



Pétanque
New Zealand

How To Run A Tournament



Pétanque
New Zealand



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1. Type of Tournament

First - Decide what **type of tournament** it is going to be:

a. Entrants:

- Club (i.e. an event just for your Club members)
- Restricted invitation (i.e. you are inviting only one or two other clubs, or a particular group of people)
- Restricted Open (anyone can enter, subject to certain criteria e.g. must be PNZ members)
- Open (anyone can enter).

b. Level of competition:

- Purely social (but remembering that even at this level, everyone still wants to win!) e.g. club fun or open day; corporate social event.
- More "serious", where results really do matter e.g. Club championships, interclub trophy.
- High level competitive e.g. regional or national championships.

c. Format:

- Singles, doubles or triples?

2. Timing

Try to make sure your chosen date doesn't clash with another event that will either compete directly with yours, e.g. another petanque tournament, or that may prevent you getting a good level of entries, e.g. major events in your area such as a big rugby match, festival, or horse racing carnival.

3. Tournament duration

Tournaments can be run for just a few hours, for a whole day, or over two (or more) days. Deciding factors will be – whether it is a social or competitive tournament, hours of daylight available, or if you have artificial lighting. As a rough rule of thumb, singles games tend to take around 30 - 45 minutes; doubles 1 hour, and triples up to 1½ hours.

If only a short time is available or desired, options are

- Play to a time limit e.g. 30 minute games, with the finish signalled by buzzer, whistle etc. In this case, you need to make it clear what happens if players are in the middle of an end – whether they are allowed to finish that end or not. With time-bound games, it is possible for teams to "draw" i.e. have the same number of points at the designated end of play. If the format requires a clear result, you will have to allow for an extra end to be played.
- Play only to 11 points rather than 13.

If it is a full day(s) tournament, are you going to have a designated lunch break (this can have a big effect on how long the tournament takes), or play through and have players lunch "on the run" e.g. if they have to wait for someone else to finish before they can start their next game.

4. Size of tournament

How many entrants do you want? This will be influenced by the number of pistes available (taking into account minimum size requirements – see Rules).

If you are restricting numbers, you need to make this clear on the entry forms, and state on what basis entries will be accepted e.g. first come first served, or preference given to club members etc.

5. Tournament Organisation

a. Officials

- Have you got an umpire? i.e. someone who knows the rules and can settle disputes/ answer questions during play, and measure points during games. Preferably this should be someone who is not playing in the tournament (contact PNZ to find out what's involved in being an umpire, and how your club members can become qualified umpires)
- Designated organiser – to keep things running smoothly on the day, someone who players can ask if they have any queries about the day's events (e.g. where's the nearest shop? where do I go to report a lost item?)
- Score table attendants – to make sure the results are entered correctly on the score sheets.

b. Players Briefing

You need to have a "players briefing" before the start of the tournament, so you can tell all the players what the rules and conditions for the day are. For example, who the umpire/s is/are; what the boundaries of the terrain are, what the arrangements for lunch are, where the score table is, other necessary information – tea coffee, toilet facilities. Remind them of the main rules as appropriate e.g. "1 minute" rule, no smoking on the terrain.

If you haven't got a loud voice, a loudhailer or microphone might be useful.

c. Allocation and numbering of terrains.

Terrains can be allocated strictly on a per game basis i.e. "this game is to be played on this terrain"; or more loosely e.g. Pool A games are to be played on terrains 1-4, Pool B on 5-8 etc, and the teams decide which particular terrain they will play on (usually on a "first in" basis). Again, this will be influenced by the number of teams entered, and the size of the available terrain – with a relatively small number of entrants and a lot of pistes, allocation isn't as important.

Numbering can be simply done with a can of spray paint – easy to change, and remove when no longer needed

6. Tournament Format

Players need to know what type of tournament it is, how many games they will be playing, and what system will be used to produce the winners. This means that the tournament format must be set in advance and advised to players before the start of the tournament. The best way to do this is of course on the publicity notice and/or Entry Form for the tournament.

Entry Forms:

Entry Forms should include the entry procedures, tournament rules and conditions and the tournament format. Not all tournaments need to have an entry form eg. a social club tournament.

(Refer to sample Entry Form)

Melee:

Everyone enters as individuals and the organisers assign entrants to teams. This is most commonly used for social tournaments. "Pairings" can be structured, for example male/female, young/old, new/experienced, club member/member of the public; or totally random. Team composition can remain constant over the length of the tournament, or be changed from round to round (so that people have different partners in each game).

