

CENTRAL CAMBS PÉTANQUE LEAGUE

Local variations to the OFFICIAL RULES FOR THE SPORT OF PÉTANQUE as documented by the FIPJP. To be applied in conjunction with the Official Rules.

Definitions:

Pisté – The whole area upon which one or more concurrent games of pétanque take place.

Lane – The part of the pisté upon which one game of pétanque will take place. The lane will be defined by boundaries (solid barriers, lines delineated by string, or a combination of both)

Throwing area – a circle defined by scratching a mark on the pisté or by a prefabricated circle from which each boules is thrown. The internal dimension of the circle should be approximately 50cm in diameter.

Equipment

Boules have to be made of metal, have a diameter between 7cm (minimum) and 8cm (maximum), and weigh less than 800gm. Dog Boules are therefore acceptable.

Pisté/Lane

A Lane will have a minimum length of 12m and a minimum width of 3m

The boundaries of the Lane form the dead boules area

Strings used to denote individual playing Lanes form dead boules lines

Start of Play

The team winning the toss or the previous end will create the throwing area. Prefabricated circles can be used to define the throwing area at the discretion of the home team

The circle must be drawn (or placed) more than 50cm from the end of the piste or the side boundary.

The team winning the toss or the previous end will have three attempts to set a valid jack. If no attempt is valid the jack is handed to the opponents who have one attempt to throw a valid jack from the original throwing area. In the event that this results in an invalid jack, the first team will have one further attempt. Each team will then make attempts alternately until a valid jack is achieved.

A jack is valid if the jack is:

- At least 6 metres and less than 10 metres from the front edge of the throwing circle
- At least 50cm from the side boundaries
- At least 1 metre from the end boundary

The team winning the toss or the previous end will throw the first boules irrespective of which team set a valid jack.

Dead jack/end

During play, a jack becomes dead if:

- The jack is completely buried (whether by gravel, boules or a combination of the two) or is not visible from any standpoint
- The jack becomes out of bounds by touching any of the hard lane boundaries or it is knocked out of the lane (even if it subsequently comes back into the lane). Where a soft bound exists, for example a string separating lanes, the jack must cross the boundary to be considered dead.

An end is “dead” if the jack becomes dead and no score is achieved:

- If the jack is dead because it is buried/not visible, then the end will be replayed (irrespective of boules in hand).

- If the jack is dead because it is deemed out of bounds, then the boules in hand rules will apply. If this results in a score for one team, then the end is complete. If no score for either team has been achieved, the end is replayed with the team throwing first setting the jack in the original direction from the original throwing area.

Maintaining the pisté

Before each throw, any one hole can be filled at the request of the throwing team, unless in so doing the jack or any boule is supported (in whole or in part) or hidden by the infill. If a hole cannot be filled in its entirety, it can't be filled at all.

A hole is one contiguous area of depression whether made by one or several boules. There is no such thing as half a hole.

If something that is not part of the prepared playing surface (e.g, a leaf/twig/piece of paper etc.) obscures the jack during play, it may be removed by either team.

Etiquette

When a player refuses to throw a boule, or deliberately throws short or wide in order to protect the position in the head, it is compulsory for everyone else to make chicken noises.