



MoVR Ratings Explained:

What is MoVR?

The MoVR (pronounced mover) rating system is a method for calculating the relative skill level of collegiate beach volleyball players. It is designed to provide information about players' skill development as demonstrated from previous match outcomes. Influenced by commonly-used, competitor rating systems for chess, League of Legends, World Football and the NFL, the MoVR rating system takes into consideration the unique characteristics of collegiate beach volleyball competition.

What's unique about college beach competition?

In collegiate beach competition, a team is made up of five pairs. Team duals are events where the five pairs play against the opposing team in flights. Coaches position their pairs in order of ability with Position(1) as the highest-skilled pair competing in the event representing their respective team. Position(2) competes as the second-highest pair representing the team, and so on. The first team to win three flights wins the dual.

How does the MoVR rating system work?

Individual players are assigned an initial MoVR rating the first time they compete in a given season. A pair's rating is the combined rating of the players and is used to predict a pair's odds of winning against an opponent. After each match played, MoVR points exchange between the competing pairs based on the win/loss outcome. The winning pair receives additional points, and the losing pair gives up points. The total points exchanged are based on the probability of a pair beating their opponent.

In cases where pairs' skill-levels are evenly matched (their ratings are similar) going into a match, the number of MoVR points awarded to winners is the same amount deducted from the losers. In a different scenario where one of the pairs is much stronger than the other in a matchup, the underdog is awarded a larger number of points if they are able to manage an upset against the stronger team. With this probabilistic approach to ratings, it is not to a pair's advantage to play only teams that are weaker if they want to improve their ratings.

Considering that coaches position their pairs by their ability (positions 1-5) for matches, how are the MoVR ratings affected by position played?

In addition to MoVR points exchanged based on the outcome of a match, a positional-factor is also added to all competing players in a given position after each match, regardless of the result. The positional-factor awarded for competing at Position(1) is higher than the factor for Position(2), and so on. The factor serves to recognize the relative ability of a pair within a team and reward pairs playing in higher positions. A

player consistently playing Position(1), and winning half their matches, should still maintain a rating higher than a player winning in Position(3) consistently. The use of the positional-factor should encourage upward movement for high-performing pairs, yet it is not significant enough to preserve ratings for players regularly losing in a higher position. In other words, this factor helps to track players' skill development throughout a season and identify if a pair has progressed such that the pair should compete in a different flight.

How can this MoVR rating be used?

Because the MoVR rating calculations center on the individual, the performance of a player remains intact, even if they compete with various partners throughout the season. The focus on the player (versus the pair) can be used to (a) to monitor player progress, (b) to consider individuals for recognition, and (c) to compare new pair matchups at duals.

Some items of note with the MoVR ratings:

- Exhibition matches, unfinished matches and forfeits do not impact ratings.
- Because the skills of a player can change over time, newer games are weighted more heavily than older ones.
- Most (~96%) of the players start the season with the same MoVR rating. Outstanding players from the prior season start the season with a few extra points.
- At the beginning of the season, when most players have the same rating, there will be an adjustment period where higher-skilled players' ratings rocket straight up when they win, and lower-skilled players' ratings will decline. It will take 8-10 games for the MoVR rating to truly reflect a player's average skill.
- Athletes starting competition mid-season will also go through an adjustment period.
- Individual match and set scores have no impact on the MoVR rating.

The MoVR player ratings can be found at www.collegebeachvb.com