



KC TENCAP LEAGUE

OFFICIAL LEAGUE RULES
Summer, Fall, Winter

Revision.2 February 2020 (revisions in **RED**)

Revision.0 February 2021 (revisions in **GREEN**)

Download at: www.gomerstencapleague.com

League purpose: To provide well-organized interclub play for club members;
To provide interclub programming that adds value to club membership.

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I. BASIC ELIGIBILITY, ROLES AND RESPONSIBILITIES: All participants, players, teams and clubs must agree to abide by Interclub Tencap Rules.

A. Players

1. All players must be dues paying members of a club participating in the KC Interclub Tencap League.
2. Players participating in the league must be 18 years of age or older and a high school graduate at the time they participate.
3. Players are expected to follow CDC, local and club rules pertaining to the health of all players.
4. Exceptions to the club membership and age requirements above are in the Ladies Red (5.0) and Men's Silver (5.0) divisions where there are no age restrictions and club membership is not required.
5. Teaching professionals, tennis directors and /or individuals that perform desk and other clerical duties for their respective clubs and are given a membership as a part of their compensation packet are eligible to compete in the League. However, prior to inclusion on any team, their Tencap Tennis Rating must be verified by the League and by two others who have no association to the club at which the individuals work.
6. New League players must be pro evaluated.
7. All players must be members of Tencap Tennis; with Tencap Tennis Ratings and complete personal contact information.
8. Players remain eligible in the division in which they first play for any following seasons during the year (year defined as Summer, Fall, Winter) even if during that year their rating goes above roster eligibility for that division.
 - a. Does not apply to players whose ratings drop below roster eligibility
9. Players assume liability for League participation.

B. Teams

1. Teams are composed of dues paying members from the club they represent.
2. Teams provide team captain for team organization and contact. For detailed captain duties, see Section II.B below.
3. Combined teams – Combined teams are permitted when clubs do not have sufficient players from their respective clubs to form a team of their own. No more than three clubs may combine to form a team. Player addition must be approved by each club on combo team and by League.
 - a. Tennis Director at each club with members on a combined team must email League stating approval of member participation; list members participating, designate courts where team plays and designate club that will be responsible for League fee. League will send one invoice. Clubs determine how to charge players.
 - b. Requests for participation of players from other clubs are made by the tennis director/head pro by phone and by email. Counterpart at club receiving request has 2 weeks to respond to request in writing. No response after 2 weeks will be affirmative, and player(s) will be added to roster.
 - i. A non-host club member may not be added to roster until all permissions are received and League approves.
 - ii. Combined teams may not be formed to create a superior team or solely to accommodate friendships of members from different clubs.
 - iii. League has final approval for any combined team.
 - iv. ***If at any time a combined team is found to have a player who was not previously approved, the matches played by that player are subject to default and the team subject to eligibility loss for post season play and/or for league prizes.***

C. Clubs

1. Provide a League club coordinator who is responsive to email and phone for coordination of member participation and as League contact.
2. Provide hard surface courts at club for a minimum of half of scheduled matches or pay for courts at another location. Courts provided for a minimum of 2 hours per duel match in Summer and Fall; 1.5 hours in Winter. Formula for courts is during a time slot for play (Monday day, Tuesday night, etc): 1-2 teams/2 courts each week Summer and Fall; 3-4 teams/4 courts each week Summer and Fall; 5-6 teams/6 courts each week Summer and Fall, etc.
 - a. Provide input for League organization and services.
 - b. Manage own membership in network on Tencap Tennis. Review membership quarterly in club network; add new members and remove former members. Give accurate ratings for new members and provide all contact info and personal data in player profile. All League players must have professionally given ratings (no self-rating).
 - c. Provide restrooms at facility for players to use.
 - d. Welcome and provide hospitality for all visiting teams.

- e. Verify that all players on club roster(s) are club members.
- f. Collect team and Tencap Tennis Rating fees and keep account current with League.
- g. New clubs must submit an application to participate in the League and be approved by League.

II. ORGANIZATION, FORMAT AND SCORING

A. General Format

1. Teams consist of club members representing participating clubs.
2. Teams assigned to divisions, which group players of similar abilities together.
3. Number of courts:
 - a. Summer League - Two courts of play per duel match – 2 doubles pairs including L Purple & M Black B. L Red and M Silver is 6 players/3 courts.
 - b. Fall & Winter League – Two courts of play per duel match – 2 doubles pairs
4. Ladies doubles, men's doubles or mixed doubles (Summer, Fall, Winter)
5. Match minimum per team during season:
 - a. Summer – 8 match minimum
 - b. Fall – 6 match minimum
 - c. Winter – number of matches variable. Season approximately 10-14 weeks
6. Summer & Fall leagues at most clubs do not involve payment for indoor court time. If players elect to move play indoors, for whatever reason, they must make their own arrangements to pay for indoor court time. A captain may elect to reserve indoor courts but must not presume that the opposing captain will share in expense without consulting. Winter League and for some clubs, Fall League, does incur indoor court fees; clubs include club court fees with League team fees.

