



## Regulation Petanque Paris 2018

### PROGRAM

#### Group A :

- Monday, August 6, from 9am to 12am (2 games) and 2pm to 6pm (3 games)
- Tuesday, August 7, from 9am to 12am (2 games)
- At the end of the 7 games, the top 8 teams will qualify for the finals

#### Group B :

- Tuesday, August 7, 2pm to 6pm (2 games)
- Wednesday, August 8, from 9am to 12am (2 games) and 2pm to 6pm (3 games)
- At the end of the 7 games, the top 8 teams will qualify for the final phase.

#### Finals :

- Thursday, August 9th from 9am to 12am (1/8 and ¼ finals) and 2pm to 6pm (1/2 final) (awards)
- In case of bad weather during the days of game for the groups A and B, the organizer reserves the right to remove 1 game, and to limit the length of games (eg limit the game to 1 hour or limit to 11 points the game)

### VOCABULARY

**Goal :** the jack, or "small" or "cap".

**Mène :** phase of a game starting at the moment you threw order and ending when all the balls have been played

**Donnée :** intermediate point between the throwing circle and the goal, the player must sendball

**Tâter la donnée :** examine the ground with his ball (without letting go) to where it should run or stop.



## **GENERAL PROVISIONS**

### **Article 1 - Training of teams**

Pétanque is a sport in which

- 3 players with 3 players (triples)

In triples each player has 2 balls.

### **Article 1 bis – Incomplete team**

In case of absence of a player, his teammates must start or continue the game while waiting (without his balls). Upon arrival, he integrates the game to the next leads.

### **Article 1 ter – Team late**

In case of absence of a team at the beginning of a game, a penalty of one point is applied to him after 15 minutes, then a penalty of an additional point every five minutes.

### **Article 2 - Characteristics of approved balls**

Pétanque is played with “boules” approved by FFPJP and the following characteristics:

- 1) Be metal
- 2) Have a diameter between 7.05 cm (minimum) to 8 cm (maximum)
- 3) Have weighing between 650 grams (minimum) and 800 grams (maximum). The label (name of manufacturer) and the numbers corresponding to the weight must be engraved on the ball and always legible
- 4) Be non-leaded or sandblasted. Generally they must not have been rigged or have suffered alteration or modification after machining by the approved manufacturer. It is forbidden for the annealing to modify the hardness provided by the manufacturer
- 5) However the full name of the player (or initials) may be engraved as well as various logos and markings in accordance with specifications relating to the manufacture of balls

### **Article 2a - Penalties for non-compliant balls**

Any player guilty of a breach of paragraph 4) of the above is immediately disqualified from the competition, as well as his or her partner.

If a non-rigged ball but worn or defective manufacture, does not undergo successfully control reviews or does not meet the standards contained in paragraphs 1), 2) and 3) of the preceding article, the player must change. It can also change the game.

Complaints relating to these three paragraphs and made by players are admissible only before the start of the game. They have an interest in ensuring that their boules and those of their opponents comply with the standards laid down.

Claims based on paragraph 4) are admissible whole part, but they can only be made between two leadest.

However, from the third leads, if it turns out that a claim against the opponent's balls is unfounded, three (3) points will be added to the score of the latter.



The referee or the jury may at any time make balls to control one or more players.

### Article 3 - Authorized Goals

Jack are wooden or plastic bearing the manufacturer's label and having been the subject of approval of FFPJP under precise specifications relating to the required standards.

**Their diameter is 30 mm (tolerance: + or 1mm)**

Painted goals are allowed, but must not be picked up with a magnet.

## GAME

### Article 4 - Lands Regulatory

Pétanque is played on any land. However, by decision of the organizing committee, teams may be required to play on a marked land. In this case, it must have the following dimensions: 3 meters wide by 12 meters long.

Games are played to 13 points.

### Article 5 - Start of the game, Regulation on the circle

The players must conduct a lottery to determine which team will choose the land and launch the first jack.

