



AT-A-GLANCE–‘HOW TO’ INSTRUCTIONS

Before the Match

Give your opposing captain a courtesy call 2–3 days in advance to check court location, time and to get acquainted with the opposing captains/acting captains. Confirm the date, time & place. Exchange cell phone numbers & give name (& cell phone) of acting captain if you won't be there. Discuss bad weather situations as needed and if a decision is made to play indoors during the Summer or Fall leagues, expect to pay for the courts. A personal call sets the stage for fun at the match.

If you are unable to play, appoint an acting captain and explain all duties (provide them with this At-A-Glance).

Print both teams' rosters before arriving or plan to use your smart phone at the match to reference. The rosters display information you need at the match; names & Roster Ratings www.gomerstencapleague.com.

It is a privilege and a responsibility to have players on the roster above or below range for play (noted parenthetically in division name). A wider range of player eligibility can involve more people that can be especially helpful at smaller clubs & can accommodate friendships. Captains with lower or higher rated players are responsible for developing a player schedule that works within the rules for pairings

Numbers shown parenthetically in division name are the division range/range for play. For pairing's rating, add players' ratings and divide by 2.

Pairings -Use Roster Ratings (seen only on Roster)

LOW number - Doubles pairings may be no lower than .5 below low number in parentheses (for ALL divisions)

HIGH number—Players above range should be paired with lower rated players so that pairings in B divisions or divisions without an A or B in the name are no more than 2 above the high number in the division name parentheses. In A or divisions pairings are no higher than .5 above the parenthetical high number. For L Purple, L Orange B, Orange & M Black, M Black B this applies only to court 1.

Court Assignments – Also Use Roster Ratings

Lowest pairing plays court 1. Highest pairing plays highest court. While **current ratings** display on all match records and on player profiles, they **are not used for the Rules.**

Host team provide balls and refreshments at the match.

Check with your club to determine policy for provision of refreshments (purchase at club or bring). Plan on staying for social time after the match

At the Match

Arrival

Both teams arrive on-time and host welcomes opposing team.

Late to match? If a team is late, greet the late team cordially and learn the circumstances for tardy arrival. Penalties may then be imposed (or not) at the discretion of the captains as follows:

After 15 minutes team forfeits warm up and 1 penalty game is given for every 5 minutes there after (16-31 minutes). While the court is defaulted after 31 minutes, all players are expected to stay and play even though it doesn't count.

Which courts are used for play is the discretion of host club; may be outdoor or indoor. Court assignments will depend on what club can schedule.

Defined Time & Tiebreaker instead of 3rd Set

Summer & Fall: Match time limited to 2 hours. 'Play it out' option available only IF clubs have the courts and all those involved agree BEFORE the match begins.

Winter: Match time is limited to 1.5 hours.

Summer: 10 pt match breaker played instead of a 3rd set. Use traditional rotation for all tiebreakers (not Coman)

Fall & Winter: Play as many games as you can until 1 team wins 2 out of 3 sets or there are only 5 minutes of time left. Do NOT play 10-pt Match Tiebreaker. See next page for more info

Each court agrees on timepiece used to keep time. Warm-up limited to 10 minutes.

Do not start new game with 5 minutes left in time limit if match is not finished. Record scores 'as is'

Tiebreakers -Traditional rotation, not Coman

There are 3 instances where League Rules indicate tiebreakers will be played:

1. At 6-6 in any set – play a set tiebreaker, first to 7 points/win by 2. Counts as 1 game. Result is 7-6.

2. Summer only -When sets are split, play a 10-point match breaker (1st to 10 points/win by 2) is played in place of a 3rd set for regular season & playoff matches. Counts as 1 game. Result is 1-0.

3. Heat - if the heat index is 90 degrees or higher (for club zip code at match time on www.weather.com, play a match tiebreaker (first to 10/win by 2) in place of a 3rd set. Also scored as 1-0.

Scoring: Standings are automatically calculated when scores entered & verified online. Matches edited after verification and standings will adjust. Rating calculations do not adjust when edits made after verification.

Defaults: Avoid! People want to play. Default is a last resort. Both teams lose.

To record a default, use default option for each court defaulted. Select and enter names of players not defaulting. Names of defaulting players do not need to be entered if match is not played.

If a player retires due to illness/injury during match, record score as played and then select the Retire option to indicate match winner. Tencap Tennis automatically calculates points for defaults. Do NOT ever enter games that have not been played.

SUMMER, FALL & WINTER LEAGUES

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Defined Match Time & 3rd Set Tiebreaker

Summer – 10 pt tiebreaker played in place of 3rd set.
Use traditional tiebreak rotation (not Coman).

Fall & Winter 10 pt Tiebreaker NOT played in place of 3rd set. Play 2 out of 3 sets, getting in as many games as time allows or until one team wins 2 out of 3 (whichever is first).

If match is not over with 5 minutes to go in the match.....

•Stop play at 1 hr & 55 min for Summer & Fall or 1 hr & 25 minutes for Winter (finish game if a game is in progress)
THEN SIMPLY RECORD SCORES AS IS.

Defined time for ALL Regular Season Matches

Summer & Fall – 2 hours

Winter – 1.5 hours

Matches for Playoffs played same as Regular Season

Semis matches limited to 2 hours and played same as in regular season. Option to ‘play it out’ IF club has courts and all involved agree BEFORE play begins

Summer & Fall AM & PM Finals matches will use a 10-pt. tiebreaker in place of a 3rd set so that all division matches will be able to be played on Finals Day.

Summer Scoring

Points determine winner in Summer. When incomplete match, ‘as is’ score is entered, Tencap will calculate points

Scoring: Points automatically calculated when scores entered online: 1 point for each set won, 2 points for winning the duel and 1 additional point if all 3 courts are won (a sweep). Points for incomplete sets are awarded only if a doubles pair wins by 2 + games. Max points awarded are 9. No point awarded for sweep with full duel default and no point for set if 1 team isn’t up by 2+ games

Fall & Winter Scoring

•Percentage of games won determines the winner.

•The percentage won from each match are averaged together and divided by the number of matches played to get the percentage won for the Standings

•Defaults in Fall and Winter League give limited games. A default on one court is scored as only 1 set of 6-0. A full duel default counts against the defaulting team, but does not count as a match for the team getting the default.

After the Match

Socialize with a beverage. Plan the time to stay after the match. Players gather after match to socialize. It is an important Tencap League tradition! Great camaraderie! Host team provides beverages. Host team checks with club on policy for refreshments. Bringing refreshments in is not possible at all clubs.. They must be purchased at the club.

Enter scores online and verify within 48 hours of match. BOTH captains are responsible. If editing is involved, each edit allows 3 days for a response before auto verifying. All editing complete within a week.

BOTH teams are responsible for verifying scores online—www.gomerstencapleague.com (decide at match which team will enter/other team verifies) ; filling out line-up and keeping records of all match results; and checking scores 48 hours after match for entry and accuracy. During last week of play, enter/verify same day. If scores are not verified within one week of the scheduled match, BOTH TEAMS DEFAULT unless Tencap is given make-up info or made aware of verification difficulties within one week. Teams with a default of an entire duel match are not eligible for playoffs.

Rainouts/rescheduled matches –teams contact League within week with reschedule info to avoid default (matches played within two weeks of original date or, if last two weeks of season, by date League specifies.

Unavoidable appeal (information that could not be known prior to match) must be made within 48 hours of match. Appeal goes through club coordinator who approves appeal before League is contacted. Qualifying or semis appeals within 48 hours or by 9 AM on the day preceding the next round of play, whichever timeframe is shorter.



KC TENCAP LEAGUE