B. Team Organization

1. Number on team. Deviation from these numbers requires League approval.
 - a. Summer League – 6-12 players per team.
 - b. Fall League – 6-12 players per team.
 - c. Winter League – variable (6 minimum/no maximum).
2. All teams have a team captain. Captains develop and maintain accurate roster of all team players on the League website www.gomerstencapleague.com. All contact info must be kept current.
 - a. To be able to record match scores players must be listed on the team roster. **Players are on the team schedule for the Regular season. Subs are not regularly scheduled players and should be added right before the match for which they are needed. For Registration, Players only – NO Subs**
3. Teams are responsible for their team fee after registration closes as withdrawals are disruptive in many ways to other participating teams. Any withdrawals must be made by the day after registration closes.
4. Captain is also responsible for knowing League rules, developing and communicating to team the player schedule based on eligible pairings (see Section II.G.1.a for eligible pairing requirements that use Roster Ratings), assigning courts (based Roster Ratings), and having correct number of players at each match. Captain is also responsible for entering/verifying scores online, checking website for accurate score reporting and divisional standings, fulfilling team responsibilities when hosting, and appointing acting captain if not at matches.
5. Captains finalize rosters by last regular season match. Captains may delete players who have not played a match and add new players up through the last regular season match. Captains must notify their club of all roster changes made.
6. A player may play on several teams but not on more than one team in a division. A division is defined by a color name and rating range as well as by a time (i.e. Ladies Yellow A Day and Ladies Yellow A Night are two different divisions). **The exception is for clubs that have more than one team in a division. IF a team exhausts its roster and still needs a player, it may use a player from another one of its club teams; add to roster as sub before match that they will play. A player may sub only 2 times for another team and is not eligible to play for the team on which they subbed in the post season.**
7. A player, if a member of two or more clubs, may play on any of those clubs' teams.

C. Divisions

1. Days of play established prior to season start.
2. Standard Start Times:
 - a. Summer Ladies Day - 9:30 AM
 - b. Summer Ladies Night & Men's - 6:30 PM (6:00PM if no lights).
 - c. Ladies Fall Day - Noon or 10AM.

- d. Ladies & Men's Fall Night - 6:00 PM.
- e. Ladies Winter Day – 10am-Noon.
- f. Men's Winter & Ladies Night Winter - Start between 6-8:00 PM.

Times may be changed to accommodate court availability at clubs. Captains confirm match time, location, and any other pertinent details with opposing captain each week. If courts are available and teams elect to deviate from the rules and 'play out' matches, that decision must be made by both teams BEFORE the match begins.

D. Host Team Responsibilities

1. Make certain 2 playable courts in Summer. Fall and Winter are available at scheduled time for match and initiate contact with opponent confirming match time and location.
2. Provides a new can of balls for each court of play.
3. Be a welcoming, gracious host. Provide refreshments following match.
4. If team captain is not playing or present, an acting captain should be designated to fulfill team responsibilities.

Enter results of match or ask other team to enter results online at www.gomerstencapleague.com within 48 hours of match.

E. Matches: Playing Time & Extreme Heat

1. The Summer and Fall Leagues are primarily 'outdoor' leagues (no court fees). Clubs without outdoor courts will play indoors. Clubs with both indoor and outdoor courts assign courts at their discretion. Teams that move matches indoors due to inclement weather should expect to pay for the indoor courts.
2. Summer, Fall & Winter League regular season matches all have defined time for length of match.
 - a. Summer & Fall: Match time is 2 hours.
 - b. Winter: Match time is 1.5 hours.
 - c. Summer & Fall Semi-Finals and Summer & Fall daytime Finals are not time limited.
3. Match time management
 - a. Agree to time piece to keep match time before match starts
 - b. Warm ups – limit to 10 minutes for all leagues
 - c. **SUMMER LEAGUE – IF Match cannot be finished** before 2 hour limit, follow this protocol:
 1. At 1 hour 55 minutes do not start a new game. Finish game in progress.
 2. A 10-point tiebreaker is played instead of a third set in regular season matches and is scored as 1-0. **See 3.e below regarding 'play it out' option.**
 - i. If time is up during a tiebreaker and it cannot be completed, the team that is ahead by 2 or more points wins the tiebreaker. Record score as a game (1-0) and list the point score 'as is'. If neither team is ahead by 2+ points, record game score 'as is' without the tiebreaker.
 3. Record score 'as is'. If any match on any court is not concluded Tencap Tennis will determine the winner of that court and award points according to formulas described in 4. (below).
 4. **For Summer League, matches are scored as follows when match is not finished:**
 - i. **If a doubles pair is ahead by 2+ games in any incomplete set, that pair will win points for that set.**
 - ii. **Any set score with games tied or only 1 game different will be recognized as a tied set. No points awarded for tied sets.**
 - iii. **If both doubles pairs have won a set and a third set has not been played, each team will be awarded points for the sets won.**
 - d. **FALL & WINTER - If Match cannot be finished** before 2 hour limit (Fall) or 1.5 hour limit (Winter)
 - iv. **No tiebreaker played for 3rd set in Fall and Winter Leagues.** Keep playing until time is up (2 hrs/Fall & 1.5 hrs/Winter). Finish playing last game with 5 minutes remaining and record scores 'as is'. **See 3.e below regarding 'play it out' option.**
 - v. Record scores 'as is'. Percentage of games won determines winner, allowing match to be scored even if a set is incomplete. No special Tencap calculations applied.
 - e. **Deviation from the rules, playing for more than 2 hours (Summer or Fall) or 1.5 hours (Winter) - 'Playing it out' is an option if courts are available and ALL players involved agree to it (and to any additional court fees) BEFORE the match starts (For entire duel or on a court-by-court basis). If a 3rd set is played out, score as a tiebreaker, 1-0.**
4. Playing past decision (decision is when a team wins 2 out of 3 sets): If a match is concluded (on any court) prior to end of time, play may be continued but the results of the games played after decision are not recorded.
5. SEMI-FINAL & FINAL MATCHES **are played by the same time rules as matches in the regular season. Clubs must be able to provide courts for the minimum 2 hours to be able to host semi-final matches. Option to 'play it out' for semis, see 3.e. above, is same as in regular season.**
6. EXTREME HEAT – If the **heat index is 90 degrees** or higher on www.weather.com (use zip code of match site) at time of play, must play match tiebreaker (1st to 10 points, win by 2) instead of a 3rd set (enter score as 1-0).