Team:

People arrange and enter their own team, the members of which are constant for the duration of the tournament (except for substitutions permitted by the Rules).

Formats

There are five main formats that are used for tournaments ([Refer to Tournament Selection Chart](#)):

- a. Single elimination
- b. Double elimination
- c. Round Robin
- d. Barrage
- e. Random draw

Another format that is used from time to time is the Swiss format. This is reasonably complicated to organise, but can provide a very interesting and challenging competition and is quite popular with players. Contact PNZ if you would like more information on this format.

7. Seeding ([refer to Seeding Charts](#))

The most important principle of seeding is to ensure that the top two teams or players should meet in the final game (assuming of course they play to their seeding position).

Seeding is important for Elimination, Round Robin and Barrage Formats particularly if they are being used for tournaments such as championships.

If an Elimination or Barrage Format is being used after a Round Robin or Random Draw round then it is very important that the seeded teams or players are placed correctly in the Elimination or Barrage Format.

If the tournament is a club melee or social event then seeding is not particularly important.

Seeding Charts:

- a. [Seeding Elimination Formats: 8, 16 & 32 players or teams.](#)
- b. [Seeding Round Robin and Barrage Formats: 16 & 32 players or teams](#)



Pétanque
Wellington

WELLINGTON PETANQUE ASSOCIATION TOURNAMENT ENTRY FORM

2004 DOUBLES CHAMPIONSHIP

Saturday 9 & Sunday 10 October 2004

KAPITI PETANQUE CLUB
Aorangi Road
PARAPARAUMU

Entries Close: 1 October 2004

Entry Fee: \$30.00 per Team

Player (1):

Contact Phone:

Club:

Player (2):

Club:

ENTRY PROCEDURES

- a. All players must be current members of a club affiliated to the Wellington Petanque Association.
- b. Only entries on the official entry form will be accepted.
- c. No late entries will be accepted.
- d. To confirm your entry contact Brian Smith (Tournament Coordinator).
- e. By completing this entry form entrants have agreed to abide by the tournament rules and conditions.

Please make cheques payable to the Wellington Petanque Association

Return the Entry Form and Fee to:

The Tournament Coordinator
Wellington Petanque Association
P O Box 40351
UPPER HUTT



WELLINGTON PETANQUE ASSOCIATION

2004 DOUBLES CHAMPIONSHIP

Saturday 9 & Sunday 10 October 2004

KAPITI PETANQUE CLUB
Aorangi Road
PARAPARAUMU

Assemble: 8.30am

Start: 9.00am (both days)

1. Tournament Rules

- a. The tournament will be played to the F.I.P.J.P. Rules as adopted by the Petanque New Zealand.
- b. Result Sheets:
Immediately at the conclusion of a game a player from each team is required to sign that the score is correct on the result sheet.
- c. Points Differential:
Both positive and negative points will be used to calculate the points differential.
- d. Absence of a team or player(s):
If any team or players are absent from the terrain 15 minutes after the commencement of the tournament, one point will be awarded to their opponents. After the 15 minutes one point will be forfeited for every 5 minutes of their continued absence. Any team not present 60 minutes after the commencement of the tournament will be considered to have lost the game.
- e. The replacement of a player in a registered team is only permitted before the tournament commences.

2. Risk Management Policy

Players should be aware that the game of petanque involves a number of hazards that have the potential to cause harm to players, officials and/or spectators. These include:

- a. Being hit by a thrown or displaced boule.
- b. Being struck by objects such as pebbles or stones displaced by a thrown boule.
- c. Tripping over strings or other material used to delineate playing boundaries.

While the tournament organizers will take all reasonable steps to ensure that these risks are minimized, players entering a tournament also need to accept that they have a responsibility to ensure their own safety and the safety of others.

The WPA advises players not to wear open-toed shoes, sandals or jandals; those wearing such footwear do so at their own risk.

3. Smoking

Smoking is not permitted on the terrain during play at any time.

4. Cancellation of Tournament

The tournament will not be cancelled for any reason. However the WPA Committee reserves the right to alter the tournament format or venue if any unforeseen events prevent the tournament from starting or finishing within the designated playing time.

5. Disputes

- a. The Arbiter(s) appointed for the tournament will adjudicate in all matters to do with the rules of petanque.
- b. In all other matters a Disputes Committee comprised of three WPA Committee members will adjudicate.

