



# PETANQUE NEW ZEALAND

Presents the

## ***OFFICIAL RULES FOR THE SPORT OF PETANQUE***

As at 1<sup>st</sup> January 2017

Applicable to all members of the  
National Federations, who are members of the F.I.P.J.P.

**Includes in Red**

**Petanque New Zealand Local Rules and  
Interpretations – Updated January 2019**

-2019 Changes are in a different red font-

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## THE OFFICIAL RULES OF THE SPORT OF PETANQUE GENERAL RULES

### GENERAL OBSERVATIONS

#### Article 1: Composition of teams

Petanque is a sport in which: - 3 players play against 3 players (triples).  
 It can also be played by: - 2 players against 2 players (doubles).  
 - 1 player against 1 player (singles).

In triples, each player uses 2 boules.

In doubles and singles, each player uses 3 boules.

No other formula is allowed.

#### Article 2: Characteristics of approved boules

Petanque is played with boules approved by the F.I.P.J.P. and which conform to the following criteria:

To be made of metal.

To have a diameter between 7.05cm (minimum) and 8.00cm (maximum).

To have a weight of between .650 grams (minimum) and .800 grams (maximum).

The trademark of the manufacturer and the weight must be engraved on the boules and must always be legible.

For competitions reserved for players who are 11 years of age or less, they may use boules that weigh 600 grams and are 65mm in diameter provided they are made under one of the approved labels.

They must not be lead, or sand filled. As a rule, the boules must not be tampered with in any way, nor altered or modified after machining by the approved manufacturer. Importantly, re-tempering of the boules to modify the hardness applied by the manufacturer is forbidden.

However, the player's name and forename (or initials) may be engraved on them, as well as various logos, initials and acronyms, conforming to the manufacturer's specification.

#### Article 2a: Penalties for irregular boules

Any player guilty of breaking the above condition 4) is immediately disqualified from the competition together with his or her partners.

If a boule not "tampered with" but worn, or of defective manufacture, does not pass the official examination successfully, or does not comply with the norms set out in paragraphs 1), 2) and 3) above, the player must change it. He or she may also change the set.

Complaints relating to these three paragraphs and made by players are admissible only before the start of a game.

It is in the interests of the players, therefore, to ensure that their boules and those of their opponents comply with the above rules.

Complaints relating to 4) are admissible at any time during the game, but they must be made between ends. However, from the third end onwards, if a complaint made about the boules of an opponent is proved to be unfounded, 3 points will be added to the score of the opponent.

The Umpire or the Jury may, at any time, require examination of the boules of one or several players.

### **Article 3: Approved jacks**

Jacks are made of wood, or of a synthetic material bearing the manufacturer's mark and having obtained the FIPJP's approval in line with the precise specification relating to the required standards.

- Their diameter must be 30mm (tolerance: + or -1mm).
- Their weight must be between 10 and 18 grams.

Painted jacks are authorised, but at no time must they, nor the jacks made of wood, be capable of being picked up with a magnet.

**There are only two synthetic jacks approved by F.I.P.J.P. (OBUT and VMS). The approved synthetic jack must have the name of the manufacturer on it. Any synthetic jack without one of these brands written on it in relief and readable is not allowed in official competition.**

### **Article 4: Licences**

To be registered in a competition each player must present their licence, or, in accordance with the rules of their federation, a document proving their identity, and that they are a member of that federation.

**This Article generally applies to international competitions only. Licences do not need to be produced by NZ affiliated players before domestic competitions in New Zealand. (International players playing in a restricted open (affiliated players only) competition while in NZ should present a player licence before being eligible to play).**

## **PLAY**

### **Article 5: Area of play and terrain rules**

Petanque is played on any surface. However, by the decision of the Organising Committee or the Umpire, the teams may be asked to play on a marked and defined terrain. In this case, the lane for National Championships and International Competitions, must have the following minimum dimensions: 15m long x 4m wide.

For other competitions, the Federations may permit variations relative to these minimum dimensions, subject to them not being below 12m x 3m.

A playing area comprises of an indeterminate number of lanes defined by strings, the size of which must not interfere with the course of play. These strings marking separate lanes are not dead boule lines except for those marking the end of the lane and the exterior of the terrain.

When the lanes are placed end to end, the end lines connecting the lanes are dead ball lines.

When the terrains of play are enclosed by barriers, these must be a minimum distance of 1 metre from the exterior line of the playing area.

Games are played to 13 points, with the possibility of leagues and qualifying heats being played to 11 points.

Some competitions can be organised within time limits. These must always be played within marked lanes and all the lines marking these lanes are dead boules lines.

## **Article 6: Start of play – Rules regarding the circle**

The players must draw lots (toss a coin) to decide which team will choose the terrain, if it has not been allocated by the organisers, and to be the first to throw the jack.

If the lane has been designated by the organisers, the jack must be thrown on this lane. The teams concerned must not go to a different lane without the Umpire's permission.

Any member of the team winning the draw chooses the starting point and traces or places a circle on the ground. However, a drawn circle may not measure less than 35cm or more than 50cm in diameter and be of a size that the feet of each player can fit entirely inside it.

Where a prefabricated circle is used, it must be rigid and have an internal diameter of 50cms (tolerance: + or – 2mm). Folding circles are permitted but on condition they are of a model and the rigidity approved by the FIPJP. The players are required to use the regulation circles provided by the organisers. They must also accept the regulation circles, rigid or folding and approved by the FIPJP, provided by their opponent.

If both teams have these circles the choice will be decided by the team that won the draw. In all cases the circles must be marked before the jack is thrown.

