

WINTER Score Sheet



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					
COURT 1	PLAYERS	Player Roster Rating	Pairing Average	Set 1	TB Points	Set 2	TB Points	Set 3	TB Points	RETIRE DEFAULT WINNER
	H									
	H									
	A									
	A									
COURT 2	PLAYERS	Player Roster Rating	Pairing Average	Set 1	TB Points	Set 2	TB Points	Set 3	TB Points	RETIRE DEFAULT WINNER
	H									
	H									
	A									
	A									

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. There are exceptions for certain divisions including L Purple & L Orange, double check the Range for Play & Roster Eligibility chart on the website homepage. The Roster Rating does not change during the season.

Match length - Match times are limited to 1.5 hours. Warm up is the first 10 minutes beginning at the start time of the match (included in the 1.5 hours). Limit warm-up to 10 minutes. Any deviation from the League Rules limiting play to 1.5 hours must be agreed upon by all players involved BEFORE the match begins. See Concluding the Match - Playing Longer than 1.5 hours - below.

League Rules for Concluding the Match - Match concludes when time is up (1.5 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. If teams are tied in sets, continue playing a third set until time is called. Do NOT play a third set tiebreak. The winner of the match is the team that won the most games. Record score 'as is' when time is called.

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. Do not play a third set tiebreak. If both teams have won a set, start a third set and play until set concludes or time is called - whichever occurs first. 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 games played and select the team that wins by retire in the dropdown box; then notify the League for points adjustment. **AVOID DEFAULTS! PLAY IS IMPORTANT!** 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.

Point Scoring - Winter (2 Courts) - the winner of the match is the team that wins the most games won. Standings are calculated on the percentage of games won.

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 an email to verify the results. If there are edits in the verification process, complete the edits 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. 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. 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 calendar.