



règles simplifiées de la pétanque :

Pour engager une partie de pétanque, il faut toujours 2 équipes opposant:

- soit 3 joueurs à 3 joueurs en "triplette" (2 boules par joueur)
- soit 2 joueurs à 2 joueurs en "doublette" (3 boules par joueur)
- soit 1 joueur à 1 joueur en "tête à tête" (3 boules par joueur)

Une équipe comprend en triplette un pointeur, un milieu et un tireur et en doublette, un pointeur et un tireur : en général, lorsqu'une boule doit être pointée, c'est le pointeur qui s'y colle, et si celui-ci n'a plus de boules, c'est au milieu de jouer, et lorsque ce dernier n'a plus de boules, c'est au tour du tireur de jouer. Lorsqu'une boule doit être tirée, cela se fait dans l'ordre inverse.

Bien entendu, ces rôles ne sont pas intangibles: en cours de partie, l'équipe peut décider de modifier la «formation», en cas de méforme d'un des joueurs.

L'objectif est, pour chaque équipe, de placer la maximum de boules le plus près possible du cochonnet.

Étant donné qu'une partie se décompose en plusieurs mènes, les 2 équipes se disputent autant de mènes que nécessaire jusqu'à ce que l'une d'entre elle arrive aux 13 points de la victoire :

1 – Le tirage au sort désigne l'équipe qui « ouvre » la partie. N'importe quel joueur de l'équipe tirée au sort choisit le point de départ sur le terrain soit en traçant sur le sol un cercle de 35 à 50 cm de diamètre , soit en positionnant au sol le cercle de lancer matérialisé , cercle dans lequel tous les joueurs devront positionner leurs pieds au moment de jouer leurs boules dans la mène.

2 – Il dispose de 3 essais pour lancer le but à une distance comprise entre 6 et 10 mètres, en veillant à ce que le but se trouve à au moins 1 mètre de tout obstacle (mur, arbre, etc...).

3 – L'un des joueurs de l'équipe tirée au sort lance ensuite sa première boule en essayant de la placer le plus près possible du but.

4 – Un joueur de la deuxième équipe positionne alors ses pieds dans le même cercle de lancement et tente de placer sa boule plus près du but que la précédente, soit en tirant, soit en pointant :

- s'il y parvient, c'est à la 1ère équipe de rejouer pour essayer de reprendre le point
- s'il n'y parvient pas, son équipe doit continuer à jouer jusqu'à ce quelle réussisse ou jusqu'à épuisement des boules dont elle dispose.

5 – Lorsqu'une équipe n'a plus de boules en main, les joueurs de l'autre équipe jouent celles qui leur restent.

6 – Lorsque les boules des 2 équipes ont toutes été jouées, ce qui se traduit par la fin de la mène, l'équipe marque alors autant de points qu'elle a de boules plus proches du but que la boule la mieux placée de l'équipe adverse.

7 – L'un des joueurs de l'équipe qui vient de remporter cette 1ère mène lance alors le but depuis l'endroit où ce dernier se trouvait, pour engager la 2ème mène de la partie.

8 – Ainsi, au fil des mènes, chaque équipe cumule les points marqués, l'équipe gagnante étant celle qui parvient la première à en totaliser 13.

RULES OF THE GAME OF PÉTANQUE (SUMMARY)



Composition of Teams

Pétanque is a sport in which:
- 3 players play against 3 players (triples). In triples each player uses two boules.
It can also be played in double (2 players against 2 players) or single (1 player against 1 player), on which each player uses three boules.

Characteristics of Boules and Jacks

Pétanque is played with boules which are made of metal and have a diameter between 7.05 cm and 8 cm and a weight between 650 grams and 800 grams. Jacks ("Cochonnet", "Bouchon" in French) are made of wood, or of synthetic material and have a diameter between 25 and 35 mm.

Terrain Regulations

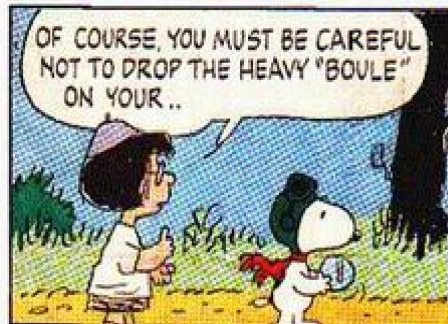
The game of *Pétanque* is played on any ground. The dimensions must be 3 to 4m wide and 12 to 15m long. The dead ball line will encircle the exterior of the terrain at a maximum distance of 4 metres.

