

DTS Technical Addendum

General

For brevity, throughout this document a player “in” a team means a declared player for said team. Other related expressions are defined analogously.

Uses of the terms “active” and “inactive” refer to a player’s status in the DTS list.

In relation to a given club, N_n is the minimum number of boards specified for the division in which the club’s team n is participating. This is the minimum number of active players that must be in team n at a given time (except for a club’s bottom team, for which there is no minimum). The minimum number of active category A players in team n is equal to N_n-3 . These minimum player counts are enforced by steps 1 and 3 in ‘Weekly DTS list updates’.

Initial DTS lists

If a club has not supplied a compliant DTS list by the start of the season, a DTS list will be automatically generated by the following process:

1. All players listed as current members of the club will be ranked in descending order of rating. Between two or more players tied for rating, active players will be ranked above inactive players, and those of the same status will be ordered randomly relative to each other.
2. The club’s active players will be allocated to teams and A and B categories as follows:
 1. The top N_1 active players per the ranking order will be placed in team 1, the next N_2 active players will be placed in team 2, and so on, down to the club’s penultimate team.
 2. All remaining active players will be placed in the club’s bottom team.
 3. The top N_n-3 players declared for each team n will be category A, and all remaining active players will be category B.
3. Inactive players will take the team and category of the next active player below them in the ranking order. Any inactive player(s) at the bottom of the ranking order will be allocated to category B in the bottom team.

Tallies

The League season is divided into three tallying periods, starting at the start of the season, the Sunday on or after 1 December and the Sunday on or after 1 March.

Each player has an active tally. This starts from zero at the start of the season, and is incremented by 1 each time the player plays in a match.

As an exception, a player’s active tally is initially set to 1 if both of the following conditions are met:

- The player is in the initial DTS list submitted by the club at the start of the season.
- The player was not in the club’s final DTS list of the previous season.

Weekly DTS list updates

DTS list updates happen each weekend. They are performed for each club in turn.

If any players are to be removed from the DTS list due to having permanently left the club, this will be done first.

Any current club members not already in the club’s DTS list (due to being a new or returning member, or a mid-season club transfer when approved by the LMC) will first be added to the list, in inactive status, in a position in the ranking order determined by their rating. Unless otherwise requested by the club, this will

be done by ranking all players in the manner of step 1 in 'Initial DTS lists', and inserting each player at the index determined by this process without altering the order of players already in the list. Such a player will initially be placed in the same team and category as the next player down in the list after insertion, or category B in the bottom team if at the bottom of the list.

Inactive players with an active tally of at least 2 are set to active status.

If we are at the end of a tallying period, any active player whose active tally is less than 2 is set to inactive status. The active tallies of all players are then reset to zero.

The club's teams are processed in sequence, starting with team 1. For each team n except for the club's bottom team, the following steps are performed in sequence:

1. If there are fewer than N_n active players in team n (as a result of players being promoted to a higher team or set to inactive status), the highest-ranked declared player (active or inactive) in team $n+1$ is promoted to category B in team n . This process is repeated until there are N_n active players in team n . (In the unlikely event of running out of players from team $n+1$ to promote, players from team $n+2$ will be promoted, and so on.)
2. If no players have been promoted at step 1, the bottom D active players in team n are demoted to category A in team $n+1$, where D is the smaller of these two values:
 1. The number of active players in team n who have been set to active status or demoted from team $n-1$ during this weekly update run. (Any player meeting both criteria is counted only once.)
 2. The number of active players in team n , minus N_n .

Any inactive players in team n ranked below the lowest-ranked remaining active player in team n are likewise demoted to team $n+1$.

3. If there are fewer than N_n-3 active category A players in team n , the highest-ranked category B player in team n is promoted to category A. This process is repeated until there are N_n-3 active category A players in team n .
4. If no players have been promoted to category A at step 3, the bottom E active category A players in team n are demoted to category B, where E is the smaller of these two values:
 1. The number of active category A players in team n who have been set to active status or demoted from team $n-1$ during this weekly update run. (Any player meeting both criteria is counted only once.)
 2. The number of active category A players in team n , minus (N_n-3) .

Any inactive category A players in team n ranked below the lowest-ranked remaining active category A player in team n are likewise demoted to category B.

DTS list updates when ratings are updated mid-season

If the new player ratings render the ranking order of players no longer legal, i.e. at least one player is ranked above another player rated more than 50 points higher, the rankings will be refreshed by placing players in the new list from top to bottom according to this algorithm.

1. The highest-ranked player (active or inactive) who is rated no more than 50 points below the highest-rated player in the club will be removed from the old list and placed in the first position in the new list.
2. The highest-ranked player (active or inactive) who remains in the old list and is rated no more than 50 points below the highest-rated player to remain in the old list will be removed from the old list and placed in the next position in the new list.
3. Step 2 will be repeated until all of the club's current players are placed in the new list.

Players who are in a lower position in the ranking sequence than they were before the refresh will be demoted to the team and category of the player who was previously in that position in the sequence. Teams will then be processed as per steps 1 and 3 in 'Weekly DTS list updates' to make sure every team still has the minimum number of players.

Clubs are permitted to request deviations before the first match after the update of ratings, as long as these are legal per the DTS rules.

When weekly updates and updates due to mid-season rating updates are due at the same time

Updates will be performed in the following sequence:

1. Addition and removal of players as per the relevant paragraphs of 'Weekly DTS list updates', using the insertion process described in 'Weekly DTS list updates' on the new ratings.
2. Reordering and demotion of players as per 'DTS list updates when ratings are updated mid-season'.
3. The remaining parts of 'Weekly DTS list updates'.