The circle must be drawn (or placed) more than one metre from any obstacle and at least two metres from another throwing circle in use.

The team winning the toss, or the previous end will have one attempt to throw a valid jack. If this jack is not valid it is handed to the opponent who may **place** it at any valid position on the designated lane.

The team that is going to throw the jack must erase all throwing circles near the one it is going to use.

The interior of the circle can be completely cleared of grit/pebbles etc. during the end but must be put back in good order when the end is over.

The circle is not considered to be an out of bounds area.

The players' feet must be entirely on the inside of the circle and not encroach on its perimeter and they must not leave it or be lifted completely off the ground until the thrown boule has touched the ground. No part of the body may touch the ground outside the circle. Any player not respecting this rule shall incur the penalties as provided in Article 35.

As an exception, those disabled in the lower limbs are permitted to place only one foot inside the circle. For players throwing from a wheelchair, at least one wheel (that on the side of the throwing arm) must rest inside the circle.

The throwing of the jack by one member of the team does not imply that he or she is obliged to be the first to play.

If a player picks up the circle when there are boules still to be played, the circle is replaced but only the opponents are allowed to play their boules. **The circle must have been lifted completely off the ground before a warning can be issued.**

**If the circle is moved over the maximum authorised distance of 11 m (10+1) by team A – two situations arise:**

**Before the jack is thrown: - The circle must be replaced to its original position or approximate position and team A retain the jack and proceed with the throw from the original position provided it is a valid distance of 7 m (6+1) from the dead boule line.**

**After the jack has been thrown by team A: - The circle must be replaced to its original position or approximate position and team B can move the circle in accordance with the rules to a valid distance and then place the jack.**

**When crouching in the circle to play a boule/jack, the player's heel can encroach over the inside edge of the circle, provided they do not touch the circle. If the player stands up and onto the circle before the boule/jack has touched the ground, she/he has stood on the perimeter of the circle, and not had both feet entirely inside the circle as required. A warning will be given.**

**It is the responsibility of the player who throws the jack to mark the circle with a right-angle line across the top and down the side.**

**If a pre-fabricated circle is moved accidentally by a player and the circle was unmarked, it is to be replaced by agreement between the two teams as close as possible to where it was originally. If no agreement can be reached, the Umpire will place the circle in the most logical place. Failure to mark the circle correctly will warrant a warning.**

## **Article 7: Valid distances for the thrown jack**

For the thrown jack to be valid, the following conditions apply:

- 1) That the distance separating it from the internal edge of the circle must be: - 6 metres minimum and 10 metres maximum for Juniors and Seniors. For competitions intended for younger players, shorter distances may be applied.
- 2) That the throwing circle must be a minimum of 1 metre from any obstacle and 2 metres from another circle in use.
- 3) That the jack must be a minimum of 1 metre from any obstacle and from the nearest boundary of an out-of-bounds area. For timed limited games this distance is reduced to 50cm except for the end lines of the lane.
- 4) That the jack must be visible to the player whose feet are placed astride the extreme limits of the interior of the circle and whose body is upright.

In case of dispute on this point, the Umpire decides, without appeal, if the jack is visible.

At the following end the jack is thrown from a circle drawn or placed around the point where it finished at the previous end, except in the following cases:

- The circle would be less than 1 metre from an obstacle.
- The circle would be less than 2 metres from another playing circle.
- The throwing of the jack could not be made to all regulation distances

In the first two cases the player draws or places the circle at the regulation distance from the obstacle or circle

In the third case, the player may step back, in line with the previous end's play, without exceeding the maximum distance authorised for the throwing of the jack.

This opportunity is offered only if the jack cannot be thrown to the maximum distance in any other direction.

If the jack has not been thrown in accordance with the rules defined above, the opposing team will place the jack in a valid position on the terrain. They can also move the circle back, in accordance with the conditions defined in these rules, if the first team's positioning of the circle did not allow the jack to be thrown the maximum distance.

In any case, the team which lost the jack after the invalid throw must play the first boule. The team that won the right to throw the jack have a maximum of one minute to do so.

The team that won the right to place the jack after the unsuccessful throw of the opponent must do so immediately.

**In the event of an invalid throw of the Jack by team A, team B to place the jack immediately. If jack is not placed in a valid position by team B;**

- **Team B player receives a yellow card warning**
- **The jack is given back to team A to place**

**A valid throw of the jack is if it is inside the confines of 6m to 10m on the valid playing area. When measuring for a valid jack, the end of the tape is placed on the inside edge of the circle, and the measurement is made to the closest edge of the jack. (See appendix 1)**

- **If the closest edge of the jack is straddling the six-metre measure line it is not a valid throw. The complete jack must be over the 6m measurement.**
- **For a 10m measure, the closest edge of the jack must be inside or on the 10m line to be valid. Over the line is invalid.**

## **Article 8: For the thrown jack to be valid**

If the thrown jack is stopped by the Umpire, an opponent, a spectator, an animal or any moving object, it is not valid and must be thrown again.

If the thrown jack is stopped by a member of the team the opponent will place the jack in a valid position.

If after the throwing of the jack, a first boule is played, the opponent still has the right to contest the validity of its position except in the case when the jack has been placed by the opponent.

Before the jack is given to the opponent to place, both teams must have recognised that the throw was not valid, or the Umpire must have decided it to be so.

If any team proceeds differently, it loses the benefit of the throwing of the jack. If the opponent has also played a boule, the jack is deemed valid and no objection is admissible.