F. Matches: Rescheduling

1. Due to Inclement weather: The host team captain decides if a match is called off due to inclement weather. The League recommends waiting until it is certain that the weather will force cancellation before deciding to cancel. If the match is called off before the starting time, the person making the decision to cancel should immediately call the opposing team's captain and own team's players to minimize inconvenience to participants. Captains get contact info/cell number in pre-match phone call. If the host team elects to move a match to an indoor venue **without seeking approval of opponent**, host team is responsible for any court charges incurred as a result of the move. Teams may share these costs if both agree.
 - a. Matches cancelled due to inclement weather or for other reasons should be made up within 2 weeks of the original match date. If not possible, need to be played by date of last regular season match. Matches not played but scheduled during the last week of the regular season must be made up by the date specified by the League for that division.
 - b. **The League must be notified of reschedule date within one week of the original match date. If information about rescheduling is not provided within a week, both teams are subject to a default for the match.**
2. Partial matches – If a match is called because of inclement weather or if diminished light (both teams must agree to stop) forces play to stop after the match has started the following rules apply:
 - a. The makeup match will resume at the point when the match was stopped; assuming the exact same players are playing in the resumed match. Captains are responsible for recording score (Save as Draft) online and for noting service rotation and game score.
 - When play resumes for a 'called' match, the original match time limits do not carry over. Play the match from the point of interruption to its conclusion using the rules of the particular season, as long as that playing time is not more than 2 hours.
 - b. If one team has the original players and one team does not, the team with the original players has the option to start the match over or to resume play at the score recorded when the match was stopped.
 - c. If neither team has its original players, the match must be played over in its entirety.
 - d. In the case of a dispute that cannot be resolved between the two teams, the League will make the final decision.
3. Other:
 - a. A match, regular season or semi-final, may be rescheduled for any reason if both teams agree. All Final matches are played on the Finals date unless weather forces the League to reschedule.
 - b. A team should notify opponents as soon as they are aware of a scheduling conflict. Last minute requests to reschedule make finding a new time difficult. If courts for rescheduled matches are played at different times, line-ups should be exchanged in advance so that proper court assignments can be verified (court 1 is lowest rated, court 2 is higher than court 1, etc).
 - c. If changing a match, get opponent CONFIRMATION by phone, text or email
 - d. The League values play. Players sign up to play, not for defaults. Every effort should be made to reschedule a match when a team has a conflict. Working to reschedule a match demonstrates good sportsmanship. A default is the last resort and will be entered only after all efforts to reschedule fail. **However, players should commit to the established team schedule as a matter of respect for all involved and reschedule only for important, unexpected reasons, not for convenience.**

G. Line-up/Score Sheets

1. Each team fills out Line-Up/Score sheet prior to start of match including Players' names with Roster Ratings. Roster Ratings remain the same throughout a season. The Roster Rating is set for team players when a team is registered or after registration when a player is added to the roster. Line-up Score Sheets can be downloaded - www.gomerstencapleague.com.
 - a. PAIRINGS – Use ROSTER RATINGS
 - i. Using Roster Rating both teams check eligibility for all doubles pairings; no pairing lower than .5 below low number for division or higher than .5 above high number for A divisions or 2 above high number for B divisions or divisions without an A or B in the name. For L Orange B, Orange, M Black B, M Black (see B.c.3 below), this applies only to court 1.
 - ii. Roster Ratings are found ONLY on team roster Current Ratings are displayed on rating badges on player profiles, next to players' names in a search (singles current rating/doubles current rating) and are the rating displayed on match records/score entry. But, Current ratings are not used for rules.
 - b. COURT ASSIGNMENTS – Use ROSTER RATINGS
 - i. Lowest rated team plays court #1, highest rated team plays highest court number.
2. Teams exchange line-ups after each team completes their own line-up. Prior to play check Tencap Tennis Roster Ratings for pairings & for court assignments and ensure pairings are on the correct court. Smart phone use is recommended to confirm ratings.
 - a. If a team uses a player *who does not qualify as a player* on the team roster to avoid canceling the court of play, the match will be recorded as a default. Captains may add a player to the team up to match time as long as opponents are aware of added players' ratings. Captains are encouraged to find

players to participate rather than default. Club members play in the League to play tennis and expect to play when a match is scheduled. It is good sportsmanship to give the opposing team a match even if the result is a default.