6. Tournament Format

A. Day (1):

Round 1

- a. All teams will play 6 games from a random draw.
- b. At the conclusion of Round (1) teams will be placed in descending order based on the total number of wins and points differential.
- c. Depending on the number of entries either 8, 16 or 32 teams will qualify for the Trophy & Plate
- d. The remaining teams qualify for the Bowl.

B. Day (2):

Round 2:

Trophy & Plate:

- a. Pools of 4 teams.
- b. Barrage Format.
- c. The 1st and 2nd teams in each pool qualify for the Trophy.
- d. The 3rd and 4th teams in each pool qualify for the Plate (depending on the number of entries).

Bowl:

- a. Pools of 4 teams.
- b. Barrage Format.
- c. The 1st and 2nd teams in each pool qualify for the Bowl.

Round 3:

Trophy: Elimination playoff

Plate: Elimination playoff

Bowl: Elimination playoff

WELLINGTON PETANQUE ASSOCIATION CONTACTS

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TOURNAMENT SELECTION CHART

TOURNAMENT FORMAT	FORMAT USE	TOURNAMENT LENGTH	NUMBER OF GAMES	SEEDING
Single Elimination	Social or Club tournaments where time is short and the number of playing areas is limited. Best used for the playoffs at the end of a Round Robin, Barrage or Random Draw.	1 Day	Very few	Important
Double Elimination	Social or Club tournaments.	1 Day	Few	Important
Round Robin with a Single Elimination playoff	Social, Club, or Championship tournaments.	1 Day	Average	Seeding important for Round Robin
Barrage	Normally used as the second round to a Round Robin or Random Draw format.			
Round Robin followed by a Barrage with a Single Elimination playoff	Championship and Open tournaments. Round Robin played on Day (1). Barrage and Single Elimination played on Day (2)	2 Day	Many	Seeding important for Round Robin
Random Draw with a Single Elimination playoff	Social, Club, or Championship tournaments.	1 Day	Average	Seeding determined by results of Random Draw
Random Draw followed by a Barrage with a Single Elimination playoff	Championship and Open tournaments. Random Draw played on Day (1). Barrage and Single Elimination played on Day (2)	2 Day	Many	Seeding determined by results of Random Draw

Seeding 8 Team/Player Elimination

Round (1) 1 v 8 4 v 5 2 v 7 3 v 6
Semi Finals 1 v 4 2 v 3
Final 1 v 2

To check that the seeds are correctly placed the formula is:

Round (1) 8 teams 1 v 8 = 9 4 v 5 = 9 2 v 7 = 9 3 v 6 = 9

Semi Finals 4 teams 1 v 4 = 5 2 v 3 = 5

Final 2 teams 1 v 2 = 3

Total of seeding numbers = Number of entries per round plus 1

Note: This formula also applies to the 16 and 32 eliminations

Seeding 16 Team/Player Elimination

Round (1) 1 v 16 8 v 9 4 v 13 5 v 12 2 v 15 7 v 10 3 v 14 6 v 11
Quarter Finals 1 v 8 4 v 5 2 v 7 3 v 6
Semi Finals 1 v 4 2 v 3
Final 1 v 2

Seeding 32 Team/Player Elimination

Round (1) 1 v 32 16 v 17 8 v 25 9 v 24 4 v 29 13 v 20 5 v 28 12 v 21 2 v 31 15 v 18 7 v 26 10 v 23 3 v 30 14 v 19 6 v 27 11 v 22
Round (2) 1 v 16 8 v 9 4 v 13 5 v 12 2 v 15 7 v 10 3 v 14 6 v 11
Quarter Finals 1 v 8 4 v 5 2 v 7 3 v 6
Semi Finals 1 v 4 2 v 3
Final 1 v 2

Tournament Formats

1. Elimination
 - a. Single Elimination
 - b. Double EliminationDouble Elimination Example
2. Round Robin
3. Barrage
Barrage Example
4. Random Draw

1. Elimination

a. Single Elimination

The greatest appeal of the Single Elimination format is its simplicity. Losers are eliminated, and winners advance to the next round until there is only one team or player left, the tournament winner. The Single Elimination format is valuable when the number of entries is very large, time is short, and the number of playing areas is limited.

