

Player Match Management

One of the functions of TENCCM is coordination of players for each match. Automatic notifications provide players with a quick-and-easy mechanism to confirm, assign a sub or offer a swap for upcoming matches. For all future matches, players can assign subs or offer swaps at any time by logging in to tenccm.com.

This guide describes the process of managing matches from the player perspective.

The Schedule Page

When a player logs into TENCCM, the home page displays an aggregate schedule of their upcoming matches across all contracts. For an overview of the page, see the Player Overview guide. This guide focuses on the specifics of player interactions with their schedule.

To understand the actions, it is helpful to understand the difference between each player status for a match. TENCCM considers a player's match status to be in one of four states:

Unknown

There has been no response. This is the default, initial state of all matches.

Confirmed

The player has confirmed for the match.

Unable to Play, No Sub

The player has indicated that someone else will be needed to fill the spot, but the spot has not yet been filled. It also means that the spot is open for swapping by other players.

Unable to Play, Sub

A sub has been assigned and confirmed for the match.

TENCCM Player Match States

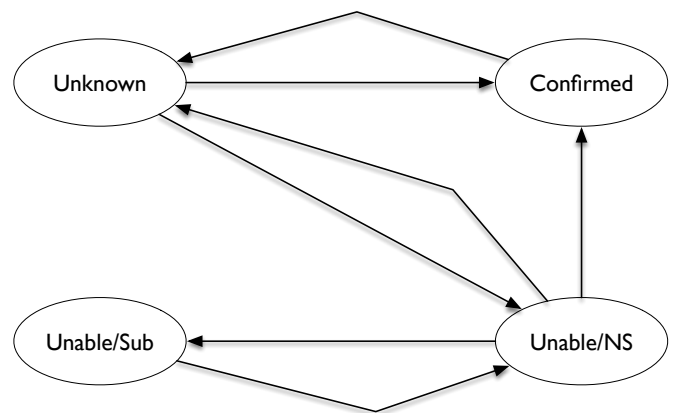


Figure 1

The Schedule page provides the player with the ability to modify the status of each of the future matches, with some limitations. Figure 1 represents the possible changes from one status to another, in general. These changes are permitted depending on the status of the match.

Matches are in one of three states:

Past

The match date is already passed. In this state the player has no options to modify their status.

Upcoming

The match date is in the near future (variable, but typically about a week). Players can set their status to any of the four states.

Future

Matches are in the future beyond the range of upcoming. Players are not able to set their status to confirmed for these matches, but other options are available.

The concept of confirming for an upcoming match is that, at some point relatively close to the match date, a player confirms that they do not have any unexpected conflict. TENCCM does not permit confirming for future matches so when the player sets their status to confirmed, that status is synchronous with the player's current situation.

Figure 2 shows an example typical of what a player will see in their schedule. Both lines are currently in the unknown state (player). The first line is upcoming (match) and the second line is future (match).

The player can, in both cases, change their status to unable to play, but only for the upcoming match the confirm option is available.

Status	Action
?	Confirm Unable to Play
?	Unable to Play

Figure 2

Status	Action
✓	Remove Confirm Unable to Play
⇐	Cancel sub
Sub:	None

Figure 3

Once a player changes their status, the options presented change as well. For the example matches from Figure 2, when the player confirms for the first and sets unable to play for the second, the updated view is shown in Figure 3.

For the first match, the player is confirmed (checkmark) and they have the option to remove the confirmation (back

to unknown status) or update to unable to play. In the second match, the player can revert back to unknown by canceling the unable to play (i.e., sub needed) status.

The difference between “Remove Confirm” and “Unable to Play” is in what the system allows other players to do. When a player indicates they are unable to play, but no sub is assigned to their spot, their spot is open to other contract players for swapping. You can read more on swapping in the Player Overview guide, but it is important to understand that “Remove Confirm” resets to the unknown state, keeping the assigned spot with the original player, while “Unable to Play” opens the spot for others to take.

