

PERUVIAN CONNECTION

KC TENCAP LEAGUE

OFFICIAL LEAGUE RULES

Summer, Fall and Winter

Retire Revision June 1, 2025

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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 KC Interclub Tencap League rules.

A. Players

1. All players must be dues paying members of a club participating in the KC Interclub Tencap League, i.e., "League."
2. Players participating in the League must be at least 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 League website 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 have a complete profile on the League website and a Tencap League website Tennis Rating assigned by their club pro.
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 falls above roster eligibility for that division.
 - a. Does not apply to players whose ratings improves below roster eligibility.
- 9.

B. Teams

1. Teams are composed of dues paying members from the club they represent.
2. Teams provide team captain for both team organization and communications purposes. Teams captained by the club pro also needs a player contact as co-captain on roster. For detailed captain duties, see Section II.B.
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. (League approval necessary for teams with more than 3 clubs). 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.***

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 for Summer, Fall & Winter during a time slot for play (Monday day, Tuesday night, etc.) is: 1-2 teams needs 2 courts each week; 3-4 teams needs 4 courts each week; 5-6 teams needs 6 courts each week in.
 - a. Provide input for League organization and services.
 - b. Manage own membership in network on Tencap League website. 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 League team 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.
 - 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 9-13 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 to 12 players for 2 courts of play
 - b. Fall League – 6 to 12 players per team
 - c. Winter League – variable (6 minimum; no maximum)
2. All teams have a member team captain. Captains develop and maintain accurate roster of all team players on the League website. All contact info must be kept current.
 - a. To be able to record match scores, players must be listed on the team roster as a player.
 - b. Players added to the roster should always be added as a Player. Sub designation not available.
 - c. No subs should be listed on a team roster except as designated in B.6 below.
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 to avoid charges.
4. Captain is also responsible for knowing League rules, having only eligible players on roster, 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 (using Roster Ratings), and having correct number of players at each match. Additionally, Captain is responsible for entering/verifying scores online within 24 hours (the League reserves the right to verify the scores after 24 hours), checking website for accurate score reporting and divisional standings, fulfilling team responsibilities when hosting, and appointing acting captain if not at matches.
 - a. Captains are responsible for making sure there are no players BELOW roster eligibility on the team roster. Should a player below roster eligibility be on the roster and play a match and it is brought to the League's attention within 48 hours of the match, the match is subject to default.
 - b. Captains are responsible for making sure the team's roster is viable for League play per the division's ratings rules for pairings, to ensure compatible play and avoid scheduling difficulties.
League recommendation – to have a manageable roster, for any roster player whose rating is above or below the parenthetical range for that division, have at least 2 players within range.
 - c. See Section G.1 for eligible pairing requirements.
5. Captains may delete players who have not played a match and add new players up through the last regular season match. Captains may be required to provide their clubs with any needed player billing information.
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).
 - a. 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. This is the ONLY use of subs on the roster.
 - a. If a player is listed on more than one roster for their clubs' teams in the same division, the player is considered a player, not a sub, for the team that they played on first during the regular 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. Suggested Start Times:
 - a. Summer Ladies Day – 9:30 AM
 - b. Summer Ladies and Men's Night – 6:30 PM (6:00 PM if no lights)
 - c. Fall Ladies Day – 10:00 - Noon
 - d. Fall Ladies and Men's Night – 6:00 PM
 - e. *Winter Ladies Day – Start between 9:00 AM-Noon
 - f. *Winter Ladies and Men's Night – 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 the opposing captain each week. Any time limit changes must be agreed upon by host club and all players in the match BEFORE the match begins. (Summer & Fall: 3rd set must be scored as 1-0 even if full set played).

*Winter (**NEW**): Time-saving option, only change sides of court at the start of a new set, not at odd games during the set.

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.