**After the throw of the jack, one player from the team who won the previous end, or the toss, may step out the distance to estimate if the jack has been thrown to a valid distance. However, the opposition should not also walk the distance to confirm, as this is wasting the time of the player to play their first boule and they have no right to be on the terrain at this point. The opposing team should wait for the first boule to be thrown before they can challenge the validity of the distance. If a player throwing the first boule is unsure of the distance they should measure it, or play and let the opposition challenge later.**

## Article 9: Dead Jack during an end

The jack is dead in the following 7 cases:

- 1) When the jack is displaced into an out of bounds area, even if it comes back on to the authorised playing area. A jack straddling the boundary of an authorised lane is valid. It becomes dead only after having completely crossed the boundary of the authorised lane or the dead ball line when it is entirely beyond the boundary when viewed from directly above. A puddle, on which a jack floats freely, is an out of bounds area.
- 2) When, still on the authorised lane, the moved jack is not visible from the circle, as defined in Article 7. However, a jack masked by a boule is not dead. The Umpire is authorised to temporarily remove a boule to declare whether the jack is visible.
- 3) When the jack is displaced to more than 20 metres (for Juniors and Seniors) or 15 metres (for the younger players) or less than 3 metres from the throwing circle.
- 4) When on marked out playing areas, the jack crosses more than one lane immediately to the side of the lane in use and when it crosses the end line of the lane.
- 5) When the displaced jack cannot be found, the search time being limited to 5 minutes.
- 6) When an out of bounds area is situated between the jack and the throwing circle.
- 7) When, in time limited games, the jack leaves the designated playing area

## Article 10: Displacement of obstacles

It is strictly forbidden for players to sweep, press down, displace or crush any obstacle whatever on the playing area. However, the player about to throw the jack is authorised to test the landing point with one of his/her boules by tapping the ground no more than three times. Furthermore, the player who is about to play, or one of his/her partners, may fill in a hole which would have been made by one boule played previously.

For not complying with this rule, especially in the case of sweeping in front of a boule to be shot, the players incur the penalties outlined in Article 35.

**Players can only dirty their hands on the surface behind the dead boule lines to avoid changing the playing surface.**

**At the completion of the end, the last team to throw their boule, should erase the circle/markings just played from, to restore the ground to its original condition so as not to hinder future play.**

## Article 11: Changing of jack or boule

Players are forbidden to change the jack or a boule during a game except in the following cases:

- 1) The one or the other cannot be found, the search time being limited to 5 minutes.  
**For timed games the time limit is reduced to one minute.**
- 2) The one or the other is broken: in this case, the largest part is taken into consideration. If boules remain to be played, it is immediately replaced, after measuring, if necessary, by a boule or a jack of identical or similar diameter. At the next end the player concerned can take a new complete set.

## JACK

## Article 12: Jack masked or displaced

If, during an end, a leaf or a piece of paper accidentally masks the jack these objects are removed.

If the jack comes to be moved by the wind or the slope of the terrain, for example or by the Umpire, a player or spectator accidentally treading on it, a boule or a jack coming from another game, an animal or any other mobile object, it is returned to its original position, provided this was marked.

To avoid any argument, the players must mark the jack's position. No claim can be accepted regarding boules or jack whose positions have not been marked.

If the jack is moved by a boule played in this game, it is valid.

### **Article 13: Jack moved into another game**

If, during an end, the jack is displaced onto another lane of play, marked out or not, the jack is valid subject to the conditions outlined in Article 9.

The players using this jack will wait, if there is room, for the players in the other game to complete their end, before completing their own. The players concerned by the application of this rule must show patience and courtesy.

At the following end the teams continue on the lane which had been allotted to them and the jack is thrown again from the place it occupied when it was displaced, subject to the conditions of Article 7.

**When the jack leaves the lane after being moved by a boule, the circle is returned to the position of the marked jack. If the jack was not marked or the mark cannot be agreed upon by both sides, the circle is placed inside the dead boule lines (side or back) where the jack left the lane. The circle can be moved back in line with the previous end's play, only to accommodate a valid throw between 6m to 10m.**

**(See Appendix 2 Moving the Circle back in line of play)**

### **Article 14: Rules to apply if the jack is dead**

If, during an end, the jack is dead, one of three cases can apply:

- 1) Both teams have boules to play, the end is void and the jack is thrown by the team that scored the points in the previous end or who won the toss.
- 2) Only one team has boules left to play, this team scores as many points as boules that remain to be played.
- 3) The two teams have no more boules in hand, the end is void and the jack is thrown by the team that scored the points in the previous end or who won the toss.

### **Article 15: Positioning the jack after it has been stopped (See appendix 4)**

- 1) If the jack, having been hit, is stopped or deviated by a spectator or by the Umpire, it remains in this position.
- 2) If the jack, having been hit, is stopped or deviated by a player in the authorised playing area, his opponent has the choice of:
  - a) leaving the jack in its new position;
  - b) putting it back in its original position;
  - c) placing it anywhere on the extension of a line going from its original position to the place that it is found, up to a maximum distance of 20 metres from the circle (15 metres for the younger players) and such that it is visible.

Paragraphs b) and c) can only be applied if the position of the jack was previously marked. If this was not the case, the jack will remain where it is found.

If, after having been struck, the jack travels into an out of bounds area before returning, finally, on to the playing area, it is classed as dead and the actions defined in Article 14 apply.