In case of allocation of land by the organizers, the jack is to be launched on the allotted land. The teams can not go on another field without the permission of the referee.

Any of the players on the team having won the toss chooses the starting point and traces a circle on the floor as the feet of all the players can be placed entirely.

However, a drawn circle may not measure less than 35 cm or more than 50 cm in diameter. If circle realized, it must be rigid and have an internal diameter of 50 cm (tolerance: + or 2mm).

**Realized circles are used by decision of the organizer that must provide them.**

The circle of launch, valid for three consecutive throws that right team, to be launched (or placed) more than one meter from any obstacle and at least two meters from another throwing circle used or 'a goal.

The team that will launch the jack must erase all circles located near the one it will use.

**The inside of the circle can be cleaned completely during the lead but will be restored at the end of it.**

The circle is not considered forbidden ground.

## Article 5a - Game Phase

Games are played to 13 points unless the organizer decides to limit the parties in 11 points.

The first team arrived to 13 points wins the game.

Each winner must go to the scorer's table to announce the scores.

## Article 6 - regulatory clearances for the thrown jack

For the Jack launched by a player to be valid, it must follow these conditions:

- 1) That the distance separating it from the nearest edge of the minimum throwing circle is 6 meters and 10 meters maximum.
- 2) That the throwing circle is at least 1 meter from any obstacle and the boundary of the playing area.
- 3) The goal must be 1 meter from any obstacle and from the nearest boundary of a prohibited ground.
- 4) It must be visible to the player whose feet are placed at the inner ends of the circle and whose body is completely straight. In case of dispute on this point, the referee decides without appeal if the Jack is visible.

At the following end, the Jack is thrown from a circle drawn around the point where it was the previous end, except in the following cases:

- The circle would be less than a meter from an obstacle or the boundary of a prohibited ground.
- The launch of the Jack could not be done to all regulation distances.

In the first case the player draws the circle to the regulatory limit of the obstacle or the forbidden land.

In the second case, the player may step back, in line with the course of the game the previous end, until it can throw the jack to the maximum distance allowed, and not beyond. This option is only available if the goal can not be run in any direction to the maximum distance.

If after 3 consecutive throws by the same team, the Jack has not been launched in the regulatory conditions defined above, it is given to the opposing team who also has 3 tries and who may move the circle in conditions provided in the preceding paragraph. In this case, the circle can not be changed place if this team fails its three throws.

The maximum time to complete the three jets a minute.

In any case, the team who lost the jack after the first 3 jets, retains priority to launch the first ball.

## Article 6a - Validity of the launch of goal

If the launched Jack is stopped by the referee, a player, a spectator, an animal or any moving object, it is not valid and must be restarted without malus of three try.

If after the throw of the Jack, the first ball is played, the opponent still has the right to contest the regulatory position. If the objection is recognized as valid, the jack is thrown again and the boule replayed.

If the opponent has also played a ball, the goal is definitely deemed valid and no claims may be made.

For the Jack is changed, it is necessary that both teams have recognized that the throw was not valid or that the arbitrator decides so. If a team proceeds differently, it loses the benefit of the purpose of the launch.

## **Article 7 - Cancellation goal**

- 1) The goal is zero in the following four cases:
- 2) When the Jack is moved in-bounds even if it returns to ground allowed. The horse to aim on the boundary of an authorized terrain is good. There is zero after having completely crossed the boundary of the authorized terrain or the dead ball line, that is to say when it lies entirely beyond plumb this limit. Is considered forbidden territory puddle on which a jack floats freely.
- 3) When, still on the authorized land, the moved jack is not visible from the circle. However the goal by a masked ball is not zero. The referee is authorized to temporarily remove a boule to ascertain whether the Jack is visible.
- 4) When in land plots, the goal through more than one contiguous used games to play or leaves frame background.
- 5) When the moved jack is not found, the search time being limited to 5 minutes.

