



Audi Shawnee Mission

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KC TENCAP LEAGUE

2024 KC Interclub Pickle FALL League

Levels, Formats & Rules

The League is for interclub play that benefits clubs and their members. Dues paying members of participating clubs play on their club teams. The League provides organization; a website, schedules, score entry, standings, information, communication, playoffs with prizes. A team plays half the scheduled matches at Home and half of the matches are played at the courts of the team's opponents.

Levels of play

- A variety of levels are offered including several divisions of Men's Doubles, Women's Doubles and Mixed Doubles. Divisions may have different time limits for matches.
- See the division listing on League Schedule & Facts.

Ratings

- The professional staff at each club will guide member decisions for placement based on past tennis or pickleball experience or lack of experience. The goal is for compatible play for all the members.
- Rating Guidelines
 - Use Tencap Tennis Ratings/NTRP equivalent, DUPR, and/or comparisons to other rated players.
 - Players who have played little or never? Drop their tennis rating by .5. Example, a 4.0 little/no play player, guidelines are for participation at the 3.5 level for their first season.
 - After a season or two, clubs will be more aware of player levels and players will be more aware of their own level, based on past play.

Formats & Rules

- Two courts of play each week. 4 players each week. Roster size 6-12 players
- Playoffs at the end of the season. Teams must submit all match scores to be eligible.
- Teams are managed by Captains with assistants from club staff when needed
- Home team provides courts & outdoor balls. Half of the matches are at home and half away.
- Players may be added to roster anytime during the regular season. For playoff eligibility players must have played in at least 2 regular season matches.
- Play 5 games to 11 points, if time permits. For early finishes, divide up and continue playing. These games are not entered as scores.
- Play is continuous. When a game concludes, start another. Beer & water breaks are allowed.
- Injuries: If a player cannot continue, the team that can continue receives the win and 11 points for that game. The defaulting team receives the points earned to the time of the default. The non-defaulting team will receive a score of 6-0 for any remaining games yet to play.
- Rescheduling matches: Captains confer and find an alternative time when a match is rained out. Notify League of new date. All matches must be played by 'last date' posted on website.
- Clubs can combine with up to 3 other clubs with approval of each club. For 4.0 level, no club limit