**If through playing a boule the jack is stopped by a player and remains on the valid lane and the jack was marked, the playing team/player can take the jack over the dead boule line as a dead jack (but not over 20 metres) and score as many points as they have boule in hand if the opposing team have no boules left to play.**

**If the opposing team have boules left, the end can be pronounced dead by the playing team and a new end started with no points scored.**

## **BOULES**

### **Article 16: Throwing of the first and following boules**

The first boule of an end is thrown by a player belonging to the team that has won the draw or has been the last to score. After that, it is the team that does not hold the point that plays.

The player must not use any object or draw a line on the ground to guide him/her in playing a boule or mark its landing point. Whilst playing his or her last boule, it is forbidden to carry a boule in the other hand.

The boules must be played one at a time.

Any boule thrown cannot be replayed. However, boules must be replayed if they have been stopped or deviated accidentally from their course between the throwing circle and the jack by a boule or jack coming from another game, or by an animal or any moving object (football, etc.) and in the case defined in Article 8, second paragraph.

It is forbidden to moisten the boules or the jack.

Before throwing his/her boule, the player must remove from it any trace of mud or whatever deposit, under threat of penalties outlined in Article 35.

If the first boule played goes out-of-bounds, it is for the opponent to play first then alternately so long as there are no boules on the designated terrain.

If after shooting or pointing no boules are left on the designated playing area, the arrangements concerning a dead end as defined in Article 29 apply.

### **Article 17: Behaviour of players and spectators during a game**

During the regulation time allowed for a player to throw a boule the spectators and players must observe total silence.

The opponents must not walk, nor gesticulate nor do anything that could disturb the player about to play. Only his or her team-mate/s may remain between the throwing circle and the jack.

The opponents must remain beyond the jack or behind the player and, in both cases, to the side with regard to the direction of play and at a distance of at least 2 metres the one from the other.

The players who do not observe these regulations could be excluded from the competition if, after a warning from the Umpire, they persist in their conduct. (See appendix 3)

### **Article 18: Throwing of the boules and boules going outside the terrain**

Absolutely no-one may, as a test, throw his/her boule during the game. Players who do not observe this rule could be penalised as set out in the chapter "Discipline", Article 35.

During an end, boules going outside the marked terrain are valid except as in the application of Article 19.

### **Article 19: Dead boules**

Any boule is dead from the moment that it enters an out of bounds area. A boule straddling the boundary line of the authorised playing area is valid. The boule is dead only after having completely crossed the boundary of the allotted playing area, that is to say, when it is situated entirely beyond the boundary when viewed from directly above.

The same applies when, on marked lanes, the boule completely crosses more than one of the lanes alongside the lane in use or when it crosses the end line of the lane. In timed games played on a marked lane a boule is considered dead when it completely crosses the line of the designated lane.

If the boule comes back into the playing area, either because of the slope of the ground or by having rebounded from an obstacle, moving or stationary, it is immediately taken out of the game and anything that it has displaced after its passage into an out of bounds area is put back in place provided these objects have been marked.

Any dead boule must immediately be removed from the game. By default, it will be considered live the moment another boule is played by the opposing team.

### **Article 20: Stopped boules**

Any boule played that is stopped or deviated by a spectator or the Umpire, will remain where it comes to rest.

Any boule played, that is stopped or deviated accidentally by a player to whose team it belongs, is dead.

Any boule pointed that is stopped or deviated accidentally by an opponent, can, according to the wishes of the player, be replayed or left where it comes to rest.

When a boule shot, or hit is stopped or deviated accidentally by a player, the opponent may:

- 1) leave it where it stopped;
- 2) place it on the extension of a line which starts from the original position it occupied to its stopping point, but only on the playable area and only on condition that it had been marked.

The player purposely stopping a moving boule is immediately disqualified, along with his or her team, for the game in progress.

## Article 21: Time allowed to play

This short period starts from the moment when the previous boule or jack stops or, if it is necessary to measure a point, from once the jack is thrown each player has the maximum duration of one minute to play his or her boule. the moment the latter has been affected. The same requirements apply to the throwing of the jack.

All players not respecting this rule, incur the penalties outlined in Article 35 "Discipline".

**If it is necessary to measure between the jack and the circle, the one minute is paused during the time taken to measure.**

**When is an end deemed to be finished in timed games? This rule applies only in timed games to determine how many ends, remain to be played after the time signal is sounded. It is not used for any other purpose.**

**When the time signal is sounded, players decide if all boules of the end have been played and have come to a stop. If so, that end has finished, (regardless of measuring and deciding points). It is the most objective point at which to decide the end of an end, as it does not allow players to 'play for time' through measuring, deciding points, calling the umpire etc. So, when the time signal is sounded...**

**If the last boule of the end has been played and come to a stop, you have officially started the new end and are therefore able to play that end, plus the tournaments official end(s). and if needed a tie breaker.**

- **If the last boule of the end has NOT been played or NOT stopped, you finish that end and then play the tournament's official end(s) and if needed a tie breaker.**

Rules for a tie breaker in timed games – When both teams are tied on an equal score after the official extra end/s, a result must be obtained in the next end i.e. a tie breaker.

That means teams cannot kill the end and it is very important to mark the jack. **Any boules moved will remain in their new position.**

- a. If the jack is moved outside the playing area and both teams have boules in hand, the jack is returned to its original position or to a position that both parties or umpire agree to.
- b. If the jack is moved outside the playing area and both teams are out of boules the jack is returned to its original position or to a position that both parties or umpire agree to, so the end can be measured
- c. If only one team has boules left, this team scores as many points as boules that remain to be played as per article 14.

## Article 22: Displaced boules

If a stationary boule is moved by the wind or slope of the ground, for example, it is put back in its place.