## **Article 8 - Barriers Travel Penalties**

It is strictly forbidden for players to delete, move or crush any obstacle located on the playing field, however, the player about to throw the object is allowed to feel a given with a his balls without hitting more than 3 times the floor. Also one who is about to play or one of his partners, may fill the gap that would have been done by the previously played ball.

## **Goal**

## **Article 9 - masked Goal or displaced**

If, during an end, the Jack is suddenly obscured by a leaf or a piece of paper, these objects are removed.

If the arrested Jack is moved because of the wind or slope of the ground, for example, it is returned to its original position, provided it has been marked.

This applies even if the goal is accidentally moved by the referee, a player, a spectator, a boule or jack from another game, an animal or any moving object.

If the goal is moved by the effect of a boule played in this game it is valid.



To avoid any dispute players must score the goal. He will be allowed no claims involving balls or unmarked goal.

### **Article 10 - Moving the goal in another game**

If, during an end, the jack is moved to another playing field, the goal is zero.

At the following end the teams continue on the terrain that was assigned to them and the Jack is restarted from the point where it was when it was moved.

### **Article 11 - Arrangements if the jack is zero**

If, during an end, the goal is zero, three cases:

- 1) There are still balls to play each team: the end is void.
- 2) There are still balls to one team: this team scores as many points it holds balls to play.
- 3) Both teams have more balls in hand: the end is void.

### **Article 12 - Placement score after stopping**

- 1) If the goal, hit, is stopped by a spectator or the referee, he retains his position.
- 2) If the goal, hit, is stopped by a player located in the field authorized game, his opponent has the choice between:
  - a. leave the goal at his new place
  - b. give order to its original position

Paragraph b) can only be applied if the goal has been previously marked. If this is not the case, the goal will remain where it is.

If, after being hit, the goal goes in its field in the race forbidden to finally return to the playing field, it is considered null and appropriate to apply the provisions of Article 13.

## **BALLS**

### **Article 13 - Jet the first ball and following**

The first ball of an end is thrown by a player of the team that won the toss or who was the last to score. Thereafter, it is the team that did not play the point.

The player must not use any object or draw a line on the ground to carry his ball or mark its landing. When he plays his last ball, he is forbidden to have an extra ball in the other hand.

The balls must be played one by one.

Any boule thrown can not be replayed.

However, to be replayed arrested bowls, or deviated accidentally from their course between the throwing circle and the goal by a ball or jack coming from another game, an animal or any moving object (football, etc ... ) and in the case provided for in Article 8 the second paragraph.

It is forbidden to wet balls or purpose.

Before his ball, the player must remove from it any trace of mud or whatever deposit.

If the first boule played goes out-of-bounds is the opponent to play first then alternately until there are no boules on the ground.

If no ball is no longer allowed to land after a shot or an extra, is made under the provisions of Article 24 relating to item no.

#### **Article 14 - Throwing balls and balls outputs land**

No one can, for test, throwing his ball in the game.

#### **Article 15 - Dead boules**

Any boule is dead as soon as she goes into forbidden ground. A boule straddling the boundary of an authorized land is good. The ball is zero after having completely crossed the boundary of the authorized terrain, that is to say, when it lies entirely beyond plumb this limit. A ball is zero since it completely out of the affected part.

If the ball then returns to the playground or by the slope of the land, either because it is returned by an obstacle, moving or stationary, it is immediately removed from play, and all that it has displaced after its passage bounds area is put back.

Any dead boule must immediately be removed from play. Otherwise, it will be considered good when another ball has been played by the opposing team.

#### **Article 16 - Stopped boules**

Any boule played, stopped **or deviated** by a spectator or the referee, will remain where it comes to rest.

Any boule played, stopped **or deviated accidentally** by a player of the team to which it belongs, is zero.

Any boule pointed stopped **or deviated accidentally** by an opponent can, at the discretion of the player, be replayed or left where it comes to rest.

