

FALL OR WINTER Line-Up/Score Sheet



Division _____

Enter scores & verify results online within 48 hours of match.

Questions? Call or email the League Office. 913.789.8580 Email Kathy Gates or Gomer's Tencap League thru the League website or contactus@kcinterclubleague.com

Week # _____ Date _____ (If match is a make-up, please also note both scheduled & played dates)

Host Team (A) _____
Host Captain _____

Circle winning players on EACH Court (Team winning 2 Sets)

Visitor Team (B) _____
Visitor Captain _____

Court 1	Player	Player Roster Rating	Pairing Roster Rating	Set Scores		
				1	2	3
Player 1						
Player 2						
Player 3						
Player 4						

Court 1	Retire	Default	Neither
Games won	Team A	Team B	

Court 2	Player	Player Roster Rating	Pairing Roster Rating	Set Scores		
				1	2	3
Player 1						
Player 2						
Player 3						
Player 4						

Court 2	Retire	Default	Neither
Points won	Team A	Team B	
Games			

Percentage of Games Won determines Standings - Percentage of games won for each match totaled and divided by number of matches played for Standings. Percentages are automatically tallied on web when scores are entered.

TOTAL Games Won	Team A	Team B

Default/Retire - Do NOT enter games not played. Select Default or Retire option and then select team that did not default/retire as the winning team. Players on winning team must be entered too (players on default team not needed). If Retire, enter games that were played, then select Retire option and winning team. Tencap will calculate percentage.

Match Length & tiebreakers - For Fall League match times limited to 2 hours. For Winter League match times limited to 1.5 hours. Do NOT play 10 pt match tiebreaker in Fall & Winter. Any deviation from these rules must be agreed to before the match starts by all involved. 3rd set tiebreaker NOT an option as it skews the %.

Set Tiebreakers are played at 6-6 in any set (first to 7 win by 2). Score 1-0.

Use Traditional tiebreak rotation (Not Coman) for all tiebreakers.

Captains are responsible for calling opposing captain before each week's match to confirm match date, time & details as well as to exchange cell phone numbers. Pre-match calls pave the way for a fun, smooth match and is a gracious gesture as well.

A match played is a match played. **Any concerns should be addressed prior to play.** Before play begins participants have opportunities to make adjustments, if there are issues, that will result in a match played in compliance with rules. There are no such opportunities after the match. Only when information cannot be known prior to play will match appeals be considered by the League.

Reporting Results: BOTH teams are responsible for score entry & verification within 48 hours; www.gomerstencapleague.com. One captain enters/other captain verifies. If edits in verification process, complete process within 1 week. Keep score records. **Both teams subject to default if scores not entered and verified within a week of match OR League is not notified of make-up date.** Matches should be rescheduled within a week of original date (notify League of new date) and played within 2 weeks of original date. During the last 2 weeks of regular play, complete rescheduled matches by last regular match date or if last match at least 3 days after scheduled date.

Take care with entry and verification. Ratings calculated when match is verified cannot be re-calculated.

Tencap Tennis Ratings & League Rules:

Pairings: Use Roster Ratings. Doubles pairings (average of 2 players' Roster Ratings) in all divisions may be no more than .5 below for all divisions. For 'A' divisions, no more than .5 above. For 'B' divisions or divisions without 'A' or 'B' in name, no more than 2 above. For L Orange B, L Orange & M Black B or M Black divisions, above range rule applies to court 1 only. For Purple, no rule about above range.

Roster rating is found only on team roster and is the only rating displayed on the Roster. Roster Rating does not change during a season.

Court Assignments: Also use Roster Ratings. Average of 2 players' Roster Ratings - lowest on court 1/highest on highest court. While Current ratings are displayed on player Profile Rating Badges and on match records, they are NOT used for League Rules.

Defaults: AVOID defaults!! PLAY is important! If a default is unavoidable, use default option when entering scores. Do not enter games that are not played. Scoring automatically calculated when option selected. A defaulted court counts as 1 set of 6-0. A full duel default counts as 0% for the team defaulting. The match doesn't count for the team getting the default. This is so defaults do not too greatly impact standings.