

GUIDELINES TO KEEP PLAYERS HAPPY

GUIDELINES:

1. Do not create divisions **bigger than 0.5 spread**.

Good = 3.5-4.0 . Bad = 3.5-4.5

2. If you already have a good amount of DUPR players at your club or in your area, **feel free to make divisions of 0.25 spread** to keep the matches more competitive.

Example: 3.5 - 3.75

3. If you have a player with a **low reliability score**, which probably means their rating is inaccurate, **do not place them on the division based on their skill level**. It is better to place them on the division based on DUPR for just one event (Ideally an open play).

Example: John has a 3.2 DUPR with a 10 reliability score, all the coaches at the club believe that John is more of a 3.7 player.

Do not put John on the 3.5-4.0 division because it might help John get an accurate rating, but **it will negatively affect the other players on the court**. The reason why it will affect them negatively is because **the algorithm** is basing the predicted score with all the DUPR ratings on the court, so for the algorithm, John is supposed to lose more than win in that 3.5-4.0 division, when John the algorithm will see John results, **it will make the correct assumption that John's DUPR rating should be higher, but it will also make the assumption that the other players are actually a little bit worse** than what their rating is showing because they should have beat John more easily.

4. Coming back to John, if you place John on his division based on rating, and performs well, it will boost his rating to his true DUPR because **the algorithm** will see that his performance was much better than expected at the 3.0-3.5 division. The other players on that division will see a minor drop on their rating, but nothing that will bother them, once they play pickleball again and record the scores to DUPR, **their rating will come right back up with a decent performance**.

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5. If you have an **NR player**, their best option is to either connect with a DUPR Coach and get a reliable provisional rating, or play against a high reliable player. NR players participate in open plays that fit their skill level (based on subjective opinion from a coach or organizer). It is important to **avoid having 4 NR players play against each other**, this situation gives no information to the algorithm, so their initial rating will most likely be very off.
6. If you have a player at your club that has an **inflated rating**, simply put them in an open play based on their DUPR rating, and **after they lose most of the matches**, the rating will go down and be adjusted. The same situation as John above, but the opposite way.
7. Once you have followed these guidelines for 2 months, you will have a majority of members having a **reliable rating**, which means that every event (tournament, league, open play) that you host moving forward will be very competitive and **player's rating will improve slowly over time**, with no volatility.
8. It is good to use the **forecast tool** on the DUPR app to understand the predicted score in a matchup, and that way understand why your rating has increased or decreased.

IMPORTANT: *With low reliability, you may see bigger movements on your rating. With higher reliability, you will see smaller movements on your rating.*

9. Run **at least 2 DUPR open plays for each division** throughout the month, the more the better obviously. With 2 sessions, you can guarantee that your players keep an accurate rating. The **reliability decreases as players stop recording games**, which will cause more volatility when they start playing DUPR matches again.
10. Run verified events for competitive players since the weight of the results is **50% bigger** than normal results.