The same applies to any boule accidentally displaced by a player, an Umpire, a spectator, an animal or any moving object.

To avoid any dispute, the players must mark the boules. No claim will be admissible for an unmarked boule, and the Umpire will give a decision only in terms of the position the boules hold on the terrain.

However, if a boule is moved by a boule played in this game it is valid.

**The marking of either team's boules and jack can only be carried out when the team has rights to the lane i.e. it is their turn to play or immediately after they have played. (See Appendix 5 for the correct marking of the boules)**

## Article 23: A player throwing a boule other than his own

The player who plays a boule other than his own receives a warning. The boule played is nevertheless valid, but it must immediately be replaced, possibly after measuring has been done.

In the event of it occurring again during the game, the guilty player's boule is disqualified and anything it displaced is put back in place.

## Article 24: Boules thrown contrary to the rules

Except for cases in which these rules provide specific and graduated penalties as outlined in Article 35, any boule thrown contrary to the rules is dead and if marked, anything that it has displaced in its travel is put back in place.

However, the opponent has the right to apply the advantage rule and declare it to be valid. In this case, the boule pointed or shot, is valid and anything it has displaced remains in its place.

**Boules played out of turn are deemed boules thrown contrary to the rules.**

# POINTS AND MEASURING

## Article 25: Temporary removal of boules

To measure a point, it is permitted, after having marked their positions, to temporarily remove the boules and obstacles situated between the jack and the boules to be measured.

After measuring, the boules and the obstacles which were removed are put back in place. If the objects cannot be removed, the measuring is done with the aid of callipers.

**Under no circumstances must boules be twisted and turned on the surface to leave an indentation for the boule to be replaced in, or for the top of the boule to be hit by another boule. It is also forbidden to place a finger on a jack or boule to stop it from moving. To do so incurs a warning.**

## Article 26: Measuring of points

The measuring of a point is the responsibility of the player who last played or by one of his or her teammates. The opponents always have the right to measure after one of these players.

Measuring must be done with appropriate instruments, which each team must possess.

Notably, it is forbidden to effect measurements with the feet. The players who do not observe this rule will incur the penalties outlined in Article 35.

Whatever positions the boules to be measured may hold, and at whatever stage the end may be, the Umpire can be consulted and his or her decision is final. During the time that the umpire is measuring the players must be at least 2 metres away.

By decision of the organising committee, especially in case of televised games, it may be decided that only the umpire is empowered to measure.

### **Article 27: Removed Boules**

It is forbidden for players to pick up played boules before the completion of an end.

At the completion of an end, all boules picked up before the agreement of points are dead. No claim is admissible on this subject.

If a player picks up his boules from the playing area while his partners have boules remaining, they will not be allowed to play them.

**This does not apply to boules behind the dead boule line, but players should not pick up boules until the end has been completed so all players can count the boules played at any time.**

### **Article 28: Displacement of the boules or the jack**

The team, whose player displaces the jack or one of the contested boules, while effecting a measurement, loses the point.

If, during the measurement of a point, the Umpire disturbs or displaces the jack or a boule he will make a decision in an equitable way.

**If a boule or jack is displaced while effecting a measure that team loses the point. The umpire should be called, and they will:**

- a) place the jack or boule to reflect the lost point if it has created an advantage to the team who moved the jack or boule.**
- b) If the movement has given the point to the opponents, it remains as it stands.**
- c) The team losing the point must play the next boule.**

### **Article 29: Boules equidistant from the jack**

When the two closest boules to the jack belong to opposing teams, and are at an equal distance from it, 3 cases can apply:

- 1) If the two teams have no more boules to play the end is dead and the jack belongs to the team which had scored the points in the previous end or who had won, the draw.
- 2) If only one team has boules at its disposition, it plays them and scores as many points as it has boules closer to the jack than the nearest opponent's boule.
- 3) If both teams have boules at their disposition, it is for the team which played the last boule to play again, then the opposing team, and so on alternately until the point belongs to one of them. When only one team possesses boules, the arrangements set out in the preceding paragraph apply.

If, after completion of the end, no boules remain within the boundary of the authorised playing area, the end is null and void.

### **Article 30: Foreign bodies adhering to the boules or jack**

Any foreign bodies adhering to the boules or the jack must be removed before measuring a point.

### **Article 31: Complaints**

To be considered, any complaint must be made to the Umpire. As soon as the game is finished, no complaint can be accepted.

## DISCIPLINE

### Article 32: Penalties for absent teams or players

At the time of the draw and the announcement of its result, the players must be present at the control table. A quarter of an hour after the announcement of these results, the team which is absent from the terrain will be penalised one point which is awarded to their opponents. This time limit is reduced to 5 minutes in games that are timed.

After this time limit, the penalty accrues by one point for each five minutes of the delay.

The same penalties apply throughout the competition, after each random draw and in the case of a re-start of games after a break for any reason whatsoever.

The team which does not present itself on the playing area within the hour of the start or restart of games is declared to be eliminated from the competition.

An incomplete team has the right to start a game without waiting for its absent player; nevertheless, it does not use the boules of that player.

No player may be absent from a game or leave the playing area without the authorisation of the Umpire. In any case this absence will not interrupt the course of the game, nor the obligation for the partners to play their boules in the specified minute. If the player has not returned by the moment they are to play their boules, they are cancelled at the rate of one boule per minute.

