, etc.). The computer sees 50 levels at each NTRP published rating. Consequently, not all players with the same published rating will be equal in the computer's eyes. The differences between players at the bottom and at the top of the same published NTRP level are significant, and these differences are to be expected. Someone who is playing at the top of one level will be very close to the players at the bottom of the next level – in truth a hundredth of a point may separate them. (For example, 3.00 vs 3.01 will show as 3.0 vs 3.5). However, this same player will be almost a full level higher than those players at the bottom of his same NTRP level, and all of them will have the same rating that is published in the tenths. (For example 3.00 vs 2.51 but both players will publish as 3.0).