

ICCF.info International Chip-Challenge Federation

The International Chip-Challenge Federation (ICCF) is the governing body of the game of Chip-Challenge and its duties and responsibilities include determination of the Rules of Chip-Challenge.

ICCF is the ultimate authority for making any changes to the Rules of Chip-Challenge.

THE COURT (apendix 1)

The court shall be a rectangle, 6m long and, 3m wide.

The court shall be divided across the middle by a net suspended by a cord or metal

cable which shall pass over or be attached to two net posts at a height of 30cm

The net shall be fully extended so that it completely fills the space between the two net posts and it must be of sufficiently small mesh to ensure that a ball cannot pass through it. The height of the net shall be 30cm at the centre.

The lines at the ends of the court are called baselines and the lines at the sides of the court are called sidelines.

In the middle of each baseline (inside the court) there shall be a hole (R&A aproved hole/cup) named "the challenge".

The outer boundries of the court must have the following messures: (apendix 2)

- From baseline to "backend/out" 7m
- From sidelines to "sideline/out" 3m

2. The Ball (R&A Rule 5)

R&A aproved Golf regulation ball

3. The clubs (R&A Rule 4)

Clubs which are R&A approved for play under the Rules of Golf. Only wedges between 50 and 60 degrees are allowed. Each player may use no more than 3 different wedges in one game.

The Targets (apendix 3)

Each player has his own target to begin with (1 of 2 different colors). To play a regular point place the gamecolor upwards (blue side or yellow side). The flipside (red) indicates "the call/ The challenge".

The size of a player's target is determined by the player's golfhandicap.

- Handicap 25 -
- Handicap 10 – 25
- Handicap 0 – 10

= large target size 25cm = medium target size 15cm = small target size 7cm

The game

1. Order of service

To determine who gets to serve/start the game both players try for "the challenge" from the same serving zone. The player closest to "the challenge" serves first.

- Second set the receiver of the first set (starting point) serves

- Third set – Server from the first set starts - serve is over at point 5 – to make sure that both players get to start serving an equal amount of times in the game
The receiver always stays behind the server on the same side of the net.

2.How to serve

- The serving player drops the ball in his dropzone in order to serve. The drop is made in accordance with (R&A Rule 20).
- The serving player places his own target on the opposite side of the net from the dropzone used to serve the ball. The target is reset to different location before each shot.

3. Scoring points

- A player scores 1 point by hitting the target at first impact/ touchdown, with the target placed on the opposite side of the net within the court lines, when serving from the serving zone.
- The scoring player then gets to play the ball again from the same serving zone trying to make point number 2 etc.

- Between each serves the server must relocate his target on the opposite side so that the target is placed at least 1 club length away from the previous placement (but always within the courtlines).
- If the server fails to hit within the court (on impact of the ball) when serving, the opponent makes the point (and now serves from his/hers serving zone)
- If the server fails to hit his target, but stays within the courtlines (on impact of the ball) it is now the opponents turn to return the ball. The ball shall be returned from its lie.

4. Scoring system "set"

A set is scored as follows: First player to reach 10 points wins the set.

5. Scoring system "match"

A match can be played to the best of 3 sets (a player needs to win 2 sets to win the match) or to the best of 5 sets (a player needs to win 3 sets to win the match). In official tournaments only the final game is played to the best of 5 sets.

6. The Challenge

Any serving player may try for "the challenge" at any given time of the match. Only rule is that the player has to "call" the shot before making it.

- To "call" the challenge shot the serving player "flips" his target over to clearly show the red side upwards. This indicates his intentions to go for "the challenge". This must be done before the

shot is made.

- If the server holes the ball – *the set is won*- proceeding with the remainder of the match if any.
- If the server fails to hole the ball – *the set is lost* – proceeding with the remainder of the match if any.

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