Scoring

The game is played up to 13 points. The winning team is the one who owns the *boule* the closest to the Jacks. The team scores as many points as it has boules closer to the jack than the nearest opponent's *boule*.

Start of Play – Rules Regarding the Circle

The players must toss up to decide which team will choose the terrain and throw the jack. Any player chooses the starting point and traces a circle large enough for any player to stand with both feet fully inside it.



Article 7 – Valid Distances for the Thrown Jack.

For the thrown jack to be valid, the following conditions apply:
The distance from it to the nearest edge of the circle must be between 4m and 10m.
The throwing circle must be a minimum of 1m from any obstacle and from the boundary of the playing area.
The jack must be a minimum of 1m from any obstacle and from the nearest boundary of the playing area.

Throwing of the First and Following Boules

The first *boule* of an end is thrown by a player belonging to the team that has won the toss or the last scoring end. Following boules are played by the team not holding the point.
The boules must be played one at a time. Once thrown a *boule* must not be replayed.

Behaviour of Players and Spectators during a Game

During the regulation time allowed for a player to throw a *boule* (1 mn) the spectators and the other players must observe total silence. The opponents must not walk, gesticulate or do anything that could disturb the player about to play.

Dead Boules

Any *boule* is dead from the moment it passes into an out-of-bounds area. Any dead *boule* must immediately be removed from the game; by default, it is considered to be live the moment another *boule* is played by the opposing team.



OFFICIAL RULES OF THE GAME OF PÉTANQUE

As adopted by the Fédération Internationale de Pétanque et Jeu Provençal at Rotterdam, September 1984. (amended at Grenoble on 3/10/02)

The rule changes that were agreed at the World Congress of the Fédération Internationale de Pétanque et Jeu Provençal in Grenoble in 2002, and which come into effect on 1 January 2003, have been incorporated into this new translation of the Règlement Officiel de Pétanque. These changes and refinements should improve all players understanding of the rules and enable umpires to apply them more consistently.

Article 1 – Composition of Teams

Pétanque is a sport in which:

- 3 players play against 3 players (triples)

It can also be played by:

- 2 players against 2 players (doubles)

- 1 player against 1 player (singles)

In triples each player uses two boules.

In doubles and in singles each player uses three boules.

No other version of the game is allowed.

Article 2a – Characteristics of Approved Boules

Pétanque is played with boules which are approved by the F.I.P.J.P. and which conform to the following criteria:

(i) To be made of metal.

(ii) To have a diameter between 7.05cm (minimum) and 8cm (maximum).

(iii) To have a weight between 650 grams (minimum) and 800 grams (maximum). The trade mark of the manufacturer and the weight must be imprinted on the boules and must always be legible.

(iv) They must not be weighted or sand filled. As a general rule, the boules must not be tampered with in any way, nor altered or modified after machining by the approved manufacturer.

Re-tempering the boules in order to modify the hardness applied by the manufacturer is forbidden.

Nevertheless, the player's name and forename or initials may be engraved on them, as well as various logos, initials and acronyms in accordance with the manufacturer's specification

Article 2b – Penalties for Non-conforming Boules

A player guilty of breaking the above condition (iv) is immediately disqualified from the competition together with his or her team mate/s.

For boules said to be "tampered with" or "re-tempered" - the player risks withdrawal of his or her licence for a period as defined in the Code of Discipline, together with any other penalties imposed by his or her Association's Disciplinary Committee.

If the boules have been borrowed and the owner is identified, the latter will be suspended for a period as determined by the Disciplinary Committee of the guilty player's Association.

If a boule is not "tampered with" but worn, or defective in manufacture and is not passed by the controlling body or does not comply with the conditions in paragraphs (i), (ii) and (iii) above, the player must change it. He or she may also change the complete set.

Complaints relating to (i), (ii) or (iii) made by either team must be made before the game starts. All players should therefore ensure that their boules, and those of their opponents, comply with the above conditions.