- b. Line-ups may not be changed after exchanging unless a team is out of range or if a scheduled player does not come (then a substitution may be made).
 - c. If a team is out of range (too low) and a change of line-up is not possible, next option is:
 - i. For the team that is too low, the match may be played with a handicap; the low team starting each set two games down. Both teams must agree to play this way. When recording the score for this court, select 'Tencapped' under 'Scoring' instead of 'Standard'. When 'Tencapped' is selected, the scores are not adjusted. The score entered reflects the adjustment.
 - ii. The last and least desirable option if both teams are not willing to play with a handicap, is to play the match but score the court as a default for the team out of range. Any team below range must play court #1.
 - d. If a team is out of range (too high) (This applies only to Court 1 for L Orange B, L Orange, M Black B, M Black and does not apply at all to L Purple):
 - i. PRIOR TO THE MATCH, a Captain notices a pairing issue with available players and contacts the League because one of the scheduled players has a Current Rating that is lower than the Roster Rating and the lower rating solves the pairing issue, the League will make the Current Rating the Roster Rating. The League will do this only when the Current Rating is lower than the Roster Rating
 - ii. If a change of the line-up is not possible, next option is:
 1. The team with players in range may elect to play the match and have it count.
 2. The last and least desirable option is to play the match but to score the court as a default for the team out of range.
 - iii. Any team out of range on the high end must play the highest court
 - e. The League may alter these rules on occasion if circumstances warrant in which case participants will be notified.
 - f. After the match - Court Assignments & Pairings - If a team is discovered to have incorrectly paired players or incorrectly assigned courts after the match is played, it will stand as played unless there were facts the participants could not have known prior to play and League is notified within 48 hours of the match. The League will review the situation and consider the best course of action. The standard penalties are: The first time occurrence results in a default for the miss-assigned court. A second violation will result in the default of the entire match and will remove the team from eligibility for the semis or finals. If notified of a violation more than 48 hours after a match, the League will call the team captain to call the violation to his/her attention but will not assess penalties.
3. Both teams record results on own Line-Up/Score Sheet. Teams responsible for keeping records of all matches.

H. Late to Match

1. Teams are expected to be respectful of their opponents and be on time. Unexpected things do occur from time to time causing a player/team to be late. If that occurs, penalties may need to be assessed. Before assessing penalties, both teams confer to determine time of arrival of late party. If, after considering situation, the captain of the team that was on time determines that penalties are warranted they will be assessed as follows:
 - a. After 15 minutes past the scheduled start time the team will be penalized one game for every five minutes (or any portion of that five minutes.) The team will also forfeit its warm-up time. A team that is 32 minutes late is subject to defaulting the entire match. Thus, a team that is 16-20 minutes late is penalized 1 game; 21-25 minutes, 2 games; 26-31 minutes, 3 games and 32 minutes the match is subject to default. A team/player later than 10 minutes should expect to give up the warm-up.
 - b. The 'on-time team' must remain at the courts to accept a default. It is expected that the match be played regardless of penalties or defaults assessed.

I. At the Match & Reporting Scores

1. Conventional scoring and two out of three sets will be standard unless all players agree to do otherwise.
2. Tiebreakers
 - a. At 6-6 set tie-break. Play first to 7 pts/win by 2. Counts as 1 game (final game score will be 7-6).
 - i. If either team determines (in regular or post season play) that they will win the match if they purposely lose a tiebreaker at 6-6, the score will remain 6-6, the tiebreaker will not be played and the match will continue.
 - b. Match tie-break (first to 10pts/win by 2) Played in place of a third set for only the Summer League or due to heat restrictions any time. The match tiebreaker counts as 1 game (final score will be 1-0).
3. Use standard tiebreak rotation for all tiebreakers. NOT Coman. For standard/traditional, the tennis competitor next in line to serve initiates game play by serving the 1st point from the right service court (deuce court). The rotation of serves rotates after the 1st point is played out. The 2nd and 3rd points are served by the opponent of the competitor who served the 1st point. This competitor serves the 2nd point from the left service court (advantage court or 'ad' court) and then serves the 3rd point from the right service court. With the exception of

the 1st point played, each competitor throughout the entire '7 Point Tiebreak' game serves two consecutive points always serving the first point from the left service court then serving the second point from the right service court. After every six points played, the tennis competitors switch ends on the court and game play continues until a winner of the '7 Point Tiebreak' game is determined (win by 2 points).