**This applies when two Umpires are in attendance. When only one Umpire is in attendance, the departing player may get the permission of their opposition. The requirement for time limited games still applies i.e. the player wanting to leave must have already played all their boules.**

If permission has not been granted the penalties outlined in article 35 shall apply.

In the case of an accident or medical problem officially recognised by a doctor, the player may be granted a maximum absence of fifteen minutes. If using this option should prove fraudulent, the player and his team will be immediately excluded from the competition.

### Article 33: Late arrival of players

If, after an end has started, the missing player arrives, he or she does not take part in this end. He or she is accepted into the game only as from the following end.

If a missing player arrives more than one hour after the start of a game, he or she loses all rights to participate in that game.

If his or her team-mates win this game, he or she will be able to participate in the following game provided they were originally registered with that team.

If the competition is played in leagues, he or she will be able to take part in the second game whatever the result of the first.

An end is considered as having started as soon as the jack has been thrown regardless of its validity. Special arrangements can be made for time limited games.

### Article 34: Replacement of a player

The replacement of a player in Doubles, or of one or two players in Triples, is permitted only up to the official announcement of the commencement of the competition (gun, whistle, announcement, etc.), on condition that the replacement/s was/were not previously registered in the competition as belonging to another team.

## **Article 35: Penalties**

For non-observation of the rules of the game the players incur the following penalties:

1. Warning; which is marked by the umpire presenting a yellow card to the player at fault. However, a yellow card for exceeding the time limit will be imposed on all the players of the offending team. If one of these players has already been given a yellow card, they will be penalised by disqualification of the boule played or to be played.
2. Disqualification of the boule played or to be played; which is officially marked by the umpire presenting an orange card to the player at fault.
3. Exclusion of the responsible player for the game; which is officially marked by the umpire presenting a red card to the player at fault.
4. Disqualification of the team responsible;
5. Disqualification of the two teams in case of complicity.

**(See appendix 6)**

The warning is a sanction and can only be given after an infringement of the rules.

Giving information to players or requesting they should respect the rules at the start of a competition or of a match is not to be considered as a warning.

## **Article 36: Bad weather**

In the case of rain, any end started must be completed, unless a contrary decision is made by the Umpire, who alone is qualified, with the Jury, to decide on its suspension or cancellation in the case of a “force majeure”.

## **Article 37: New phase of play**

If, after the announcement of a new phase of the competition (2nd round, 3rd round, etc...) certain games have not ended, the Umpire, after advice from the Organising Committee, may make any arrangements or decisions that he judges necessary for the good running of the competition.

## **Article 38: Lack of Sportsmanship**

The teams that argue during a game, who show lack of sportsmanship and respect towards the public, the organisers or the Umpires, will be excluded from the competition.

This exclusion can incur non-acceptance of the results, as well as the application of penalties set out in Article 39.

## **Article 39: Bad behaviour**

The player who is guilty of bad behaviour, or worse, violence towards an official, an Umpire, another player or a spectator incurs one or several of the following penalties, depending on the seriousness of the offence.

- 1) Exclusion from the competition.
- 2) Withdrawal of licence or of the official document.
- 3) Confiscation or restitution of expenses and prizes.

The penalty imposed on the guilty player can also be imposed on his or her team-mates.

Penalty 1 is imposed by the Umpire.

Penalty 2 is imposed by the Jury.

Penalty 3 is imposed by the Organising Committee which, within 48 hours, sends a report with the expenses and prizes retained to the Federation's Organisation which will decide on their destination.

In all cases, the Chairman of the Committee for the Federation concerned will make the final decision.

Correct dress is required of the players, specifically it is forbidden to play without a top and for safety reasons, the players must wear fully enclosed shoes protecting the toes and heels.

It's forbidden to smoke during play, including electronic cigarettes.

It is also forbidden to use mobile phones during the games.

Any player who does not observe these rules, will be excluded from the competition if they persist after a warning from the umpire.

## **Article 40: Duties of the Umpires**

The Umpires designated to control the competitions are charged to be on the watch for strict application of the rules of play and the administration rules which complete them.

They have the authority to disqualify from the competition any player or any team who refuses to comply with their decision.

The spectators with valid or suspended licences, who, by their behaviour, are the origin of incidents on the terrain of play, will be the subject of an Umpire's report to the Federal executive. The latter will summon the guilty party or parties before a competent Disciplinary Committee who will decide on the penalties to apply.