Complaints relating to (iv) may be made between two ends at any time during the game. However, from the third end onwards, if a complaint made about the boules of an opponent is proved to be unfounded, the team or the player complaining will be penalised 3 points which will be added to the opponents score.

Where boules have had to be opened, the complainant becomes responsible. Notably, he or she will be made to reimburse the owner or replace the boules if they are found to be in order. Nevertheless under no circumstances can he or she be asked to pay damages or interest.

The Umpire or the Jury may, at any time, examine the boules of any player.

Article 2c – Approved Jacks

Jacks are made of wood, or of synthetic material which carry the maker's mark and have secured confirmation by the F.I.P.J.P. that they comply exactly with the relevant specification.

Their diameter must be between 25mm (minimum) and 35mm (maximum).

Jacks may be painted any colour.

Article 3 – Licences

A licence must comply with the Administrative Rules of the F.I.P.J.P. and, in particular, it must bear a recent stamped photograph and the signature of the owner.

Before the start of a competition, each player must produce his or her licence. He or she must also produce it upon request by the Umpire, or by an opponent, unless it has been retained at registration.

Article 4 – Changing a Jack or Boule

It is forbidden for players to change a jack or boule during a game, except in the following cases:

(i) It cannot be found after a search time limited to 5 minutes.

(ii) It breaks, in which case the largest piece marks the position. If there are boules yet to be played it is immediately replaced, after measuring if necessary, by a boule or jack of diameter identical or similar to the broken one. From the following end, the player concerned may use a complete new set.

Play

Article 5 – Terrain Regulations

The game of Pétanque is played on any ground. However, by a decision of the organising committee or the Umpire, the teams may be asked to play on a marked terrain. In this case, for National Championships and International Competitions, the

minimum dimensions must be 4m wide and 15m long.

For other competitions the Associations may allow variations down to 12m x 3m.

If the terrain is surrounded by solid barriers these must be a minimum of 30 cm outside the dead ball line. The dead ball line will encircle the exterior of the terrain at a maximum distance of 4 metres.

These arrangements also apply to the area on which the finals are played.

The game is played up to 13 points, though leagues and qualifying heats may be played to 11 points.

Article 6 – Start of Play – Rules Regarding the Circle

The players must toss up to decide which team will choose the terrain and throw the jack.

If the terrain has been designated by the organisers the jack must be thrown on that terrain. The team must not play on a different terrain without the Umpire's permission.

Any member of the team winning the toss chooses the starting point and traces a circle large enough for any player to stand with both feet fully inside it. However, it may not measure less than 35cm or more than 50cm in diameter. It must be drawn at least 1m from all obstacles, and at least 1m from the boundary of an out of bounds area and, for competitions on open terrains, at least 2m from another throwing circle in use

The team that throws the jack must wipe out all throwing circles near the one in use.

The area within the circle may be completely cleared during the end but it must be restored when the end is finished or, at the latest, before the start of the next end.

The circle is not considered to be out of bounds.

The feet must be entirely on the inside of the circle without touching it, and they must not leave the circle or be lifted completely off the ground until the thrown boule has touched the ground. No other part of the body may touch the ground outside the circle. The exception is that those who are disabled in a lower limb are allowed to place only one foot inside the circle.

A player throwing from a wheelchair must place it so that the circle is in the middle of the wheels with the foot-rest above the edge of the circle.

The throwing of the jack by one member of the team does not imply that he or she must play the first boule.

Article 7 – Valid Distances for the Thrown Jack.

For the thrown jack to be valid, the following conditions apply:

(i) The distance from it to the nearest edge of the circle must be between –

- 4m min. and 8m max. for Minors.

- 5m min. and 9m max. for Cadets.

- 6m min. and 10m max. for Juniors and Seniors.

(ii) The throwing circle must be a minimum of 1m from any obstacle and from the boundary of the playing area.

(iii) The jack must be a minimum of 1m from any obstacle and from the nearest boundary of the playing area.

(iv) The jack must be visible to the player whose feet are entirely inside the circle and who is standing absolutely upright. In cases of dispute, the Umpire will decide if the jack is visible and there can be no appeal.

