

 <b>Pétanque Federation Australia</b> Affiliated with the F.I.P.J.P	<b>Policy No: 3.1.3.0</b>		<b>PFA Timed Games Rules &amp; Guidelines</b>	
	Approved: 1 Jan 2021		Version: 1.2	Review Due: 1 Jan 2022

# PFA Timed Games Rules

Reference to Articles means the Article numbers in the PFA/FIPJP Rules of Petanque

## 1. PFA Local Rule

Each separate lane must be marked with continuous lines (string or paint). FIPJP 15 metres x 4 metres recommended. See page 3 for lanes less than recommended). The minimum size allowed of each lane is 12m x 3m.

## 2. Timing

All games are to be played to 13 points or completed within a time allocated by the Organisers, plus 1 end (plus 1 extra end if tied), unless 13 points have been reached. All games started must be completed. A new end is considered to have started when all boules of the current end have been played.

Tied score - Extra End (In order to obtain a final result). The jack must be marked at all times:

- a) If the jack is shot or moved out of the lane while one team has boules in hand the team with boules in hand will score a point per boule as per article 14 and be the winner.
- b) If the jack is shot out of the lane and both teams have boules in hand the jack is replaced to its previous position to allow play to continue.
- c) If the jack is shot or moved outside of the lane and both teams are out of boules the jack will be replaced to its previous position to allow measuring in order to obtain a winner.

## 3. Start of Game

There will be a whistle (or bell) at the start of each round of games and a final whistle at the completion of the allocated time.

## 4. Dead Boule Lines

Each game is played on one marked lane, all line markings denoting the dead boule line. The jack going over these lines is considered "dead" and a new end must be started. Boules going over these lines are also considered "dead" and must be promptly removed from adjacent lanes.

## 5. Throwing of the Jack

The team to throw the jack is allowed one throw of the jack.

If a throw is invalid the opponents are permitted to move the circle back on the line of the play of the previous end (see Article 7) before placing the jack by hand (not thrown) at a valid distance of their choice. If in doubt, the umpire should be called.

## 6. Position of the Jack

At the start of a game, for the jack to be valid at it must be more than 50 cm from the end line of the lane.

## 7. Absent Team - Article 32

Teams absent at the terrain after 5 minutes from the start whistle will be penalised 1 point, and by a further 1 point for every 5 minutes they are absent from then on.

Players must play all of their boules of the end in progress before permission will be granted by the umpire for them to leave the terrain (toilet break, etc.).

If an absent player does not return when they are required to play their boules, the boules are forfeited at 1 for every minute until the player is ready to play.

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## 8. Time Allowed - Article 21

The time allowed for a player to throw their boule is 1 minute. Players not complying will be issued with a warning (yellow card), with the same warning applying to their partners as per Article 35.

## 9. Prefabricated Throwing Circles

If used, the position of the prefabricated circle must be marked by a line in front and on one side.

## 10. Player Position in the Circle

Players must stand with both feet within the circles (prefabricated or marked) and not stand on any part of the circle (for the allowed exceptions for disabled players, see Article 6 of FIPJP Rules of Petanque)

## 11. Calling the Umpire

It is recommended that teams requiring an umpire hold up their hand and, if necessary, call out.

## 12. Umpires - Article 40

The umpire(s) controlling the competition is charged to apply of the rules of the game and the administrative rules which complete them. They have the authority to disqualify from the competition any player or team who refuses to comply with their decisions.

## 13. Measuring

Each team must carry a measuring tape. The umpire shall monitor players undertaking measurements to ensure they do not intentionally slow the game down.

## 14. Umpire Warning Cards

Colour Cards will be used by the umpires:

Yellow Card – Warning.

Orange Card - Penalty disqualification of one or more boules.

Red Card - Disqualification of a player/team for the game/competition.

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### Recommendation for Lane Markings for Timed Games

Each separate lane must be marked with continuous string or paint lines. In the case where the lanes are less than 15m x 4m it is recommended, where possible, to have each end lane with a minimum width of 4m and divide the internal pistes into equal distances as depicted in the following diagram.

The dead boule line surrounds the playing area. The initial position of the jack at the start of an end must be at least 50cm from the “end” line of the lane (note: no minimum distance is required from the “side” line that separates the lanes or the dead ball lines at the side of the lanes).

4 metres wide	3 to 4 metres wide	3 to 4 metres wide	3 to 4 metres wide	3 to 4 metres wide	3 to 4 metres wide	3 to 4 metres wide	4 metres wide
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If there is a surrounding low timber edge (or similar) it is recommended that there is a distance of at least 30cm between this edging and the dead boule line.

Any large barrier or obstruction (for example a fence, bench or pole) must be at least a distance of 1m away from the dead boule line.