

ITTF WORLD RANKING BASIC DESCRIPTION

1. BASIC PRINCIPLES

- 1.1. For each match, the winner gains a certain number of points whilst, at the same time, points are deducted from the rating of the loser. The number of points won or lost depends on the relative strength of the two players involved.
- 1.2. Points are added or deducted in accordance with the Rating points table. "Expected results" are those of matches where the winner had a higher rating than the loser. "Unexpected results" are those of matches where the winner had a lower rating than the loser.
- 1.3. Wins against unrated players give no points to the winner. When a rated player loses against an unrated player 10 points are deducted from the rating of the losing player.
- 1.4. It has to be noted that these calculations are carried out only on the basis of the rating points, without taking into account the Bonus Points.

2. WEIGHTINGS

- 2.1. Depending on the event, the basic points gained for each win are increased by multiplying them by a weighting factor.
- 2.2. The ITTF's Competition Department has classified all the events considered for Ratings into tiers. There are three (3) tiers of events, each with a specific weight ranging from the normal rate of 1, or 1.5 (points are multiplied by a factor of 1.5) or 2 (points are multiplied by a factor of 2).
- 2.3. Weightings for losses are all calculated at the base rate of 1.
- 2.4. Values in the Rating points table are rounded so as to avoid fractions.

3. BONUS POINTS

- 3.1. Bonus Points are generally awarded on the basis of the final positions in knockout singles events. However, in competitions where alternative formats (to knockout) are used, up to 16 players may be given bonus points. Additionally, in the same way as for 3rd place (see table), Bonus Points are awarded whenever possible when other matches for intermediate positions are played.
- 3.2. The number of Bonus Points awarded is related to the event. These Bonus Points remain valid for a period of 12 months only from the date of each Bonus point earned.
- 3.3. Bonus Points are **not** awarded for Team events, Qualifying events or Ranking (Consolation) events.

4. NEW PLAYERS

- 4.1 A player enters the ranking list as soon as he has had at least 2 wins against already ranked players. He is then given "Starting Points" calculated on basis of the results available at that moment.
- 4.2 These "Starting Points" are re-calculated each time a new World Ranking is produced up to the moment a player reaches or passes the limit of 5 wins and 5 losses against already ranked players, then these "Starting Points" become final.
- 4.3 From the time a player enters the ranking list, and before the starting points become final, a player's initial rating is capped to the 2nd best win. Often a player's losses will result in their calculated starting points less than the 2nd best win.

Markers for initial ratings

- n** Before the name of the player, means that this is the first ranking list on which a player is recorded.
- r** Before the name of the player, means that on this ranking list his "Starting Points" have been re-calculated.
- f** Before the name of the player, means that this is the ranking list on which his "Starting Points" become final.

5. DELETED PLAYERS

- 5.1 Players who do not have any recorded international results (ITTF Events, ITTF Recognized Events or ITTF Approved Events) for more than 12 months are excluded from the published ranking lists. However such players will retain their rating points until they become active again, meaning that in the interim, they still have rating points, and these points could still be used for seeding purposes.
- 5.2 Players who have no recorded international results for more than 6 months are marked with an asterisk * before their name.

Competition Department
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