Of all the formats, this one requires the fewest games; however, half of the participants are eliminated after one game, and only one quarter of the participants remain after the second round. When more extensive participation is important and more playing areas and time are available, the use of this format is not advisable. It is important that entries are seeded when using this format.

Probably the best use for this type of format is for playoffs at the end of a Round Robin or Barrage. Seeding for the Single Elimination would then be determined by the standings at the conclusion of the previous playing period.

Single Elimination formats usually cater for the following entry number modules: 4, 8, 16, 32, 48 etc. However if say a 16 entry elimination format was being used and there were only 14 entries then the number one and two seeds would receive the byes. Byes always go to the highest seeded teams or players.

b. Double Elimination

The Double Elimination format allows for teams/players who lose one game in the first or second round of a tournament to get a second chance to make the semi finals.

Basically first round losers go into a separate repechage series and the winners continue on meeting up with other winners in the semi finals.

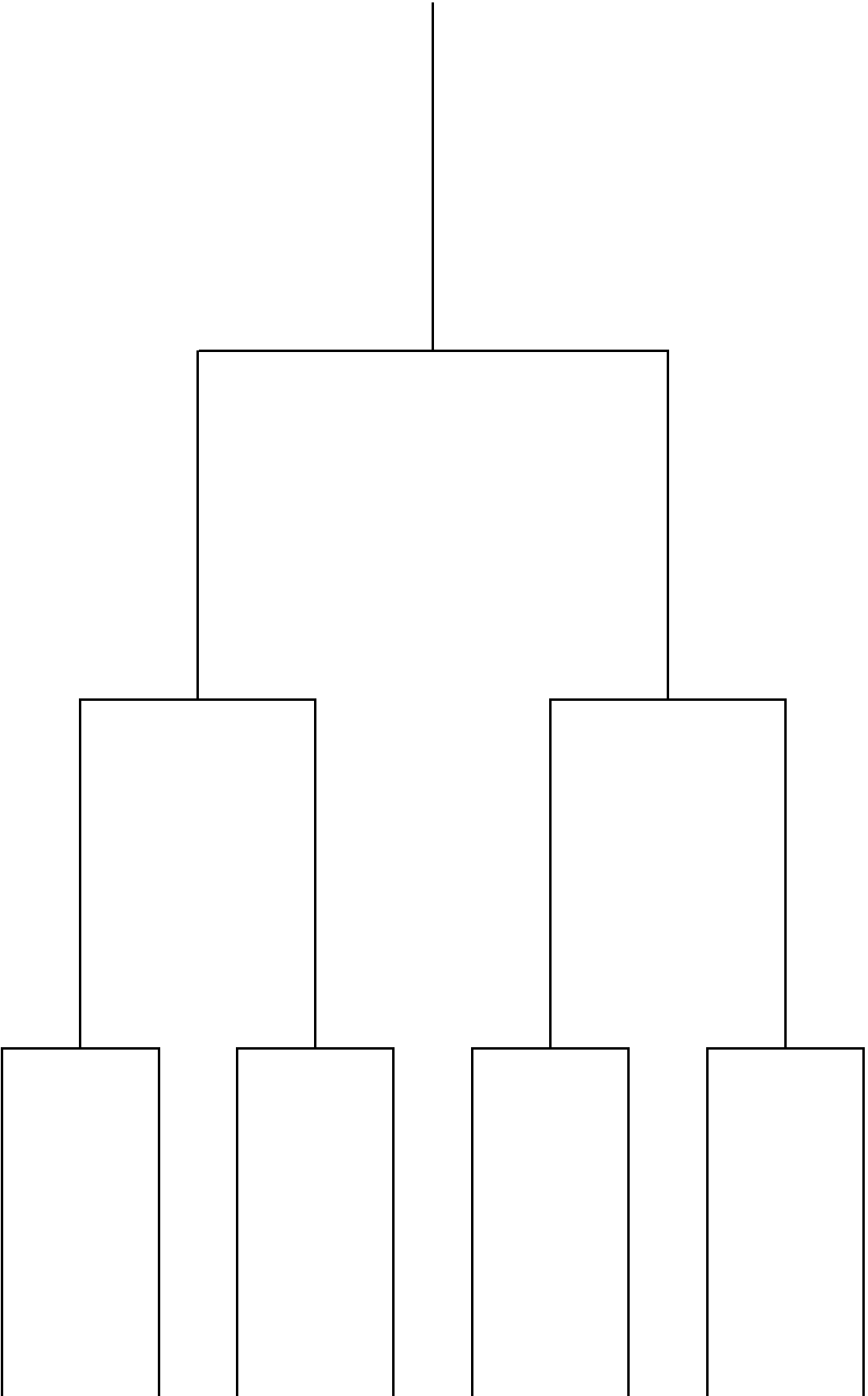
First round winners go directly forward to the next round while the losers go to a repechage series in Round (2).

