

RULES FOR MATCH PLAY
NORTH CAROLINA/SOUTH CAROLINA WOMEN'S CHALLENGE CUP

1. A challenge team shall consist of no less than six (6) persons.
2. All members of the participating teams must be bona fide members of their local darting association.
3. Players cannot change teams unless they wait one complete round of challenges.
4. If any new women's challenge team sponsored by a darting organization in the Carolinas wishes to enter the competition, this team entry must be approved by a simple majority of the NC/SC Women's Challenge Cup Association. (The Association shall be comprised of one voting representative from each team active in the event.) New teams will be placed at the bottom of the roster listing.
5. If a team does not play for the Cup within a 3 year time period that team will be removed from the rotation. If the team wishes to return to the competition, their Captain must submit a request, in writing, to the NC/SC Association. The NC/SC Association will vote on the team's return and the Cup Holder shall send the requesting Captain the decision within 30 days of the request.
6. If the Cup Holder is defeated in a challenge match, this team is placed at the bottom of the list of challengers, and they must wait until the first round of challenges has been played.
7. Challenges shall be issued as follows:
 - a. When the challenge match is played, it is the responsibility of the winning team to notify the next team in line for the challenge within 48 hours, in writing, of the outcome of the match.
 - b. The challenger has 2 weeks from the day the notification has been received to send a challenge to the Cup Holder. All challenges shall be in writing and dated. Two copies of this written challenge shall be furnished to the Cup Holder.
 - c. The challenge must be answered within 7 days of receipt with at least three suggested dates for the match to be played.
 - d. All matches must be played within 30 days of receipt of the challenge. Under extenuating circumstances, and with the agreement of the Cup Holder, a two-week extension may be given.
 - e. If a date for a match cannot be agreed upon by the Cup Holder and the challenger, then the matter will be referred to the NC/SC Association, who will decide by simple majority when or what shall be done about the match.
 - f. It is agreed that the time period from December 14 through December 31 shall not count toward fulfillment of any 30 day challenge period, due to holiday activities.
 - g. It is possible for a team to relinquish its position on the challenge ladder, if a suitable time for a match cannot be found.

8. Format for play of a challenge match shall be as follows in the following order:

a. 6 singles, 401 free in/double off	1 pt. ea.	= 6
b. 6 singles, cricket, slop w/ points	1 pt. ea.	= 6
c. 3 doubles, 501 free in/double off	2 pt. ea.	= 6
d. 3 doubles, cricket, slop w/ points	2 pt. ea.	= 6
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	TOTAL	24

9. In the event of a tie, a team match of 1001, straight on, double off, best 2 of 3 will be played for 1 point.

10. A coin toss before the first game will decide choice of diddle. Loser of the first game has option of the diddle for the 2nd game. If a third game is necessary, toss coin.

11. Games shall consist of the best 2 out of 3.

12. The match shall be played on a minimum of three (3) boards.

13. On the diddle, a bull is a bull and a double beats a single.

14. All sections of play shall be blind-list, and shall be completed prior to the first game of each section.

15. All games will be played out unless the loser wishes to call the match.

Adopted: November 1981

Revised: June 1985, April 2003, August 2003