4. Both teams responsible for reporting scores within 48 hours of match (24 hours during last week of play so semis/finals can be determined). Determine which team enters at match, or can be whichever team enters first. Captain who does not enter must verify within 3 days and verify edits within 1 week of scheduled play.
 - a. One week after match, if scores are not verified, and League has NOT been notified about a make – up match, League can default both teams, which will negatively impact both teams' standings. Standings determined by averaging scores.
 - b. Tencap will auto-verify matches after 72 hours. A verified match will result in rating calculations, which cannot be 'undone' with editing after verification.
5. Matches reported online are automatically scored per League rules.
6. Player not listed on roster when recording scores: record match as a draft when player not listed on the roster.
 - a. Email/call opposing captain asking them to add player to roster and edit match results.
 - b. League will determine if a default is warranted when player not on roster. Play is preferable to default. Teams are encouraged to find roster eligible players to play when no team members are available.
7. Match results not received by the 'last date for regularly scheduled matches' will be a default for both teams.

J. Match Scoring

1. **Summer - Points Determine the Winner:**
 - a. One (1) point for each game won is awarded.
 - b. Six (6) points for each set won is additionally awarded.
 - c. **Play a 10 point tiebreaker in place of a 3rd set. Playing the tiebreaker is beneficial (when using the point system of scoring) as points are left on the table if the tiebreaker is not played.**
 - i. **Scored 1-0 online. Tiebreaker counts as a game and a set for the winner (awarded 7 pts).**
 - ii. **IF both teams agree on playing out the 3rd set, it must be scored online as a tiebreaker. Play the 3rd set to completion or one team must be ahead by 2 games before stopping play.**
 - iii. See Section II.E.3.b for tie breaking formula for incomplete sets or matches played with 2 hour time limit.
 - d. **In the event of a Full Duel default, 36 points will be awarded. For a default of 1 court 24 points awarded.**
 - e. For additional info on defaults, see Section II.K below.
2. **Summer - Calculation of points for Standings in regular season play:**
 - a. Point average determines winners. Points won, divided by matches played. Point average is used because all teams do not always play the same number of matches. Additionally, if results are missing, point average more accurately depicts standings than point totals.
3. **Fall & Winter League – Percentage of Games Won Determines the Winner.** Percentage of games won allows there to be a winner for each duel match even if one team wins one court and one team wins another court. It also allows all competitors winning games to contribute to the outcome.
 - a. Percentage of games is determined by dividing all games won in a duel by all games played in a duel.
4. **Fall & Winter - Standings are determined by averaging the percentage of games won in each match played.**
5. **Special calculations: In divisions where teams play teams twice, but not all teams play the same teams twice,** the results of both matches with the same team will be added together, divided by two and counted as one match. This special calculation prevents the draw from skewing the results. Example: One team plays the strongest team in the division twice, another plays the weakest team in the division twice. If the repeat matches are added together and counted as one, the inequity of the draw does not positively or negatively impact either team. This averaging will cause the match count on www.gomerstencapleague.com to be less than actual matches played. Those matches averaged together will display as one match in the W-L-T count. W-L-T and percentage of games won are displayed on the Internet for information only. Does not determine winners.

K. Defaults – AVOID! Club members play in the League to play matches, not to collect defaults

1. Online Default Entry – **DO NOT ENTER GAMES THAT ARE NOT PLAYED. All defaulted matches will automatically be adjusted in favor of the winning team.** Use the 'Withdraw/Walkover/Default/ Retirement' option for any court that was defaulted. Select Default or Retire from drop down. Then use drop down to specify match winner. Enter player names for team not defaulting. See below for types of defaults.
2. A default of any doubles pairing, regardless of which court they were scheduled to play, is taken at the highest court #. Court #2 (Summer/Fall/Winter). The exception to this is if play has begun on other courts and a player does not arrive, the default is taken on that court. For example, if play on courts #2 & #3 begins and the player slated for court #1 does not arrive, the default is taken at court #1.
3. Injuries: A player has one injury time out per match. The time out can last up to 15 minutes from time player is unable to play. After that time is up, player continues play or defaults. Record score up to time of default as was played. Use 'Retire' to specify match winner.