E. Matches: Playing Time

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 have defined time length for best 2 out of 3 matches.
 - a. Summer & Fall: Match time is 2 hours
 - b. Winter: Match time is 1.5 hours – the League recommends switching sides after each set, instead of on odd games, as a time saver
 - c. Semis and Finals post season play **is time limited** the same as regular season matches.
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 & Fall League – If match cannot be finished** before 2 hour limit, follow this protocol:
 1. At one hour and 55 minutes, do not start a new game. Finish game in progress. At 1 hour and 50 minutes do not start a 3rd set tiebreaker if 2 hours is a hard stop.
 2. Record score 'as is' if any match on any court is not concluded.
 3. Tiebreaker for 3rd set. BEFORE match begins, host captain checks with club to see if 2-hour time limit is a 'hard stop' in case teams split sets. If not a 'hard stop' and both captains have agreed before the match to play/finish the 10 point tiebreaker for the 3rd set, play may continue past 2 hours until tiebreaker is completed.
 - i. If sets are split, a 10-point tiebreaker is played instead of a third set and is scored as 1-0. See E.3.e if time limits are mutually extended.
 4. If time is up during a tiebreaker and it cannot be completed, a team must be ahead by 2 points to win the tiebreaker. Record score as one game (1-0) and list the point score 'as is'. Do not record the tiebreaker if neither team is up by 2 or more points.
 5. **For Summer & Fall**, Tencap League website scores match as follows when match is not finished:
 - i. Six points for a set are awarded only when a set is completed or when a team is ahead by 2 games at the time limit.
 - ii. If both doubles pairs have won a set and a third set has not been played, each team will be awarded a point for each game and 6 points for each set won. If 2 hours is a hard stop and a 3rd set 10 point tiebreaker is in progress, a team must be ahead by 2 points to win the tiebreaker. If only 1 point or tied, do not record the 10 point tiebreaker.
 - d. **Winter League – If match cannot be finished** before or 1.5 hour limit, follow this protocol:
 - i. No tiebreaker played for 3rd set in Winter Leagues. At one hour and 25 minutes, do not start a new game. Finish playing last game with 5 minutes remaining and record scores 'as is'. See E.3.e below if time limits are mutually extended.
 - ii. Record scores 'as is'. Percentage of games won determines winner, allowing match to be scored even if a set is incomplete. No special Tencap League website calculations applied.
 - e. Any **Time Limit changes**, in any League (Summer, Fall, Winter) must be agreed upon by host club and all players in the match BEFORE the match begins. (Summer & Fall: 3rd set must be scored as 1-0 even if full set played).

- iii. Playing just for fun past decision (decision is when a team wins 2 out of 3 sets): If a match is concluded (on any court) prior to the match time limit, play may be continued but the results of the games played after decision are not recorded.
- iv. SEMI-FINAL & FINAL MATCHES are played by the same time rules as matches in the regular season during the Winter season playoffs. For Summer & Fall Finals, matches are played out using the 3rd set 10-point tiebreaker. Clubs must be able to provide courts for the 2 hours (Summer/Fall) or 1.5 hours (Winter) to be able to host semi-final and final matches. If time limits are mutually extended, see E.3.e above.

F. Matches: Rescheduling, Inclement Weather & Extreme Heat

1. Due to Inclement weather: The host team captain decides if a match is called off due to inclement weather, such as Extreme Heat or Winter Weather Advisory that makes road conditions hazardous. 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, getting confirmation from all those notified. 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. **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.
 - b. **Matches cancelled due to inclement weather or for other reasons should be made up within 2 weeks of the original match date.** During the last 2 weeks of regular play, complete rescheduled matches by the last regular match date or by the date specified for the division by the League on the website posting. These match results are needed to determine standings for playoffs.
 - c. **Extreme Heat.** Heat is the leading weather-related killer in the United States, especially in urban centers. A tennis court is a heat sponge that is often far hotter than the land around it. For safety reasons it has always been customary to stop play when it rains. Wet courts are slippery and dangerous. Heat is dangerous too. The purpose of the heat rule is to make excessive heat a legitimate reason for bringing matches indoors or rescheduling matches. When the heat index is 100 degrees or higher up to 3 hours before the match in the zip code where the match is being played, teams are obliged to accommodate a request to play indoors or reschedule request by the opposing team after these considerations:
 1. Captain determines number of players with heat health concerns.
 2. Captain tries to find other players to play who do not have heat concerns. Team plays as many courts as possible with players who do not have concerns
 3. Try to find indoor courts. Captains mutually determine how any indoor court costs will be handled.
 4. Reschedule one court or both courts to another date.
 5. Once a match starts, heat is not a reason to reschedule. If a player has heat related health concerns during a match, they should retire.

