

The Short Rules of Pétanque

This is a subset of the FIPJP rules which are for high level games with umpires. This subset is for ordinary players without umpires

Rule 1. Removing material from the terrain.

1. Clubs may rake and tidy their terrain before a game begins.
2. Players must not remove anything from the piste once a game has started.
3. A player about to play may fill in a hole made by 1 boule played previously.

Rule 2. Time allowed to play.

1. A player has one minute to play his boule. This starts from when the previous boule or jack stops or after measuring or after removal of dead boules.

Rule 3. Behaviour of players and spectators during a game.

1. During the time allowed for a player to throw a boule the spectators and players must observe total silence and not walk, gesticulate or do anything that could disturb the player about to play.
2. The non playing team must remain beyond the jack or behind the player and at least 1m from the person playing.

Rule 4. Start of play and the circle.

1. A coin is tossed to decide both choice of piste and who throws the first jack.
2. A member of the team winning the toss chooses the starting point and draws or places a circle on the ground. The throwing of the jack by one member of the team does not mean that he is obliged to be the first to play.
3. The player's feet must be entirely inside the circle and they must not leave it or be lifted completely off the ground until the thrown boule has landed.

Rule 5. Throwing of the first and following boules.

1. The first boule of an end is thrown by the team that won the toss or won the previous end. After that, it is the team that does not hold the point that plays.
2. The player must not use any object or draw a line on the ground to guide him in playing a boule or mark its landing point. Whilst playing his last boule, it is forbidden to carry a boule in the other hand. Boules are played one at a time.

3. Any boule thrown cannot be replayed unless it has been stopped or deviated from its course by a boule or jack coming from another game, or by any person, animal or moving object.
4. The player who plays a boule other than his own must immediately replace it with his own when the error is discovered.

Rule 6. Dead boules.

1. If a player discovers a boule at the conclusion of an end that should have been played earlier that boule is dead.
2. Any boule is dead when it leaves the piste where the game is taking place by hitting the perimeter or completely crossing a string.
3. Any dead boule must immediately be removed from the game. It will be considered live the moment another boule is played by the opposing team.
4. Players about to throw must wait for dead boules to be removed. Any team may remove dead boules once they are agreed as dead.
5. Marked boules can be replaced if moved by wind, dead boules rebounding onto the piste or third parties not playing in the game.

Rule 7. Picking up Boules/Circle

1. Players must not pick up played boules before the completion of an end. If they do their team cannot play any remaining boules.
2. All boules picked up before the agreement of points are dead.
3. If the circle is picked up before the end is over the team that does so cannot play the rest of their boules

Rule 8. Boules equidistant from the jack.

1. If the two teams have no more boules to play the end is dead and the jack belongs to the team which threw it previously. Turn round and play again.
2. If only one team has boules left, it plays them then scores as normal.
3. If both teams have boules left, the team which played the last boule plays again, then alternately until one team holds the point.

Rule 9. Valid jacks.

1. The jack is between 6m and 10m from the internal edge of the circle.
2. The jack is 1 metre from any obstacle and any boundary.
3. If the jack could not be thrown to 10m the player may step back, in line with the previous end's play so they can throw 10m.
4. If a jack is not valid the other team can place the coche at a valid distance.

5. After the first boule is played, the opponent still has the right to contest the validity of its position except when the jack has been placed by the opponent.

Rule 10. Times when the jack is dead.

1. When it hits the perimeter of the piste, even if it rebounds on to the piste.
2. A jack is dead after having completely crossed the boundary string of the piste when viewed from directly above
3. The puddle on which a jack is floating freely is dead.
4. When the jack is more than 20m or less than 3m from the throwing circle.

Rule 11. If the jack is dead.

1. If both teams have boules to play, the end is dead.
2. If both teams have no more boules in hand, the end is dead.
3. If only one team has boules left, this team scores a point for each boule.

Rule 12. Jack moved.

1. If a marked jack is moved by wind or a boule from another game it is replaced. Unmarked jacks cannot be replaced.
2. If the jack goes onto another piste it is still valid if there are no strings.
3. The players using this jack will wait for the players in the other game to complete their end, before completing their own.

Rule 13. Measuring of points.

1. The measuring of a point is the duty of the team who last played. The opponents still have the right to measure.
2. If teams cannot agree a trusted 3rd party will measure. His decision is final.
3. Measuring must be done with appropriate instruments, which each team must possess. It is forbidden to measure with feet.
4. Measuring should be from the equator of the boule to the edge of the jack.
5. The team, whose player moves the jack or one of the contested boules while measuring loses the point being measured.

Rule 14. Complaints.

Complaints at competitions must be made to a host club official and/or the event organiser who will make a ruling using common sense. No team should gain an advantage from a breach of the rules or unsporting behaviour.

Local rules can always be set. Tell players about these before games start.

