

Archdale Cup Rules

The Archdale Cup is a team competition where each player is allocated a handicap.

The competition is run in two phases, League and Knockout.

At the start of the season the Organising Committee will determine how many divisions there will be for the League Phase and how many teams will qualify for the Knockout Phase.

In the League Phase, each team will play every other team in their division at least once.

The Organising Committee will allocate a handicap to each player. These handicaps may be adjusted after the League Phase based on the results achieved during the League Phase.

Only players who have played in the League Phase will be allowed to play in the Knockout Phase.

The winners of the Knockout Phase will be the Archdale Cup Champions.

Match Format

Each match will be played by up to 3 players per team. This does mean that a team with less than 3 players can legally play a match, although this is not encouraged.

Each player will play every player on the opposing team.

The playing order is defined on the scorecard. With each team captain's agreement the order of play can be altered to suit.

Each individual match will be 2 games which start at 0-0 and will be played to 21 points, **DO NOT PLAY BEYOND 21 POINTS.**

In order to balance the individual match between players of different abilities a Team Bonus is awarded to the higher handicap player. The Team Bonus will be added to the number of total number of points scored by the player in both games.

Match Result

The winner of the team match is the team with the greatest number of points scored including the team bonuses. The match winner will be awarded 2 league points and the loser 0 league points. In the event of a drawn match both teams will receive 1 league point.

Substitutes

No more than 1 substitute may be used per team per match. A substitute may be any registered player within the same club who has been allocated a handicap by the Organising Committee.

Match Postponements

A match may be postponed by giving the opposing team captain AND the Match Secretary at least 3 days notice. Within 1 week of the notification of the postponement, the home team captain shall offer to the opposing captain 2 alternative dates on which to play the match, having selected dates that do not clash with the opposing team's scheduled fixtures. Within 1 week of receiving the alternative dates the opposing team captain shall confirm to the home team captain AND the Match Secretary which date the match will be played on.

Should this procedure not be followed, the Organising Committee shall award the match and any associated points as they see fit.

Team Bonus Calculation Example

The Team Bonus is determined as follows:-

For a match between Player A (handicap 12) and Player X (handicap =23)

1. Calculate the handicap difference between the 2 handicaps i.e. $23-12=11$
2. Use the Team Bonus Look Up Table to determine the Team Bonus for a handicap difference of 11, which is 18.
3. Allocate a Team Bonus of 18 points to the higher handicap player i.e. Player X.

Handicap Difference	Team Bonus	Handicap Difference	Team Bonus	Handicap Difference	Team Bonus
0	0	24	28	48	35
1	2	25	29	49	35
2	4	26	29	50	35
3	6	27	30	51	35
4	8	28	30	52	35
5	10	29	31	53	36
6	11	30	31	54	36
7	12	31	31	55	36
8	14	32	32	56	36
9	15	33	32	57	36
10	16	34	32	58	36
11	18	35	33	59	36
12	19	36	33	60	36
13	20	37	33	61	36
14	21	38	33	62	37
15	22	39	34	63	37
16	23	40	34	64	37
17	24	41	34	65	37
18	24	42	34	66	37
19	25	43	34	67	37
20	25	44	35	68	37
21	26	45	35	69	37
22	27	46	35		
23	27	47	35		