2. Partial Matches – If a match is interrupted after it has started due to inclement weather or conditions, the following rules apply:

1. The match will resume from the exact point it was stopped; the same score, server, and side. Players are responsible for recording the score and noting service rotation, game score, and any other relevant match details. Captains are responsible for entering the partial match score on the website and saving the match as a DRAFT to ensure accuracy
 - a. The original time limits for the match **do not apply** when the match resumes. The match should be completed using the current season's rules and format, as long as the total resumed playing time does not exceed two hours.
 - b. **If the the same original players are not able to find a time to resume/complete the match, the match will stand 'as is'. Both captains must verify the results of the incomplete match.**
 - c. The rescheduled match must follow the standard league rescheduling guidelines: **one week to schedule and two weeks to complete**. Matches must be completed **by the final date to play listed for the division** on the League website. If the match is not completed by that date, the scores recorded at the time of interruption will stand.
2. Other:
 - a. A match, regular season or semi-final, may be rescheduled for any reason if both teams agree. All-League Finals 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. 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. Players sign up to play, not for defaults. When unexpected circumstances arise, every effort should be made to reschedule. 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. Attempt to play as many courts as are available to play on the scheduled date.

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 and are found on the team roster. 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 at League website.
 - a. A Court Pairing is defined as the average of the 2 players' Roster Rating (add ratings and divide by 2).
 - b. PAIRINGS – Use Tencap League Rating (for season in play).
 - i. Using Tencap League Rating, both teams check eligibility for all doubles pairings;
 1. Below Range – In all divisions, no pairing lower than 0.5 below low number located parenthetically in the division name.
 2. Above Range - For A divisions, no higher than 0.5 above high number; for B divisions or divisions without an A or B in the names, no higher than 2.0 above the high number located parenthetically in the division name. For M Black divisions & all L Purple divisions, this rule does not apply to either court. For L Orange B & L Orange it applies only to court 1.
 - ii. M Blue A & L Red have different rules developed by the division leadership before play begins.
 - c. COURT ASSIGNMENTS – Use Tencap League Rating (for season in play).
 - i. Lowest team pairing plays court #1, next lowest/best plays court #2.
2. Teams exchange line-ups on arrival before the match, allowing time for changes if necessary. Prior to play check Tencap League website Roster Ratings to verify player rating and to ensure pairings are on the correct court. Smart phone use or printing both teams' rosters and bringing to match 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 player's 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, assigned the wrong court, or if a scheduled player does not show up (then a substitution may be made).
 - i. The last and least desirable option, 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.
 - c. If a team is out of range (too high) (Exceptions: For all L Purple divisions and M Black divisions, this rule applies only to court 1; see III.B.4.c.i below):
 - i. 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.
 - ii. Any team out of range on the high end must play the highest court.
 - d. The League may alter these rules on occasion if circumstances warrant in which case participants will be notified.
 - e. After the match - 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 by the club's Tencap League coordinator. The League will review the situation and consider the best course of action.
3. Both teams record results on own Line-Up/Score Sheet. BOTH teams are responsible for score entry & verifying scores on the website within 24 hours. One captain enters and the other captain will get an email to verify the results. If there are edits in the verification process, complete the edits and verification within 1 week. 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 Carriageassessing 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 one 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 one 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. Play first to 10pts/win by 2 in place of a third set for only the Summer & Fall .The match tiebreaker counts as one game (final set scored as 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 & confirming scores within 24 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 1 day and verify edits within 2 days of scheduled play. Any disputes of entry and verification must be resolved within one week of scheduled play.
 - a. One week after match, if scores are not entered/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.
5. The League reserves the right to confirm match results after 24 hours. Matches reported online are automatically scored per League rules.
6. Player not listed on roster when recording scores: the Tencap League website allows captains to add a player to the roster, if necessary, during the score entry process.
7. Match results not received by the 'last date for regularly scheduled matches' subject the team to loss of eligibility for Playoffs.

