

## TENCCM Definitions

The terms TENCCM uses are meant to be easily understood. However, there are subtleties with several terms which will be useful to clarify.

<b>Calendar Alert</b>	An alert defined in the calendar subscription to remind players of an upcoming match.
<b>Contract</b>	An organized collection of Courts, Players, Subs, Match Dates, Lineup Schedules and other ancillary information corresponding to reserved court time for a regular time-of-day on a particular day of the week, at a single facility.
<b>Contract Administrator</b>	A person who has an administrator account in TENCCM and who is responsible for creating, configuring and managing a contract.
<b>Contract Dates</b>	The match dates of the contract.
<b>Contract Player</b>	An assignment of a player account to a contract.
<b>Contract Schedule</b>	The courts and match dates of the contract.
<b>Finalize Contract</b>	For a contract that has cost tracking enabled, the process of calculating amounts due for each contract player and creating charge transactions on their records.
<b>Full Name</b>	The name a player uses to be identified as unambiguously as possible. It is the name contract administrators use when finding and adding players during initial contract setup.
<b>Grid View</b>	A view of the lineup schedule showing all players and their statuses.
<b>Individual Followup Notification</b>	An automated message sent to a specific player who is scheduled in an upcoming match lineup but has either not responded or indicated they are unable to play and not yet assigned a sub.
<b>Initial Lineup Notification</b>	The first automated message sent to contract players (and any contract subs who are subbing) for a match lineup.
<b>Lineup Schedule</b>	The assignment of players to dates and courts, as well as balls duty, for a contract.
<b>Lineup View</b>	A view of the lineup schedule showing only the assigned players, their statuses and if applicable, their subs.
<b>Match</b>	One court on one date of a contract.
<b>Match Lineup</b>	The assignments of players, including their status and subs if any, for a specific date for a contract.
<b>Player</b>	An individual defined by an account in the system.

<b>Player Availability</b>	A player's indication, for a specific date of a specific contract, of whether they are available to be scheduled.
<b>Player Database</b>	An individual administrator's collection of players, created by adding players to contracts. This list is maintained independently of the contracts, so administrators can easily add players to future contracts.
<b>Preferred Email Address</b>	Your primary login ID, and the address to which email notifications from TENCCM are sent.
<b>Reminder Lineup Notification</b>	A follow-up automated message, similar to the initial lineup notification, but sent closer to the match time.
<b>Share</b>	A contract player's relative participation in a contract, defined as a percentage from 0 to 100. Percentage is a misnomer in this case, since the sum of all shares do not add to 100 percent. More details can be found in the guide, <a href="#">Configuring a Contract</a> .
<b>Short Nickname</b>	The name of a player shown on lineups. Should be unique across all current contracts for each player. Does not have to be a player's actual name.
<b>Sub or Contract Sub</b>	An assignment of a player to the official list of subs for a contract. While a player exists independently of contracts, a sub exists only in the context of a contract.
<b>Swap</b>	When two players within a single contract exchange their assignments between two matches on that contract.
<b>Swap Requested</b>	A player who is scheduled in a match lineup has indicated they are unable to play the specified match, and no sub has yet been assigned.
<b>Text/SMS Address</b>	If you opt to receive text messages, this is the address that will receive those messages. The messages are formatted with brevity for SMS.