 <b>Pétanque Federation Australia</b> Affiliated With the F.I.P.J.P	<b>Policy No:</b>	<b>3.1.3.0</b>	<b>PFA Timed Games Rules &amp; Guidelines</b>			
	<b>Approved:</b>	<b>1 Aug 2017</b>	<b>Version:</b>	<b>1.0</b>	<b>Review Due:</b>	<b>1 Dec 2018</b>

## PFA Timed Games Rules

### 1. PFA Local Rule

Each separate piste (15metres x 4metres) must be marked with continuous lines (string).

### 2. Timing

All games are played to 13 points or within a time set by the organiser + 1 end (**1 extra end if tied**) unless 13 points have been reached. At the 1hr whistle all ends started must be completed. The new end is considered to have started when all boules of current end are played.

**Tied score – Extra End** (in order to obtain a final result)

- If the jack is shot or moved out of the playing area while one team have boules in hand the team with boules in hand will score a point per boule as per article 14 and be the winner.
- If the jack is shot out of the playing area and both teams have boules in hand the jack is replaced to its previous position to allow play to continue.
- If the jack is shot or moved outside of the playing area 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 starting whistle of each round of games and a final whistle at the completion of 1hour.

### 4. Dead Boules Lines

Game is played on one marked piste, all marking being a dead boule line, Jack going over line is considered “dead”, new end to be started. Boule(s) going over the line are considered “dead” and must be removed from the next playing piste.

### 5. Throwing of the jack

One throw of the jack.

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

- 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 piste.

### 7. Absent Team (Article 32)

Teams absent at the terrain after 5 minutes will be penalised by one point and by one point each minute until the absent team arrives.

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

If an absent player does not return when he/she has to play his/her boules, the boules are forfeited at one per minute until the player is ready to play.

### 8. Article 21

Time allowed to play is strictly 1 minute. Player not complying will be issued a warning (yellow card) same warning applying to his/her partners as per Article 35.

**9. Umpires duties - Article 40**

The umpires designated to control the competition are charged to be on the watch for strict application 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 decision.

**10. Measuring**

Each team must carry a measuring tape, umpire to monitor measuring insuring that players do not slow the game down intentionally.

**11. Umpire Warning Cards**

Colour Cards: will be used by the umpires:

Yellow Card - Warning

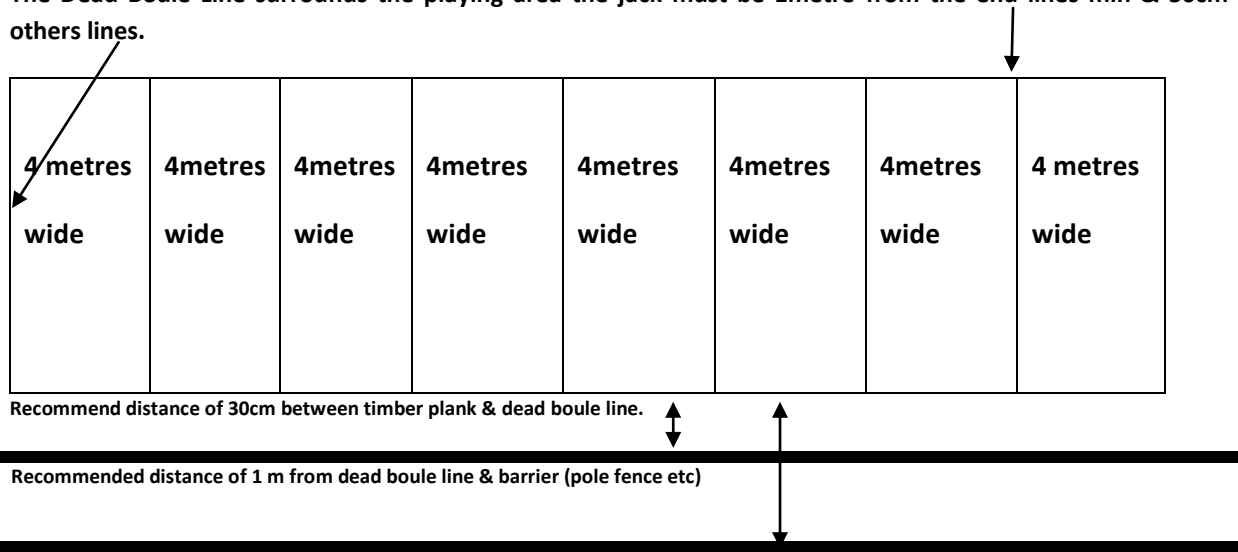
Orange Card - Penalty disqualification of one or more boules

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

**RECOMMENDATION FOR PISTE MARKING**

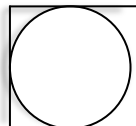
**Timed Games:** Each separate piste must be marked with continuous string lines. To conform to Article 7, the jack must be a minimum of 1 metre from any obstacle and from the nearest boundary of an out-of-bounds area. For timed limited games this distance is reduced to 50cm except for the end lines of the piste. All pistes must be 15m x 4m for all championships. Leagues and clubs hosting championships may apply for exemption from the PFA Board.

The Dead Boule Line surrounds the playing area the jack must be 1metre from the end lines min & 50cm from all others lines.



**12. Prefabricated Throwing Circles**

The position of the circle must be marked by a line in front and on one side.



**13.** Players must stand with both feet within the prefabricated circle and not stand on any part of the circle (exception for disable players Article 6 of FIPJP Rules)

**14. Calling of Umpire**

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