J. Match Scoring

1. **Summer & Fall League** – Points Determine the Winner. For Summer & Fall, same scoring used – 52 maximum points)
 - a. Six (6) points for each set won, additional point for each game won.
 - b. See Section II.E.6 for tie breaking formula for incomplete sets or matches played with 2 hour time limit.
 - c. For additional info on defaults, see Section II.K below.
2. Standings in Summer & Fall – 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. **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 opposing team wins other court. It also allows all competitors winning games to contribute to the outcome and provides more continuous play.
 - a. Percentage of games is determined by dividing all games won in a duel by all games played in a duel.
4. Standings in Winter – Standings are determined by averaging the percentage of games won in each match played.
5. **Special calculations:** In divisions where some - but not all - teams play teams more than once, the results of both matches with the same team will be added together, divided by the total number of times played 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 League website to be less than actual matches played. Those matches averaged together will display as one match in the match count.

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 Default option for any court that was defaulted or when a player must retire due to injury/illness. Select Default, then specify match winner. Not necessary to enter any player names for the defaulting court/team. 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. The exception to this is if play has begun on the other court and a player does not arrive, the default is taken on that court. For example, if play on court #2 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 10 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 option and then specify match winner.
4. Default terminology. There are five categories of Defaults that are recognized by the Tencap League
 - a. **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.
 - b. **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.
 - c. **Injury, Illness or Personal Emergency** (aka Retire) – One Doubles Pair that must stop play once the match has commenced and at least one game has been played. In the Winter season games are entered as they were played and then 'Retire' is selected and the winning Team (A or B-non-defaulting Doubles Pair). In the Summer & Fall season, no games are entered and the 'Retire' is selected and the winning team team selected. Score for standings will be auto calculated to give the win on that court to the non-defaulting team. Games Tencap adds for a retire for the purpose of the standings do not count for ratings.
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. To record a default, use default option for each court defaulted. Enter player names only for the team not defaulting. Tencap League website automatically calculates points for defaults. Do NOT ever enter games that have not been played.
 - a. Fall and Summer - Full Match Default scored as one set of 6-0 plus an additional 6 points, giving 18 points for each match/court. Full duel default gives 36 points total.
 - b. 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.
 - 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. See Section II.L.1.b below.
8. Scoring when a player RETIRES: If a player must stop play due to illness/injury during match and the match cannot be completed: **For Summer & Fall** – Do not enter any games. Select the 'Default' option and then select the team that did not retire as the winner. The Retire option does not work with the point scoring used in the Summer and Fall. **For Winter** - Do enter the games that were played prior to the retire and then select 'Retire' and the Team (A or B) that did not retire as the Winner. For Winter scoring Tencap will award the games needed to the team not retiring to give them the win for the match. Those added games will NOT display in the game boxes for the match but WILL display in the Event Scoring for the Duel and will also be included in the standings. Added games do not count for ratings.

L. Semi-finals and Finals

1. Semi-finals will be held among the top four teams in divisions with 6 or more teams. The results of regularly scheduled play determine standings. Formats: #1 plays #4 and #2 plays #3; also, #1 in the East Conference plays #2 in the West Conference and vice versa, for large divisions. The winners advance to the Finals. Winners determined by most points won in Semi-final match in Summer & Fall and the highest percentage of games won in Winter (as specified in Section II.J above).
 - a. 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 Default may not advance to the post season.
 - c. In the event that a team is undefeated but, does not have a point average (Summer & Fall) or percentage (Winter) that qualifies the team for the post season, 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 with the same time limits as in regular season. In the Winter, the time limits apply to Finals matches also.
 - e. Semis and Finals (unless All-League Finals) matches are played at the courts of the higher finishing team during the regular season. 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 court time, the other team has the