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

The circle would be less than 1m from an obstacle or the boundary of the playing area.

The throwing of the jack could not be made to all regulation distances.

In the first case the player will draw the circle in the nearest valid position from the obstacle or the boundary.

In the second case, the player may step back, in line with the previous end's line of play, until he or she is able to throw the jack any valid distance up to the maximum distance allowed, and not beyond. This may only be done if the jack cannot be thrown in any other direction to the maximum distance.

If after 3 consecutive throws by the same team, the jack has not been thrown correctly, it is then passed to the opposing team who also has 3 tries and who may move the circle back as described above.

After this, the circle cannot be moved again even if this team has not succeeded with its three throws.

In any case, the team who lost the jack after the first three tries keeps the right to play the first boule.

Article 8 – For the Thrown Jack to be Valid

If the thrown jack is stopped by the Umpire, a player, a spectator, an animal or any moving object, it is not valid and must be thrown again without being included in the three throws to which the player or the team is entitled.

After the throwing of the jack and the first boule, an opponent still has the right to contest the validity of the jack's position. If the objection is valid, both the jack and the boule are replayed.

If the opponent has also played a boule, the jack is deemed valid and no objection can be accepted.

For the jack to be thrown anew both teams must have accepted the throw as being invalid or the Umpire must have declared it so. Any team continuing otherwise would lose the benefit of throwing the jack.

Article 9 – Dead Jack

The jack is deemed dead in the following six cases:

- (i) When, after having been thrown, it is not within the limits as defined in Article 7.
- (ii) When, during an end, it is moved outside the boundary of the playing area, even if it comes back onto the playing area. A jack on the line of the boundary is valid. It only becomes dead after having completely crossed the boundary that is to say, when it lies entirely beyond the boundary when viewed from directly above. A puddle on which a jack floats freely is considered to be out of bounds.
- (iii) When, still on the terrain, the moved jack is not visible from the circle, as defined in Article 7. However, a jack hidden by a boule is not dead. The Umpire may temporarily remove a boule to declare whether the jack is visible or not.
- (iv) When the jack is displaced to more than 20m for Seniors and Juniors, or 15m for Cadets and Minors, or less than 3m from the throwing circle.
- (v) When the moved jack cannot be found after a 5 minute maximum search time.
- (vi) When there is an out-of-bounds area between the jack and the throwing circle.

Article 10 – Removal of Obstacles – Penalties

It is strictly forbidden for any player to remove, move or crush any obstacle whatever, found on the playing area. However, the player about to throw the jack is allowed to test a landing point by tapping it no more than 3 times with one of his or her boules. Furthermore, the player who is about to play or one of his partners may fill in the hole which was made by the last boule thrown.

For not observing the above rules, the players incur the following penalties:

- (i) Warning.
- (ii) Disqualification of the boule played or about to be played.
- (iii) Exclusion of the guilty player for one end.
- (iv) Exclusion of the guilty player for the game.
- (v) Disqualification of the guilty team.
- (vi) Disqualification of both teams in the case of complicity.

Article 11 – Jack Obscured or Moved

If, during an end, the jack is accidentally masked by a leaf or a piece of paper, these objects are removed.

If the stationary jack is moved by the wind or slope of the terrain for example, it is put back in its place on condition that it had been marked.

The same applies if the jack is moved accidentally by the Umpire, a player, a spectator, a boule or jack from another game, an animal or any moving object.

If the jack is moved by a boule played in this game it is valid.

To avoid any argument, the players must mark the jack's position. No claim can be accepted regarding boules or jack whose positions have not been marked.

Article 12 – Jack Moved into Another Game

If, during an end, the jack is moved into an area where another game is in progress, either on a marked or unmarked terrain, the jack is valid subject to Article 9.

If necessary, the players using this jack will wait, if there is room, for the players in the other game to finish their end before completing their own.

The players concerned must show patience and courtesy.

At the following end the teams continue on the terrain allotted to them.

Article 13 – Actions to Take if the Jack is Dead

If, during an end, the jack becomes dead, one of three cases can apply:

- (i) If both teams have boules to play, the end is void.
- (ii) If only one team has boules left to play, then this team scores as many points as it has boules to play.
- (iii) If neither team has boules to play, the end is void.