The winner from the winners section goes ahead to the semi finals whilst the losers join the winner of the losers section in a repechage to determine the two teams to join the others in the semis. Teams/players defeated in the losers section are eliminated from the competition. It is important that entries are seeded when using this format.

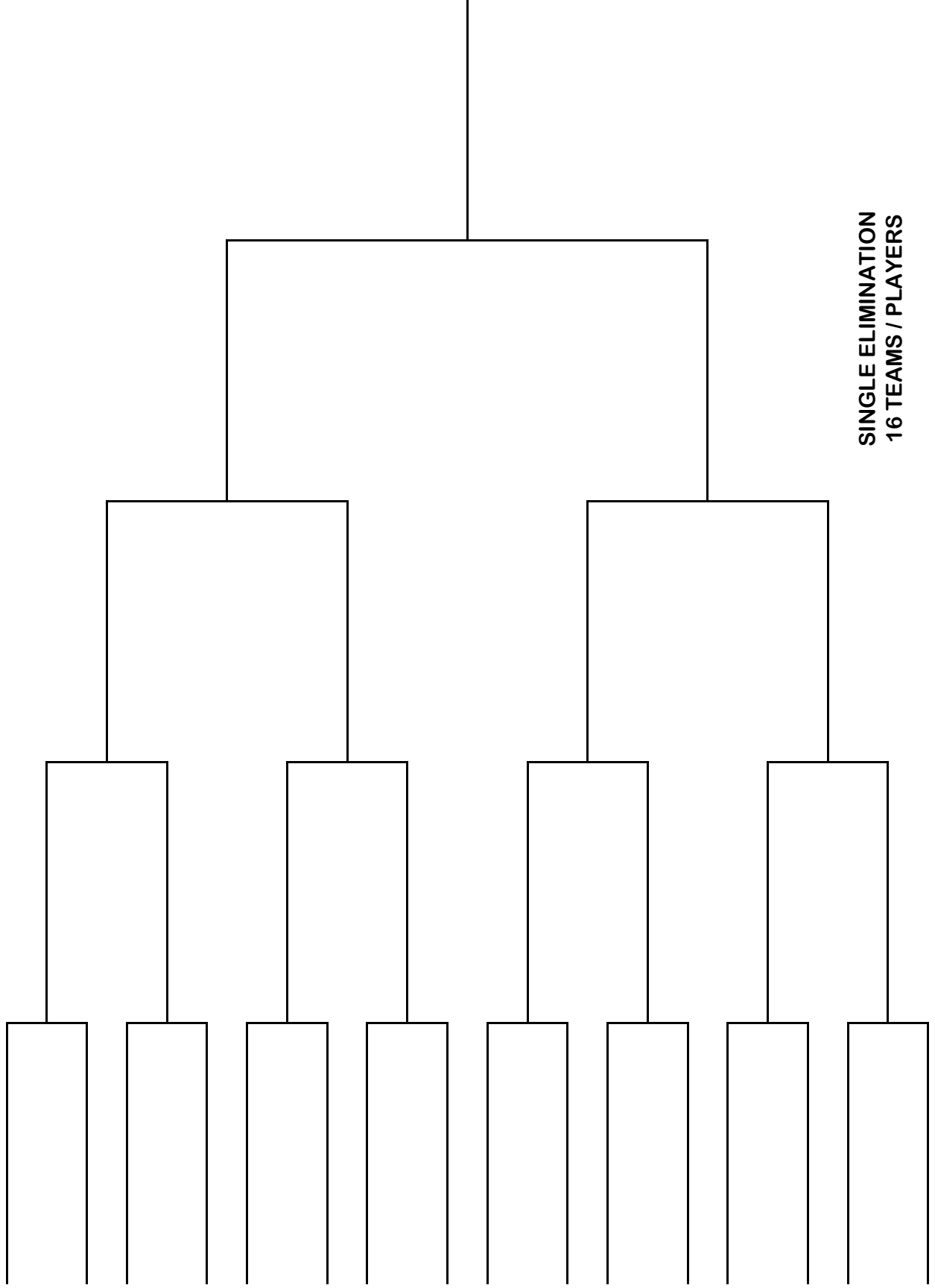
The same rules for byes as for the Single Elimination Format.