- opportunity to arrange for courts. If both teams are unable to reserve courts 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.
2. Ties for qualifying for post season 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. Semis or Finals Ties – Duel match ties in semis & finals (when match concludes both teams have the same number of games or points) 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 one game & wins the duel match.
 - c. In Winter League with 1.5 hours of play, Semis & Finals rules are same as regular season except, to allow time for Super Tiebreaker, with 10 minutes left, finish game in progress and record score as is.
 - i. Report scores to captains/acting captains. Add up the games won. If the games are tied play a 10-point tiebreaker - each team selects 2 players (must have played in match but do not need to have been partners). Ratings of each pairing need to follow pairing rules. The winner of the Tiebreaker, wins the tiebreaker, which counts as one game, to break the tie.. If partners in a tiebreaker have not played against each other prior to the tiebreaker, contact the League with names of the players and result and the League will enter the Tiebreaker.
 4. Players must have played in at least 2 regularly scheduled matches in Summer and 1 regularly scheduled match in Fall & Winter to be able to compete in post season semis and finals.
 5. **Post Season play uses the same Tencap League Ratings as used in the regular season.**
 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. No discretion by captain. This is no different than regular season play.
 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. The 'Match Played' Rule pertains to the Semis and Finals matches too. Check lineups **BEFORE** play.
 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 and one time in Fall and Winter 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. Division winning teams with a percentage of games won of 64% or higher and/or a high point average may be asked to move up a division for the next season at the League's discretion with input from their club representative(s).
 - a. If a team roster does not support a move up because of too many players who are above roster eligibility, consider splitting the team with some players moving up and others staying in same division. Or, get the roster to have enough lower players (2 for every 1 above range) to follow the pairing rules for the higher/better division when the higher rated players play. Contact the League get the high players on the roster.
2. Conversely, teams with a low percentage of games won in combination with a low point average and win-loss record may be asked to move down a division for the next season at the League's discretion with input from their club representative(s).
3. 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 mis-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.
4. **EXCEPTIONS:**
 - a. Men's Silver and Ladies Red Division. Teams do not need to move up when they win.
 - b. **Men's Blue A & Ladies White – League may ask a team to** remove lowest rated 2 players if team has been repeatedly dominating..

III. TENCAP League RATINGS

A. Explanation & Rationale. Tencap League Ratings are used by the KC Tencap League as a tool to provide better matches for players. Tencap League website Ratings are determined by the results of matches against other rated players.

1. Tencap League 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, but both wins and losses are factored in. 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
2. The League is not able to adjust Ratings.
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.

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

1. **Range for Play** is the range, noted parenthetically in the Division name, of the partner pairing average rating (using player roster rating) that provides competitive match play in each division, as stipulated below. When forming teams, a good "Rule of Thumb" to follow is to have 2 players in range for every one player out of range.
2. 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 Rating at time of entry is roster eligible for the division in which the team is entered. Roster eligibility is wider than the range for play noted parenthetically in the division name.
 - a. For unflighted divisions – As a general rule, Current Rating at time of entry cannot be more than 4 below & should be no more than 4 above range. There are divisions where this rule does not apply. Please see the Range for Play & Roster Eligibility Chart for the specific rules of your division.
 - b. For flighted divisions (A or B) – As a general rule, the following applies: (please note there are divisions that follow a different guideline. Please see the Range for Play & Roster Eligibility Chart for the specific rules of your division.)
 - 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 than 4 above.
 - c. The Range for Play & Roster Eligibility Chart is used for all final roster decisions.
 - d. Captains are responsible for the players on their roster. Games played by any player on roster who is below roster eligibility are subject to default and the team may lose playoff eligibility.
3. 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 except players in L Purple B & M Black B may be 2 below below roster eligibility if they have played on that same team the previous season.
4. 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 roster eligible player **below range** must be paired with a player that keeps the doubles team no more than 0.5 below the lowest division number in the division name.
 - 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' Divisions 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.
 - i. Exceptions: For L Purple and M Black divisions, rule applies only to court 1.
5. 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.
 - b. For flighting divisions, the League will use the team rating (average of all players on the roster) to determine division assignments.
 - i. A Division – Includes teams with the team average in bottom half of division range for play.
 - ii. B Division – Includes teams with the team average in top half of division range for play.

- 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 a narrower 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 and good 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 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 League website to provide membership for all League players; access to the League website, team standings, match results and individual Tencap League ratings. 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.