When a ball, shot, or hit is stopped or deviated accidentally by a player, his opponent may :

- 1) Leave it where it stopped
- 2) Placed in the extension of a line which starts from the original position where she was, where she is, but only on the playable area and provided that it was marked.

The player purposely stopping a moving boule is immediately disqualified, and his team for the current game.

### **Article 16a - Time allowed to play**

Once the jack is thrown each player has a maximum of one minute to throw his ball. This period starts from the stop order or ball played before, or, if it took effect the measurement of a point, as soon as it was completed.

**These same requirements apply to the throwing of purpose, that is to say 1 minute for three throws.**

### **Article 17 - Displaced boules**

If a stationary boule is moved by the wind or slope of the terrain for example, it is replaced. It's the same for every ball moved accidentally by a player, a referee, a spectator, an animal or any moving object.

To avoid any dispute, the players must mark the boules. No claim will be accepted for an unmarked ball and the referee decide that depending on the location of the balls on the field.

By cons, if a ball is moved by the effect of a played this part, it is valid.

### **Article 18 - 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 done.

In case of repetition in the game, the ball of the offending player is canceled and all it has moved is put back.

### **Article 19 - Played ball outside the circle**

**Any boule out of the circle from which was launched the goal is zero and all it has moved in its travel is put in place, if marked.**

However, the opponent has the right to apply the advantage rule and declare that it is valid. In this case the pointed or drawn ball is good and all that it has displaced remains in place.

## POINTS AND MEASURING

### **Article 20 - Removal of temporary balls**

To measure a point, it is permitted to move temporarily, after having marked, balls and obstacles between the goal and the ball being measured. After measuring, the boules and removed obstacles are put in their place. If the obstacles can not be removed, the measuring is done using a compass.

### **Article 21 - Points of measurement**

Measurement of a point rests with the player who played the last or one of his teammates. Opponents still have the right to measure after one of these players. Whatever the rank of balls to be measured, and when the leads, the arbitrator may be consulted and its decision is final.

The measurements must be performed with appropriate instruments, which each team must possess.

It is forbidden to perform measurements with the feet.

### **Article 22 - Balls removed**

**It is prohibited for players to pick up played boules before the end of the leads.**

At the end of a lead, any ball picked up before the points is zero. No claims may be made about it.

### **Section 23 - Moving balls or purpose**

The point is lost to a team if one of his players, performing a measurement, moves the purpose or one of the contested boules.

If, during the measurement of a point, the referee shakes or moves the jack or a boule he decides in all fairness.

### **Article 24 - Boules equidistant from the goal**

When two balls closest to the goal, each belonging to a team, are equidistant, three cases are possible :

- 1) If both teams have more balls, the end is void and the goal is for the team that scored the previous end.
- 2) If a team is only one with balls, it plays them and scores as many points as you finally closer to the goal than the ball of the nearest opponent balls.
- 3) If both teams have boules, it belongs to that which played the last boule to play again, then the opposing team, and so on alternately until the point is won by one of them. When a team is only one with the balls, the provisions of the preceding paragraph apply.



If, in the end, no boules is not allowed in court, the end is void.

## **ADDITIF**

### **Duty players :**

During a competition, players must have a correct attitude (language, clothing, etc ...), submit without recrimination decisions and observation of the referee and not be absent without approval of the latter failing to be a report.

Similarly, managers and referees must have a correct attitude vis-à-vis players.

All players participating in an official competition must be able to prove their identity at the request of the jury, the referee or delegate. Otherwise, it will be excluded from the competition.

**It is forbidden for players, delegates and referees drink alcohol and use of mobile phones on games throughout the competitions.**

**There is no smoking on the grounds.**

If difficulties of a player during the game, it is stopped by the referee for a period of 15 minutes to proceed with care.

If at the end of this period, the patient player can resume his teammates must continue playing the waiting (without his balls), or give up.

If a player suffers a second discomfort during the game, it is no longer all.