The next step in the progression would be for the player to assign a sub for the future match. To do so, simply select either a contract sub from the dropdown, or select “Someone Else” which is the last option of the dropdown. Selecting either a contract sub or “Someone Else” will result in a sub being assigned and confirmed for the match. Do not assign a sub who is not confirmed!

Upon assigning a sub, as shown in Figure 4, the player can no longer directly change their status for the match. If for any reason the player has a change of status, first the sub must be removed and then the options revert to what was shown in Figure 3. Remove the sub by selecting “None” from the dropdown list.





Status	Action
	<div><div>Remove Confirm</div><div>Unable to Play</div><div></div></div>
Unnamed Sub is subbing	<div><div></div><div>Sub: <div>Unnamed Sub</div><div></div></div></div>


Figure 4

To reiterate, subs can be managed for any future or upcoming match. Only upcoming matches can be confirmed.

Note that when a player’s status is **Unable to Play, No Sub**, and another player completes a swap, *the lineup schedule is modified*. In this case, the player who was originally assigned to the spot but was unable to play is no longer assigned to play the match, and the match will no longer appear on that player’s schedule.

Responses Via Notifications

TENCCM simplifies contract management by automating standard communications.

For an upcoming match, every contract player as well as any contract subs who are playing, will receive a lineup notification. The notifications are individualized for each player to reflect their current status. When a response is needed, the notification will include either a button (in emails, ) or a link (in texts) that will open a special one-time response page exclusively for the specific match and the specific player. To provide status using this response page, the player does not need to log in to their account.

The options available in the response page are shown in Figure 5. Selecting “Confirm...” will complete the process of confirming for the match. No further action is required. The page will update to show the lineup with updated status.

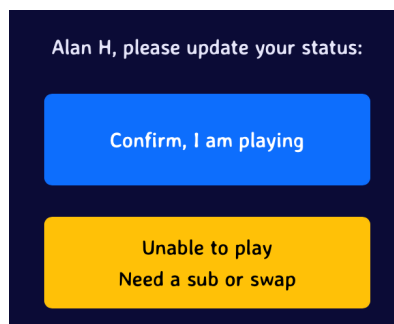


Figure 5

Selecting “Unable...” requires an additional step. When a player sets their status to unable to play via the response page, they are provided the option to select whether they already have a sub available. This interaction is represented in Figure 6.

Note, that as shown in Figure 6, *the status for the player is not saved until they select one of the two options*. Simply clicking on the “Unable...” button (Figure 5) does not update the player’s status. This is intentional to reduce irrelevant notifications in the system. Other players do not

want to receive a notification of an open swap spot if one is not intended.

The selection of subs via the response page is identical to the Schedule page process: Choose either a contract sub, or select the option of “Someone Else”. To indicate that no sub is assigned at this time, click on the “Not Now” button. Either of these actions will complete the response. The page will refresh and display the lineup with updated status.

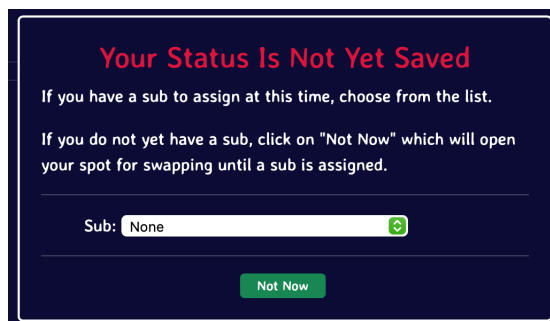


Figure 6

Status Notifications

As a player modifies their match status, TENCCM generates and sends notifications to other contract players (with some exceptions for players who have opted out of receiving all player updates) and the contract administrators. TENCCM does not automatically notify contract subs, except when a contract sub is assigned to play. That is, just indicating a sub is needed does not generate a request to the subs list. It does, however, generate a request to the contract players and in particular alerts any contract players who are available to fill the spot.

These notifications are independent of the mechanism by which the player sets their status—whether through the schedule page or in response to messages. If an administrator updates a player’s status, TENCCM does not automatically generate status notifications.