FALL Score Sheet

PERUVIAN CONNECTION
KC TENCAP LEAGUE

Division _____ **Enter scores online within 24 hours of match.**
Questions? Call or email the League Office 913.789.8580 or contactus@kcinterclubleague.com

Week #_____ **Date** _____ (If match is a make-up, please note date played and originally scheduled date)

(H) Home Team	**VS**	**(A) Away Team**
(H) Home Captain		**(A) Away Captain**

		PLAYERS	Player Roster Rating	Pairing Average	Set 1	TB Points	Set 2	TB Points	10 PT TB (1-0)	TB Points	RETIRE DEFAULT WINNER
COURT 1	H1										
	H2										
	A3										
	A4										

		PLAYERS	Player Roster Rating	Pairing Average	Set 1	TB Points	Set 2	TB Points	10 PT TB	TB Points	RETIRE DEFAULT WINNER
COURT 2	H1										
	H2										
	A3										
	A4										

Communication - Captains are responsible for contacting the opposing captain before each week's match to confirm match date, time and details. Pre-match communication paves the way for fun, smooth matches, and is a gracious gesture. Review each other's pairings and court assignments - on arrival - BEFORE THE MATCH, allowing time to address concerns PRIOR to play. Before play starts, there is opportunity to make adjustments if there are issues. There are no such opportunities once the match has been played. A match played is a match played and stands as played. Only when information cannot be known prior to play will match appeals be considered by the League.

Ratings - **Pairings & Court Assignments:** Use Roster Ratings. A doubles pairing is the average of the 2 players roster ratings. The lowest average pairing is played on Court 1 and the higher average pairing is played on Court 2. The court averages may be no more than .5 below the division range of play. For A divisions, no more than .5 above the division range of play and for B divisions and divisions without A and B, no more than 2 above the division range of play. For M Black divisions & all L Purple divisions, this rule does not apply. For L Orange & L Orange B it applies only to court 1. If other exceptions are made, the captains in those divisions will be notified. Check the Range for Play & Roster Eligibility chart on the website homepage to see the numbers for each division. The Roster Rating does not change during the season.

Match length - Match times are limited to 2 hours. Warm up is the first 10 minutes beginning at the start time of the match (included in the 2 hours). Limit warm-up to 10 minutes. Any deviation from the League Rules limiting play to 2 hours must be agreed upon by all players involved BEFORE the match begins. See Concluding the Match - Playing Longer than 2 hours - below.

League Rules for Concluding the Match - Match concludes when time is up (2 hrs) or one team wins 2 out of 3 sets, whichever comes first. If play is not concluded when only 5 minutes remain, finish the game in progress and record score 'as is'. Do NOT start a new game. Playing longer than 2 hours PRIOR to the start of the match the Home captain may ask their club if there is a hard stop at 2 hours. If not, BOTH captains must agree BEFORE the match to play beyond 2 hours to conclude a set or match tiebreaker or to play it out with a 3rd set. All participants need to clearly understand any agreement (what situation for time extension - finish set, tiebreaker for set &/or match breaker, full set, etc.) to play past 2 hours. Should a complete 3rd set be played, it must be scored 1-0 as if it were a 3rd set tiebreaker.

Tiebreakers: Set tiebreaks are played when games are 6-6 in a set - first to 7 points, win by 2. Set tiebreakers scored as 7-6. A 10 point Match tiebreak is played in place of a 3rd set - first to 10 points, win by 2. Match tiebreaks scored as 1-0. In a match tiebreaker, if time is up and a team is up by 2 or more points, that team wins the tiebreaker. If neither team is up 2 or more points in a TB, the tiebreaker does not count. Use traditional rotation, not Coman, for tiebreaks.

Default/Retire - Do NOT enter games not played. **When entering a Default do NOT enter a score**. Select the team that wins by default in the dropdown box. If a player needs to **retire**, enter the players, do NOT enter games played and select the team that wins by retire in the dropdown box. **AVOID DEFAULTS! PLAY IS IMPORTANT!** Defaults and a Retire will be automatically calculated and do not count for player ratings. 18 pts awarded for a 1 court default/retire and 36 pts for both (2) court default. Retire auto scoring varies depending on the score when the retire occurs.

Point Scoring - Summer (2 Courts) - 6 points for every set won, 1 point for every game won. 3rd set 10-Point Tiebreak is scored 6 points for the set and 1 point for the game. Points are automatically calculated when match scores are entered. The 6 set points, plus 1 point for each game will be awarded to the team that is up by 2 games or more in any incomplete set. No set points awarded when neither team is 2 games ahead.

Reporting Results - **BOTH** teams are responsible for score entry & verifying scores on the website within 24 hours. One captain enters and the other captain will get find a verifcation link in the small check box in the very top right corner of any web page. If there are edits in the verification process, complete the edits (other team re-verification) and verification within 1 week. Keep all score records. Both teams are subject to default if scores are not entered and verified within one week or the League is not notified of a make-up match.
Take care when entering and verifying scores. Ratings calculate when a match is verified. It is not possible to redo rating calculations.

Matches not played on scheduled date should be rescheduled within a week of the original date and played within 2 weeks of the original date. Notify the League of the new date, time and location promptly. During the last 2 weeks of regular play, complete rescheduled matches by the last regular match date or by the 'last play date' date specified in the Summer Event News & Notes