



# Waikato District Veteran Golfers Assn Inc

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## **COROMANDEL SHIELD, KARAPIRO SHIELD, WAIKATO RIVER SHIELD & WAIPA SHIELD**

### **CONDITIONS OF COMPETITION**

#### **PURPOSE OF THESE SHIELD COMPETITIONS:**

To support clubs' One Day events by guaranteeing a minimum field of 30+ players. 30 in the five-team event, 36 for six teams, 42 for seven and so on.

#### **MAIN POINTS:**

1. It is important that clubs know how to run the shield competitions – convenors need to train the host clubs.
2. The clubs' One Day competitions are the main events, the shield competitions run in the background.
3. No special draw on the day for the shield competition players, they mix in with the rest of the field.
4. Prior to the competition day, each team captain is required to organise their team. Substitutes on the day must be from the team's club that is short of the required number of players.
5. Team captains fill in the top section of the entry sheet with their six players' names, not in any particular order.
6. A draw is done to determine the counting holes for each player, i.e. if Player 1 draws 4, his/her stableford scores on holes 10, 11 and 12 will count towards their team's score. The counting holes for the other team players are determined the same way, 1 = holes 1, 2 & 3, 2 = 4, 5 & 6 and so on.
7. On completion of play the lower section of the team's entry sheet is filled in either by the team captain or the host club's representative.
8. The shield competition results are announced either before or after the main prize-giving, depending on the timing. If possible the results should be written up on the main noticeboard.

#### **COMPOSITE TEAMS:**

As per the "Purpose of these Shield Competitions" above, clubs that make up a composite team have the right to host a round on their One Day event.

#### **MATCH POINTS:**

Match points will be awarded in each competition round based on the number of teams playing for each shield. If a competition has six teams, then the winning team on the day will be awarded 6 points, 2<sup>nd</sup> will get 5, 3<sup>rd</sup> gets 4 and so on. The stableford points accumulate after each round and will be used to determine positions in case of a tie at a competition's conclusion.

If two or more teams in a six team competition have the same stableford total on the day, e.g. a tie for 2<sup>nd</sup> and 3<sup>rd</sup>, then those positions points are added together, i.e. 5 + 4 = 9, then divided by the number of teams involved in the tie,  $9 / 2 = 4\frac{1}{2}$ , so those two teams are awarded 4½ points. If three teams tie for 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup>, then  $5 + 4 + 3 = 12$  which is then divided by the three teams involved, so each team receives 4 points.

#### **RULE TO COVER THE SITUATION WHERE A TEAM DOES NOT HAVE THE FULL NUMBER OF PLAYERS:**

If a team has less than six players on the day, only the scores from the players who are on the team sheet will count towards the team's total. No scores from any other player in the field will be added to the team total to make up a total of six players with one exception (refer to "Player Withdraws Because of Illness or Injury").

#### **PLAYER WITHDRAWS BECAUSE OF ILLNESS OR INJURY:**

If a player on a team sheet has to withdraw during the round because of illness or injury and has not yet played his/her three counting holes, then another player from the same club who is in the field can substitute for that player. If the withdrawing player has played his/her three counting holes, his/her scores count.