

Ashton Cup / Shield Rules

Updated 2026 – Changes in bold

The competition is open to all Monday Night teams in the Mid Shropshire League.

Each team shall play on the green they use in the league.

The entry fee is £10.

A closing date for entries will be set by the Competition Secretary at the March Executive Meeting.

The draw will take place within a week of the closing date. This will be drawn straight through.

Any teams withdrawing after the draw shall pay a fine of £20.

Any team that loses their first game in the Preliminary or 1st round, shall be entered into the Ashton Shield competition. This will be drawn straight through. The draw will take place at the July Executive Meeting.

Any team that withdrew in the Ashton Cup shall not be eligible to play in this competition.

Any teams withdrawing after the draw will be fined £20.

Clubs are handicapped according to their league position the previous season. The team who finish 1st in Division Four shall start off scratch, finish 2nd shall start on +2 and so forth.

Number of players shall be 10, to play 5 home and 5 away until the final.

Games shall be played on Wednesdays as set by the Competition Secretary at the March Executive Meeting. However games can be played at least a week before the date of the next round date (**in the Ashton Cup or Shield**) if agreed by both clubs and the Competition Secretary is notified.

The two finals shall be played on a Saturday at a neutral two green venue. Dress code will apply.

Teams should be sent in order to the Competitions or General Secretary at least **60** hours prior to the final commencing. **Failure to do so will result in a fine of £20.**

Games to be decided on aggregate. In the event of a tie on aggregate, the match shall be decided firstly by the most number of wins per team, secondly by the best winner and thirdly by each team's best win in descending order. If the game is still tied after this criteria, a replay will take place with the date set by the Management Committee, except the final, where one player from each team will play up to 11 with the winner of this game winning the match.

Players for each team must have played at least one Mid-Shropshire game for that club in that season before any Preliminary or 1st round games.

Players must then have played 4 Mid-Shropshire games before the Quarter Finals, 6 before the Semi Finals and 8 before the Final for that club. **Half of these games must be played on a Monday night.**

If a player plays for one team, they cannot play for another team in the competition.

Any player who is in a registered list cannot play for a team below the team that they are registered for.

Results should be entered in accordance with league rule 16 by the home team, excluding the final.