4. Default terminology. There are five categories of Defaults that are recognized by the Tencap Tennis Event Management System:
 - a. **Double Duel Default** – Neither Team competes in the Duel and there is no Winner recognized for the dual (i.e. if scores are not entered (or League not notified of reschedule info) within a week of the match).
 - b. **Full Duel Default** – One Team fails to compete in a designated Duel (i.e. when one team is more than 31 minutes late). The other team is recognized as the Duel Winner.
 - c. **Double Match Default** – Neither Doubles Pairs compete in a designated Match and there is no Winner recognized for the match.
 - d. **Full Match Default** – One Doubles Pair fails to compete in a designated Match (i.e. when a player is not on the roster or if a team is out of range or One Doubles Pair is more than 31 minutes late.) The other Doubles Pair is recognized as the Match Winner.
 - e. **Retirement** (aka Partial Default) – One Doubles Pair retires a Match due to injury, illness, or personal emergency, after play has commenced and at least one Game has been played. Games are entered 'as is' and the Winner (non-defaulting Doubles Pair) is selected.
5. A team can also be defaulted for demonstrating unsportsmanlike conduct or violates other League rules (this to be determined by the League)
6. Scoring Defaults
 - a. A team has the possibility for more points by playing than by accepting a default. For a 1 court default, 24 points and for a full-duel default 48 points awarded. In both case the defaulting team gets 0 points..
 - b. Fall & Winter – Full duel default counts as a 0% match for defaulting team. Match does not count for team getting default. Full match default scored as one set of 6-0. This is automatically calculated.
 - c. Avoid giving or taking defaults. They are not to the advantage of either team.
7. A team with a full duel default is not eligible for post season play (Summer & Fall) or prizes (Winter). See Section II.L.1.b below.
8. Defaults do not count toward player Tencap Tennis Ratings.

L. Semi-finals and Finals

1. Semi-finals will be held among the top four teams in divisions as designated by the League. The results of regularly scheduled play determine standings. Formats: #1 plays #4 and #2 plays #3 or #1 in the East Conference plays #2 in the West Conference and vice versa. The winners advance to the finals. Winners determined by most points won in semi-final match in Summer and the highest percentage of games won in Fall (as specified in Section II.J above).
 - a. For the Summer & Fall League, divisions with less than 6 teams will not have semis. The top two finishers in regular season play advance to the finals.
 - b. A team that has a full duel or double duel default may not advance to the post season play in Summer and Fall Leagues. A team is not eligible for prizes with a full duel or double duel default in the Winter League.
 - c. In the event that a team is undefeated but, does not have a point average (Summer) or percentage (Fall) that qualifies the team for the semis or finals, there will be an additional feed-in match prior to the semis or finals to determine which team advances. The winner of the feed-in match will advance.
 - d. Semis matches are 'played out' with unlimited time. Matches are 2 out of 3 sets (no tiebreaker in place of a 3rd set unless the heat rule is in effect).
 - e. Semi-final matches are played at the courts of the higher finishing team. The captain is expected to arrange for the courts. If a team is unable to arrange the match at the time designated or unable to arrange for unlimited court time, the other team has the opportunity to arrange for courts. If both teams are unable to reserve courts for unlimited time at the designated time, they must find a time they both are able to play and then the higher finishing team has first shot at arranging for the courts. Only if a semis match must be moved because of inclement weather (to get it in before the Finals) may the match be limited to 2 hours.
2. Ties for qualifying for semi-final or final play in all divisions will be broken first by direct wins. Example: two teams are tied for 2nd place. In regular season play, the one with the win over the other advances. If the teams have not played each other or if each has a win over the other, the second tie-breaker will be percentage of games won. If the teams have not played each other or both have wins over the other and the percentage of games won is also tied, there will be a play-off match to determine which team advances.
3. Fall Semis or Finals Ties – Duel match ties in semis & finals (when match concludes both teams have the same number of games) broken by:
 - a. Each team chooses two players from among those playing in the semis (or finals) match. The players do not have to have been partners but they must be players in the match. They must be within range, just as rules have stipulated throughout the season.
 - b. Those doubles teams chosen play a match tie breaker (first to 10, win by 2). The winner wins 1 game & wins the duel match.

4. Players must have played in at least 1 regularly scheduled match in Summer and Fall to be able to compete in post season, semis or finals.
5. **Player ROSTER** Ratings will be used for **doubles pairings in the post season**. This is no different than regular season play. However, while disqualification after the match is not a regular season option (regular season is 'a match played'), playing with Roster Ratings below range in the semis, will result in disqualification of the court if discovered by 9 AM on the day prior to the Finals.
6. **Player ROSTER** ratings will be used for **court assignments in the post season**. Once the pairings/teams are selected, court assignments are made straight by the numbers using pairings" Roster Ratings. No discretion by captain. This is no different than regular season play.
 - a. Team not assigning courts by Roster Ratings numbers in semis will have the court with the lower (more skilled) Current Rated players defaulted if the determination of the rules violation is made by 9AM on the day prior to the Finals.
7. Both teams should check for accurate court eligibility (Roster Ratings) and court assignments (Roster Ratings) **BEFORE** the match begins. Smart phones can be used to check.
 - a. Teams playing an ineligible player in the semis will have any non-complying courts defaulted when the determination of the ineligible player is made by 9 AM on the day prior to the Finals. When the default gives the win to the other team, they advance to Finals.
8. Finals matches may not be rescheduled except in the event of inclement weather. If there is inclement weather, the Finals social event will occur as scheduled and the finals matches will be either moved indoors (court cost to be paid by players) or rescheduled at a time determined by League or League may elect to have teams self-schedule finals matches.
9. Up to 10 prizes will be awarded to the Champion and Finalist teams in each division in the Summer, up to 8 prizes in the Fall, 12 in Winter. Players must have played at least two times in regular season matches in Summer & Winter/1 time in Fall to be eligible for prizes. If a team would like additional prizes, League will try to make those available for purchase. Payment for additional prizes must be made at Final event when ordered.

