



DERRY CUP & HELME SHIELD

2020 / 2021

Holders: Derry Cup – tbc

Helme Shield – tbc

GENERAL RULES AND CONDITIONS

Please consult the General Rules and Conditions that apply to all SLCGA Inter-Club Team knock-out Competitions. (Rules **G1-G26** and **T1-6**), Issue 9.

DERRY CUP AND HELME SHIELD RULES AND CONDITIONS

(D=Derry)

- D1.** An Inter-Club scratch singles match play Competition played for annually.
- D2.** A club may enter a team of three players. A maximum of one Category One player is allowed.
- D3.** Clubs shall be divided into leagues by the Competition Organiser. Each Club must play 'Home' and 'Away' fixtures against all other Clubs in the league. The winner and runner-up in the Derry Cup from the previous year will be seeded.
- D4.** In the event that a club cannot complete all their round robin fixtures, that club will be withdrawn from the group and their results to date will be nullified.
- D5.** Any club that played in a group of three will play in a group of four the next season.
- D6.** The draw structure will depend on the number of Clubs entering the competition.
- D7.** Each knock-out round will also be played 'Home' and 'Away' until the final.

D8. The two finals will be played on.....

D9. Scoring System

- a) **Match Points** are awarded as follows:
 'Home' win = 2 points, 'Away' win = 3 points
- b) **Match Wins** - the number of matches won in the league. eg if there are 4 clubs in the league the maximum number of match wins would be 6 (3 home and 3 away).
- c) **Game Wins** - There are 3 games played on the day so games won may be 0,1,2 or 3.
- d) **Game Points** are awarded as follows:

- Win by 6/4 = 6 points to winner
- Win by 2 holes = 2 points to winner
- Win beyond 18th hole = 1 point to winner
- Match claimed = 10 points to claimant (see T4)
- Walkover = 10 points to winner
- Illness/injury during match = score at time or 1 point, whichever is greater (see G15)

TO DETERMINE THE LEAGUE WINNER

- a) The team with the highest number of **Match Points** in the league is the winner.
- b) If tied, the team with the highest number of **Match Wins** in the league is the winner.
- c) If still tied the team with the highest number of **Games Won** in the whole league is the winner.
- d) Still tied? The team with the highest number of **Game Points** in the whole league is the winner.
- e) Still tied? The team with the highest number of **Game Points** between the two tied clubs is the winner.
- f) Still tied? The team with the highest number of **Game Points** between the two tied clubs on the 'Away' matches.

KNOCK-OUT STAGES

- g) At the knock-out stage, the team with the highest number of **Match Wins** is the winner.
- h) If tied the team with the highest number of **Games Won** is the winner.
- i) If tied, the team with the highest number of **Game Points** is the winner.
- j) If still tied, the first named players in each team must play 'sudden death' from the 1st tee to obtain a result.

EXAMPLE

Player	Club A (Home)		Club B (Away)	
Player 1	4/3	+		-
Player 2		-	19th	+
Player 3		-	2/1	+

Club A: **Match Points** = 2 **Match Wins** = 0 **Game Wins** = 1 **Game Points** = 4
 Club B: **Match Points** = 6 **Match Wins** = 1 **Game Wins** = 2 **Game Points** = 3

D10. Match Play Draw - Derry Cup

League 1 winner v League 2 winner
League 3 winner v League 4 winner
League 5 winner v League 6 winner
League 7 winner v League 8 winner

Match Play Draw – Helme Shield

Replace League winner with League runner up

D11. Play by Dates

ROUND	LAST DATE
LEAGUE MATCHES	17 th January 2021
QUARTER FINALS	21 st February 2021
SEMI FINAL	25 th April
FINAL	TBC

D12. Results

Please send your results to the Competition Organiser, Katrina Davis.

Tel 07913 119808

Email katrina@kbdavis.co.uk