



# **DERRY CUP & HELME SHIELD**

## **2021/2022**

**Holders: Derry Cup – Royal Wimbledon(2019/20)**

**Helme Shield – Foxhills(2019/20)**

### **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 12.

### **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 player 5.0 and under 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- D4.** In the event that a club cannot complete all their round robin fixtures, that club will be withdrawn from the group and their results to date will be nullified.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 10<sup>th</sup> April 2022

## 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 18<sup>th</sup> 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 1<sup>st</sup> 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**

<b>ROUND</b>	<b>LAST DATE</b>
LEAGUE MATCHES	16 <sup>th</sup> January 2022
QUARTER FINALS	20 <sup>th</sup> February
SEMI FINAL	27 <sup>th</sup> March
<b>FINAL</b>	10 <sup>th</sup> April

#### **D12. Results**

Please send your results to the Competition Organiser.

Tel 07941 036170

Email [juliettedunlop@yahoo.co.uk](mailto:juliettedunlop@yahoo.co.uk)