Team Per-Registrant Fee Precedence

Updated: Nov 28, 2025

This document captures the effective precedence for the per-registrant fee used when listing available teams and when resolving fees for a specific team. The logic lives in:

- File: `src/backend/TSIC.API/Services/TeamLookupService.cs`
- Method: `private static decimal ComputePerRegistrantFee(decimal? prFee, decimal? agTeamFee, decimal? agRosterFee, decimal? leaguePlayerFeeOverride, decimal? agegroupPlayerFeeOverride)`

Inputs and Entity Origins

- `prFee` → `Teams.PerRegistrantFee`
- `agTeamFee` → `Agegroup.TeamFee`
- `agRosterFee` → `Agegroup.RosterFee`
- `leaguePlayerFeeOverride` → `Leagues.PlayerFeeOverride`
- `agegroupPlayerFeeOverride` → `Agegroup.PlayerFeeOverride`

Flow Diagram

```
ComputePerRegistrantFee(prFee, agTeamFee, agRosterFee, leaguePlayerFeeOverride,
agegroupPlayerFeeOverride)

            ┌──────────────────────────────────────────────┐
            │ Inputs from DB entities                      │
            │ - Teams.PerRegistrantFee        → prFee      │
            │ - Agegroup.TeamFee              → agTeamFee  │
            │ - Agegroup.RosterFee            → agRosterFee│
            │ - Leagues.PlayerFeeOverride     → leaguePO   │
            │ - Agegroup.PlayerFeeOverride    → agegroupPO │
            └──────────────────────────────────────────────┘
                               │
                               ▼
              agegroupPO > 0? (Agegroup.PlayerFeeOverride)
                      │ Yes                     │ No
                      ▼                         ▼
            RETURN agegroupPO       leaguePO > 0? (Leagues.PlayerFeeOverride)
                                          │ Yes                     │ No
                                          ▼                         ▼
                                  RETURN leaguePO            prFee = Teams.PerRegistrantFee
?? 0
                                                                    agTeamFee =
Agegroup.TeamFee ?? 0
                                                                    agRosterFee =
Agegroup.RosterFee ?? 0
                                                                    │
                                                    prFee > 0? ─────┤
                                                        │ Yes       │ No
                                                        ▼           ▼
```

```
                                              RETURN prFee    agTeamFee > 0 AND agRosterFee
> 0?
                                                                        │ Yes              │
No
                                                                        ▼                  ▼
                                                                RETURN agTeamFee
agRosterFee > 0?
                                                                                            │
Yes    │ No
                                                                                            ▼
▼
                                                                                 RETURN
agRosterFee
RETURN 0
```

Precedence Summary (Highest → Lowest)

1. `Agegroup.PlayerFeeOverride` (when > 0)
2. `Leagues.PlayerFeeOverride` (when > 0)
3. `Teams.PerRegistrantFee` (when > 0)
4. `Agegroup.TeamFee` (only when `Agegroup.RosterFee` is also > 0)
5. `Agegroup.RosterFee` (when > 0)
6. Otherwise 0

Related Calls

- Used when building team list: `GetAvailableTeamsForJobAsync` (computes `PerRegistrantFee` for each team)
- Used when resolving a single team: `ResolvePerRegistrantAsync`

Notes:

- All inputs are treated as nullable; nulls are normalized to 0 before comparisons.
- The agegroup-level override provides mid-tier control, allowing specific age groups to override the league default without affecting team-specific pricing.
- The league-level override provides a top-down mechanism to unify fees across teams within a league.