Article 14 – Positioning the Jack after it has been Stopped

(a) If the jack, having been hit, is stopped by a spectator or by the Umpire, it remains where it stops.

(b) If the jack, having been hit, is stopped by a player, his opponent has the choice of:

- (i) leaving the jack in its new position.
- (ii) putting it back in its original position.
- (iii) placing it anywhere on the extension of a line from its original position to where it is found up to a maximum distance of 20m (15m for Cadets and Minors) and such that it is visible.

Paragraphs (ii) and (iii) can only be applied if the position of the jack was previously marked. If it was not marked, the jack will remain where it lies.

If after having been struck, the jack travels into an out-of-bounds area before returning, finally, on to the playing area it is classed as dead and the rules defined in Article 13 apply.

Article 15 – Throwing the Jack after it is moved outside the designated playing area.

If, during an end, the jack is moved outside the designated playing area, the next end is started at the point from which it was displaced providing (see Article 7):

- (a) The circle can be drawn 1m from any obstacle and from the boundary of the playing area.
- (b) The jack can be thrown to all valid distances.

Boules

Article 16 – Throwing of the First and Following Boules

The first boule of an end is thrown by a player belonging to the team that has won the toss or the last scoring end. Following boules are played by the team not holding the point.

The player must not use any object or draw a line on the ground to give aid in playing a boule or mark the point of landing. Whilst playing his or her last boule, he or she must not carry another boule in the other hand.

The boules must be played one at a time.

Once thrown a boule must not be replayed. However, it must be replayed if it has

been stopped or deviated accidentally from its course between the throwing circle and the jack by a boule or jack coming from another game, or by an animal or any moving object (football, etc.) and in the case defined in Article 8, second paragraph.

It is forbidden to moisten the boules or jack.

If the first boule played goes out of play, the opponent plays and so on alternately while there are no boules on the designated playing area.

If after shooting or pointing no boules are left on the designated playing area, the rules concerning a stalemate position defined in Article 29 apply.

Article 17 – Behaviour of Players and Spectators during a Game

During the regulation time allowed for a player to throw a boule the spectators and the other players must observe total silence.

The opponents must not walk, gesticulate or do anything that could disturb the player about to play. Only his or her team-mate/s may stand between the throwing circle and the jack.

The opponents must remain beyond the jack or behind the player and, in both cases, to the side of the line of play and at a distance of at least 2 metres the one from the other.

The players who do not observe these rules could be banned from the competition if, after a warning from the Umpire, they persist in their conduct.

Article 18 – Throwing of the Boules and Boules going outside the terrain

No one is allowed a practice throw during a game. Players who do not observe this rule could incur the penalties as defined in Article 10

During an end, boules going outside the marked terrain are valid (except as in Article 19).

Article 19 – Dead Boules

Any boule is dead from the moment it passes into an out-of-bounds area. A boule straddling the boundary is valid. It only becomes dead after having completely crossed the boundary of the authorised terrain or dead ball line that is to say, when it is placed entirely beyond this boundary when viewed from directly above.

If the boule subsequently comes back into the playing area, either because of the slope of the ground or by having rebounded from an object, moving or stationary, it is immediately taken out of the game and anything that it has moved after re-entering the playing area is put back in place.

Any dead boule must immediately be removed from the game; by default, it is considered to be live the moment another boule is played by the opposing team.

Article 20 – Stopped Boules

Any boule played that is stopped by a spectator or the Umpire will remain where it comes to rest.

Any boule played that is stopped by a player to whose team it belongs is dead.

Any boule pointed that is stopped by an opponent can, according to the wishes of the player, be replayed or left where it comes to rest.

If a boule shot or hit is stopped by a player, the opponent has a choice to:

- (a) to leave it where it stopped, or
- (b) to place it on the extension of a line which would go from the original position it occupied to the place it was found, but only on the playable area and only on condition that it had been marked.

The player purposely stopping a moving boule is immediately disqualified, along with his or her team, for the game in progress.

Article 21 – Time Allowed to Play

Once the jack is thrown, each player has the maximum duration of one minute to play his or her boule. This short period starts from the moment when the previous boule or jack stops or, if a point has to be measured, from the moment the outcome has been decided.