M. Move up - Move down guidelines are:

1. Winning teams with a percentage of games won of 68% or higher will need to follow the Move-Up rules detailed below in #3-6.
2. Teams with a low or high percentage of games won in combination with a low or high point average and win-loss record will be asked to move down/up a division.
3. Winners of a division as defined in #1 above must follow the rules below:
 - a. Summer winners move up for the following Summer and the following Fall.
 - b. Fall winners must move up for the following Fall.
 - c. Winter winners may need to move up for the following Winter. The League will determine need to move based on a percentage of games won during the regular season (guideline is >68%).

OR if team required to move does not move up:

 - d. Summer winners remove the lowest rated 2 players for entry the following Summer or Fall.
 - e. Fall winners remove the lowest rated 2 players for entry the following Fall.
 - f. Current ratings are used to determine which players have lowest ratings.
 - g. A team is 'the same' if it has 50% or more players from the past Champion team on the new roster.
4. Players selected for removal from roster must have played at least 1 time in Summer, Fall and Winter. If players have the same rating, the one who has played the most is the one who must be removed. If both have played the same number of times, the player selected for removal is at the captain's discretion. If a captain is one of the best rated players, the League may allow the captain to be 'skipped', going to the next best player.
5. New teams, composed primarily of players who have never played in the League before may be asked to play up the first season. If new teams are miss-entered for their first season, the League reserves the right to redo the draw and move the team to a more appropriate division or to disqualify the team from the post season.
6. **EXCEPTIONS:**
 - a. Men's Silver and Ladies Red Division. Teams do not need to move up when they win.

III. TENCAP TENNIS RATINGS

- #### **A. Explanation & Rationale.** Tencap Tennis Ratings are used by the KC Tencap League as a tool to provide better matches for players. Tencap Tennis Ratings are determined by the results of matches against other rated players. A player can have both a doubles and a singles rating. KC Tencap League takes its name from the Tencap Tennis Rating system, but is a different organization, an interclub tennis league. Tencap Sports is a technology company that provides the League with accurate, dynamic ratings and maintains match records, and League results. It also provides a social networking platform for League members and organizational/management tools for the League. The success of all tennis leagues relates directly to a league's ability to keep play compatible. If there is parity among the players within the divisions of the League, all players have a better experience. The result is a more enjoyable League for all players. For more information, visit the League website at www.gomerstencapleague.com or get to the League through the Tencap Tennis website at www.tencaptennis.com
1. Tencap Tennis Ratings: The Lower the number the better your rating. Scale from 0-80. The ratings act as a predictor of the score between opponents. Two points difference in rating = One game difference per set. A players' rating will improve if, on average, the player plays better than the rating differential predicts and the

players' rating will decline if, on average, the player plays worse than the rating differential predicts, regardless of whether matches are won or lost. Any set played that does not reach 4 games is not used in rating calculations. i.e. a 3-2 score in a set will not count towards your rating. Ratings Calculations take into account:

- a. The Score of the Match
 - b. Confidence Level of opponents' ratings (Newer players have lower confidence. The more a player plays, the higher their confidence becomes and the less their rating changes.) Indicated as 'Confidence Level', Low confidence players change more than high confidence players. Low confidence players do not impact high confidence opponents as much as a high confidence player would.
 - c. Confidence Level of your rating
 - d. Confidence level of your partner's rating
 - e. Your combined doubles pair rating
 - f. Your Opponents doubles pair rating
 - g. Winner of the match
 - h. Level of competition (casual match, league match, tournament)
2. The League is not able to adjust Official Ratings. Appeals of Official Ratings need to be made to Tencap Sports. Rating changes will result in a confidence drop, which will then make calculations more volatile until more matches are played and confidence level builds.
 3. New Players: Any new player to the League must have his/her Rating given and verified by the professional staff at the club for which he/she is playing. The initial rating will be categorized as Pro Evaluated until sufficient sets are played to move the player to a higher confidence level. When in doubt, players should be given a more skilled introductory rating. The League reserves the right to change a new player's rating, after the player has played a match and until the rating becomes Official. The rating adjustment made by the League may result in the player being ineligible for the team roster. Players are not eligible to play in the League with self-ratings.
 - a. Appeals: A player may appeal his/her low confidence Rating to the League by submitting an appeals form to the League coordinator at his/her club. Appeals will not be considered 1 week prior or 3 weeks following Registration close.
 - b. The League consults with others regarding player Ratings but has final decision.