## **Article 41: Composition and decisions of the Jury**

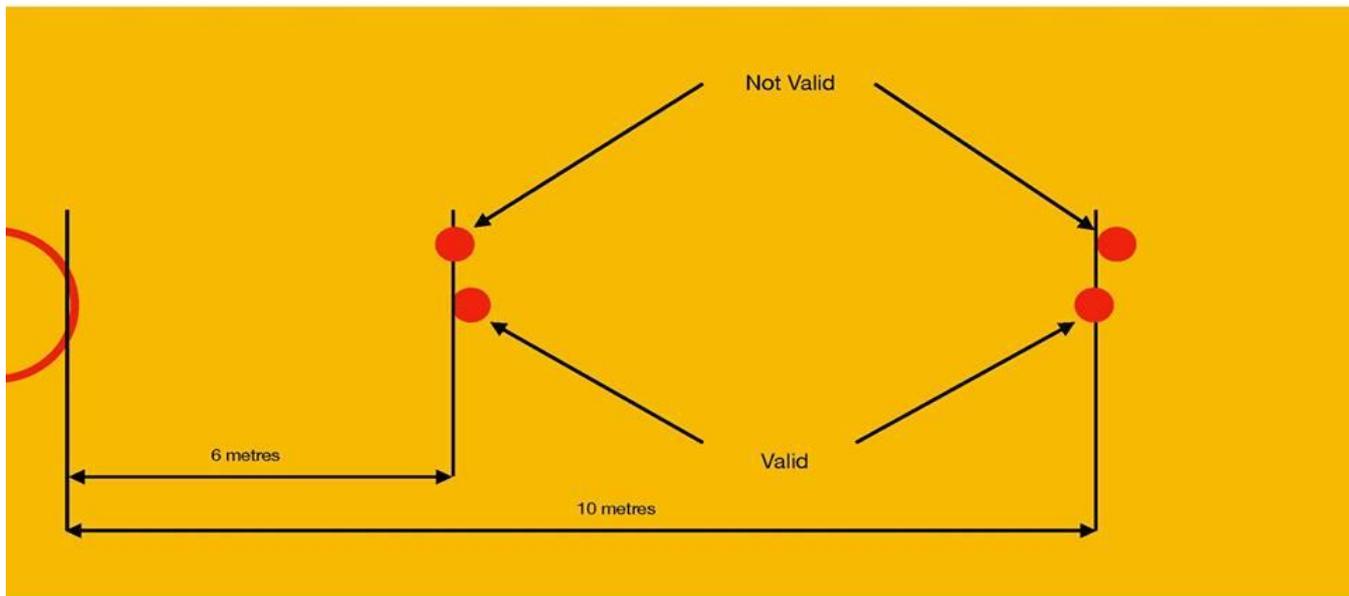
Any case not provided for in the rules is submitted to the Umpire who can refer it to the competition's Jury. This Jury comprises at least 3 people and at the most 5 people. The decisions taken by the Jury in applying this paragraph are without appeal. In the case of a split vote, the President of the Jury has the casting vote.

***Note: These regulations, adopted by the FIPJP Executive Committee on the 4th December 2016, are applicable from the 1st January 2017.***

**Appendix's follow please turn to the next page**

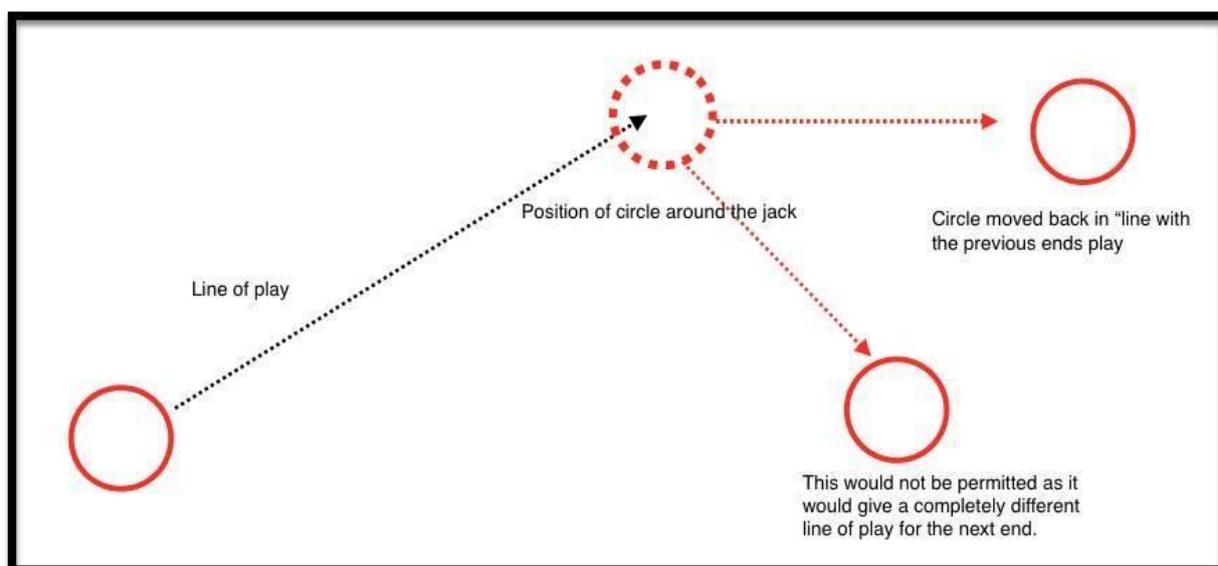
## APPENDIX 1 – Measuring a valid throw

Measuring the distance from the circle to the "thrown or placed" jack

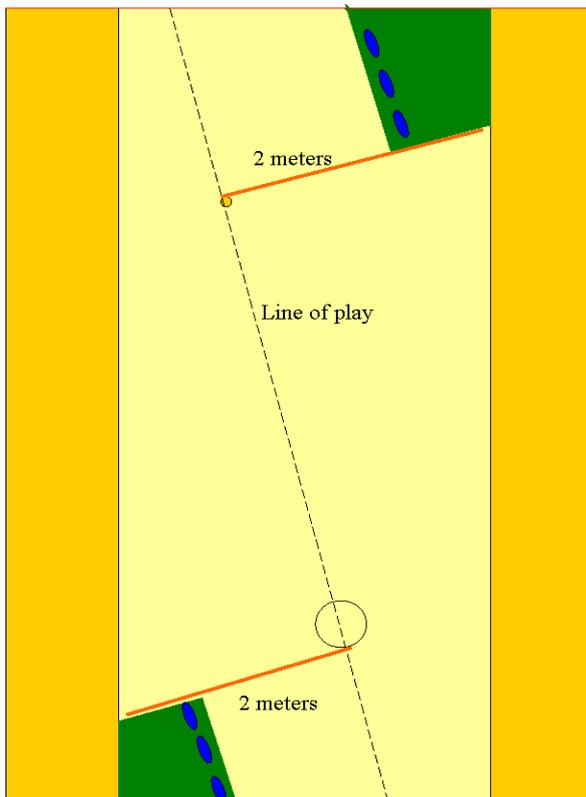


The measurement is taken from the inside edge of the circle to the nearest edge of the jack.

