

How Are Rankings Calculated?

Ranking Information

How do I move up in the rankings?

Win a match against a better-ranked player in the system. Wins against players ranked worse than you do not help you move up the rankings. The computer stores the position of the player that is your most recent best win and if in a specified amount of time you beat another, better ranked player, or the same better ranked player that you are tracking, you will immediately move up the rankings. You are tracking the position of this player at all times. If they improve while you are tracking them then your best win value will follow them and thus improve. The converse is also true. Also note that if you do meet this opponent again while they are still your most recent registered best win then if you win that match you will move one ahead of that person – if you lose that match your best win against them will be erased and your best win value will be replaced with the position number that you presently occupy in the rankings.

Example:

You are presently ranked 325

Your previous most recent best win is a player ranked 150 on Nov 12 2007

Your most recent best win is still within the allotted time period – in this case 13 months (set by the association)

Scenario 1 - your next win against a player better ranked than you is on Feb 15 2008 (you defeat the player at ranking 180)

- the expiry time of your most recent best win is within the period allotted.
- you will immediately be moved to ranking 180 and player 180 moves to 181
- your most recent best win will remain at 150

Scenario 2 - instead of defeating the player at ranking 180 say you defeat the player at ranking 120 on Feb 15 2008

- the expiry time of your most recent best win is within the period allotted.
- you immediately move to 150 (your most recent recorded best win)
- a new most recent best win of 120 is stored and the date of this win is also stored.

NOTE: If you do not defeat anyone better than you (i.e. your present ranking of 325) within a specified amount of time (normally 13 months) then this most recent best win will be eliminated and your most recent best win will be reset to the rank that you are presently at, in this case 325.

Also note that if your most recent best win against player 150 in scenario 1 above was as noted on Nov 12 2007, and they then moved up in rankings to 130 (say on Jan 15 2008) then your most recent best win value would follow their position and now be 130, as you are tracking that player within the allotted time period. (To relate it to the scenario above just replace the number 150 with the number 130 when that player moved to 130 on Jan 15 2008.) This is an immediate advantage to you in that as soon as the player moved to 130 your potential movement, by just winning one match, is 20 more positions (all of the players from ranking 150 to 130). This method has been placed into the system to provide a increased opportunity for player movement while not providing too many outside effects that would make the player movement too volatile.

Thus in scenario 1

- you will immediately be ranked 180 and player 180 moves to 181
- your best win will remain at 130

and in Scenario 2

- you immediately move to 130 (20 positions better than the original scenario 2 due to the movement of the player that is your most recent best win while you were tracking them)
- a new best win of 120 is stored and the date of this win is also stored.

You track the dynamic position of the player that was your most recent best win until you pass them or the allotted time limit runs out.

You do not track a ranking number – this would be incorrect as indicated below:

Say you are at ranking position 30 and you defeat the player at number 10 and we keep 10 as a static value. Subsequently 12 people defeat the players between positions 8 and 5 and move up in the rankings passing the player that was in position 8. All players 8 and above move to higher-number rankings (poorer ranking) and the player you defeated at position 10 is no longer at 10 as they are at $10+12 = 22$. All things being equal, you may be at $30 + 12 = 42$ or somewhere between 30 and 42 depending on where these 12 players came from before they moved to better than 8. In this case there seems no logic or fairness in saying that you should still be tracking static value 10. All we know is that you were able to and did defeat the player that is now at 22. Therefore, tracking the defeated player's dynamic position, which is now 22, is fairer to all players than tracking the static ranking value that player had when your win occurred.

As can be seen a player can move many ranking positions instantly but there is a check (the time period allowed) to stop movement if the winner's most recent best win is determined to be well above their consistent skill level.