B. Tencap Tennis Ratings: League Rules for Team Formation & Division Placement

1. Roster eligibility: An individual may be added to the roster at the time of team registration or any time during regular season play if their Current Rating is roster eligible for the division in which the team is entered. Eligible Ranges:
 - a. For unflighted divisions – Current Rating at time of entry cannot be more than 4 below & should be no more than 4 above range.
 - b. For flighted divisions (A or B)
 - i. A Division – cannot be more than 4 below, should not be more than 1 above.
 - ii. B Division – cannot be more than 1 below, should not be more that 4 above.
2. Players remain eligible in the division in which they first play for any following seasons during the year ('year' defined as Summer, Fall, Winter) even if during that year their rating goes above roster eligibility for that division.
 - a. Does not apply to players whose ratings drop below roster eligibility.
3. Captains of teams with players whose Roster Ratings are above or below range have the responsibility of knowing with whom the out of range players can be paired to comply with League rules.
 - a. In ALL divisions: A player **below range** must be paired with a player that keeps the doubles team no more than 0.5 below the lowest division number.
 - b. In 'A' Divisions, a player **above range** must be paired with a player that keeps the doubles team no more than 0.5 above the highest number in the division name.
 - c. In 'B' Division and unflighted divisions (no A or B), a player **above range** must be paired with a player that keeps the doubles team no more than 2 above the highest number in the division name.
 - Exceptions: For L Orange B & L Orange divisions and M Black B & M Black divisions, this applies only to court 1. It does not apply to any court in L Purple.
4. Team Ratings
 - a. The team average (all players Ratings added and divided by number of players) must not be lower than the bottom number for the division.
 - i. The League reserves the right to conditionally accept teams into a division. Final determination made at registration close at which time the League will notify the team of the division assignment.
 - ii. The League may approve the participation of a team that is out of range. In these instances a handicap will be predetermined for the team noted on the schedule for the division. The team will play all regularly scheduled matches, as well as all post-season matches with the prescribed handicap.
 - b. For flighting divisions, the League will use the average rating of the 4 lowest rated players in Summer and 4 lowest in Fall and Winter to determine division assignments.

- i. A Division – Includes those teams with the average rating of the lowest players (see above) in bottom half of division range
- ii. B Division – Includes those teams with the average rating of the lowest players (see above) in upper half of division range
- c. A player on a team roster who is above or below range, must have other players on the roster with whom he/she can be paired. See Section II.G.1.a above for details.
- d. New teams with over 50% new League players must play up one division for their first season of participation.
- e. The League encourages clubs, as needed, to have more narrow range for roster eligibility to be able to accommodate all members and as a tool to direct players to form teams that are division appropriate.

IV. SPORTSMANSHIP AND DISPUTES

A. Sportsmanship All players and teams are expected to conduct themselves in a sportsmanlike manner at all times both on and off the court.

1. The social time after the match is an important League tradition. Players are expected to participate.
2. The level of match play sportsmanship should cause all players to look forward to sharing a drink and conversation together after the match.

B. Compliance with Rules

1. The League is a social league characterized by gracious competition. It is the responsibility of the players and the captains to know the rules and to follow them. If problems arise, it is expected that all involved will behave in a considerate manner. If a match is played it is presumed that all who played accept the match as played. If a problem is discovered after a match is played and the facts could not have been known prior to the match, the League must be notified within 48 hours of the match for any redress to be considered. All 'appeals' must come through the player's League Club coordinator. League rules are established to make play fair and fun.
2. Captains have the authority to determine solutions to problems that arise at matches. The League rules may be used as written or captains may determine their own solution. It is not possible for the rules to address every situation that may occur. The most important feature of problem resolution is for all involved to be respectful when developing solutions and to all involved to agree on the solution that is developed. **THE BEST PLACE TO SOLVE DIFFICULTIES IS AT THE COURT BEFORE PLAY BEGINS. If both captains agree to deviate from established League rules, this should be agreed upon prior to the start of play.**
3. As a courtesy, players should not add distractions at matches such as cell phones, pagers, or other interruptions.
4. Continuous play or 'keeping the match moving' is also a courtesy to be upheld. Guidelines include the server and receiver playing at a reasonable pace, 30-60 seconds between points as well as when changing sides and 5 minutes (max) between sets or 10 minutes when sets are split.
5. In some disputes the League may convene a panel of pros, none of whom have any contact with the teams in question. The panel will be presented with the situation in a 'blind' fashion; none of the teams will be identified. All facts will be presented in an impartial way and the decision of the panel will be the result.
6. All decisions rendered by the League are final. The League may choose to appoint a Tournament official for the Finals.

V. LEAGUE ORGANIZATION AND SERVICES

A. Organization: All participating clubs are invited to attend and expected to have representation at the KC Tencap Interclub League Annual Meeting the first or second week in February. Agenda items for the Annual meeting may be submitted by participating clubs. Items to be submitted by mid-January for the February meeting. Suggestions are from clubs and club members are always welcome.

B. Services

1. The League office staff provides the organization for the League.
2. Calls and faxes accepted at the League home office 5 days a week between the hours of 9 am to 5 pm.
3. League Website access is 24 hours a day, 7 days a week.
4. The League contracts with Tencap Sports to provide membership for all League players; access to the League website – www.gomerstencapleague.com, team standings, match results and individual Tencap ratings. All results are presented in real time. League information is also posted on the website. Communication links among League members are also available.
5. Cost. See your club coordinator for cost. The League provides services for club members through their clubs.