## Appendix 2 – Moving the Circle Back



**APPENDIX 3 – Where the opposition can stand in a game**



**APPENDIX 4 – Choices when a jack is stopped.**

The Jack is hit at point A but is stopped at point B

1) By a spectator or Umpire: It remains at B 2) By a player: The opponent can:

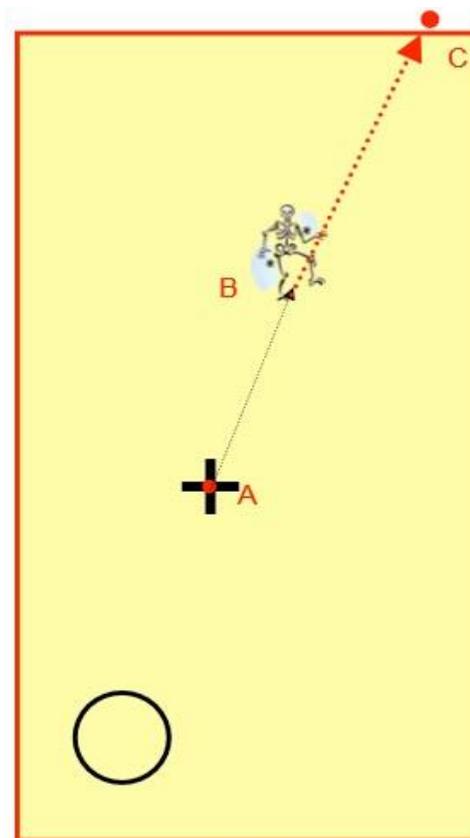
- a) leave it at B;
- b) put it back to A;
- c) place it anywhere on the (extension) line A - C beyond B its original position to where it is found

a maximum distance of 20m from the circle (15m for younger players) and such that it is visible.

b) and (c) may only be applied if the position of the jack had marked.

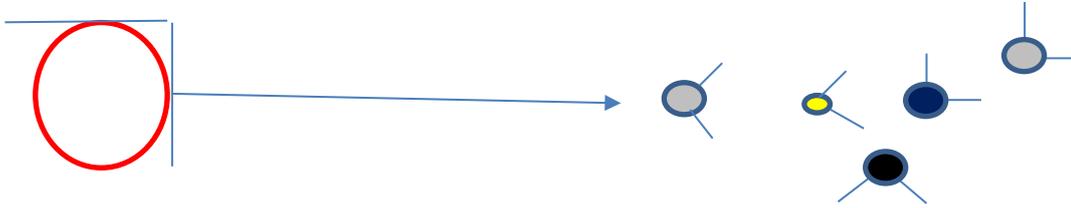
If a marked jack has been hit or deviated by a player and it Stops in an out of bound area, the opponent of this player Has the choice of

- 1) putting it back in its original position
- 2) leaving in its new position and declaring it dead



up to  
been

**APPENDIX 5 - PNZ Rule – Marking of circle, boules and jack**



A minimum of two lines. Drawn at a right angle  to the centre of the boule or jack.

Lines drawn only at a depth, width and length to be able to be seen on the playing surface.

The lines must not affect the movement of the boule or jack.

No line must be facing the circle or the jack.

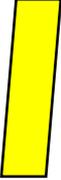
The circle should be marked as shown in the event of it being accidentally moved.

**You need a right angle to find the centre point to replace a Boule or Jack more accurately**



## APPENDIX 6-Article 35 PENALTIES

### Warning YELLOW CARD



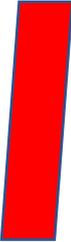
A Yellow card will be issued officially to the player at fault. However, a yellow card will be issued for the breach of the one-minute rule to all players of the offending team responsible. If one of these players has a yellow card they will have a boule to be played or played disqualified.

### Boule Disqualified ORANGE CARD



An Orange card will be issued to the player at fault. A boule played or to be played will be disqualified. If the player has no boules left, a boule to be played will be disqualified in the next end.

### Exclusion or Disqualification RED CARD



A Red card will be issued to the player at fault.  
Disqualification of the player for the game.  
Disqualification for the team responsible.  
Disqualification of the two teams in the case of complicity.  
For lack of sportsmanship or bad behaviour the player/team can be excluded from the competition.

Cards are issued to players for non-observation of the playing Rules as per Article 35 in all Regional, National and International Tournaments in New Zealand.

This means there are no verbal warnings. A card should be presented to the player at fault or in the case of the one-minute rule, the whole team.

The cards should be issued in sequence when playing rules are broken (Article 35), but for the violation of Discipline Rules, Article 38; Bad Behaviour, Article 39; Lack of Sportsmanship and Article 40; Acceptance of the umpire's decision, an Umpire can only issue a red card for exclusion from the tournament. Any further penalties are imposed by a Jury or the organising Committee (Article 39)

All cards issued will remain against that players name until the end of the Regional, National or International tournament and are not waved after one game or one day if a two-day tournament is being played.

For Club tournaments, players should be encouraged to read the Rules and to play to the Rules. Warnings are then the prerogative of the Club and their Umpires.

# NOTES