Format Charts

- a. Single Elimination: 8 & 16 players or teams
- b. Double Elimination: 8 & 16 players or teams

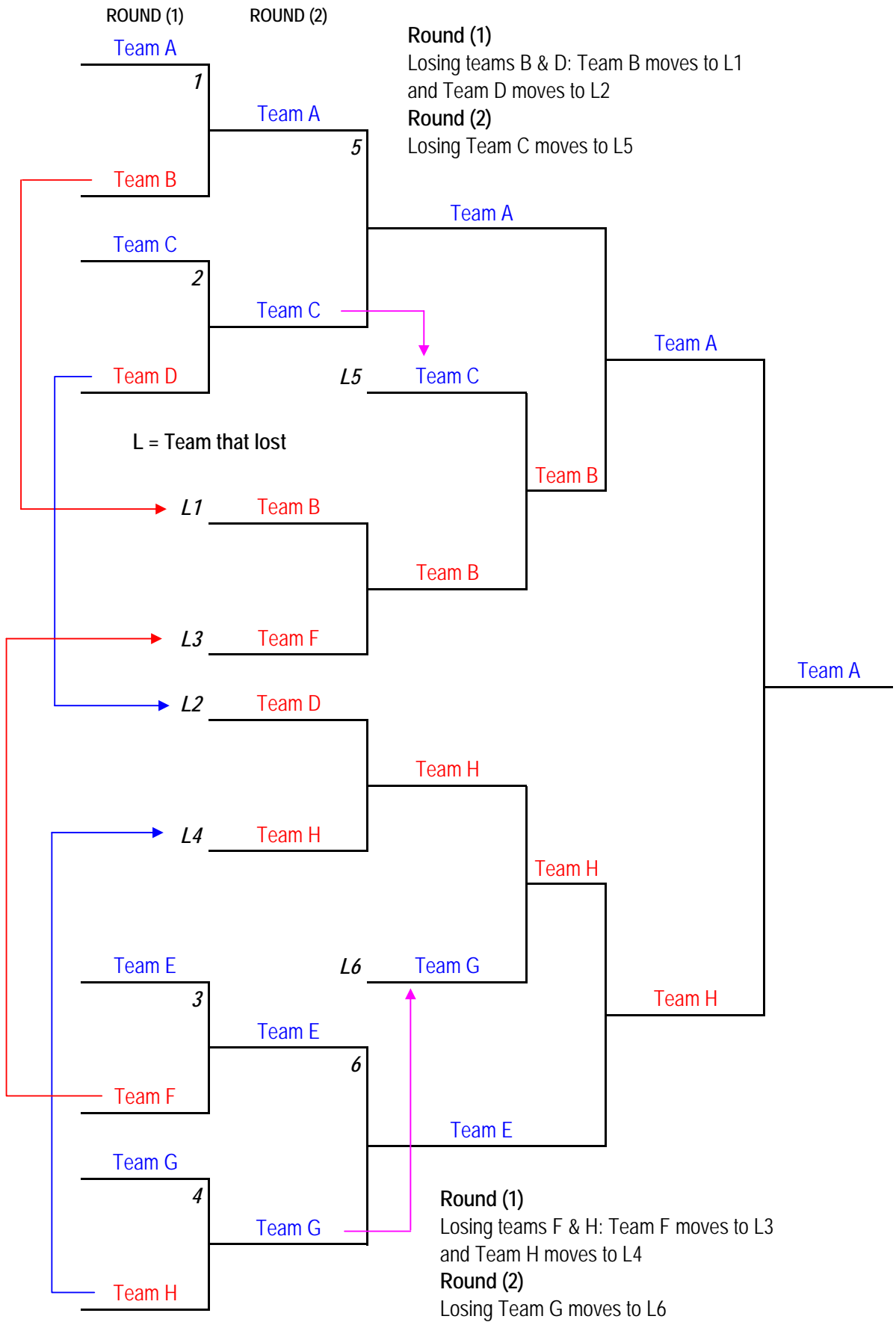


SINGLE ELIMINATION
8 TEAMS / PLAYERS



**SINGLE ELIMINATION
16 TEAMS / PLAYERS**

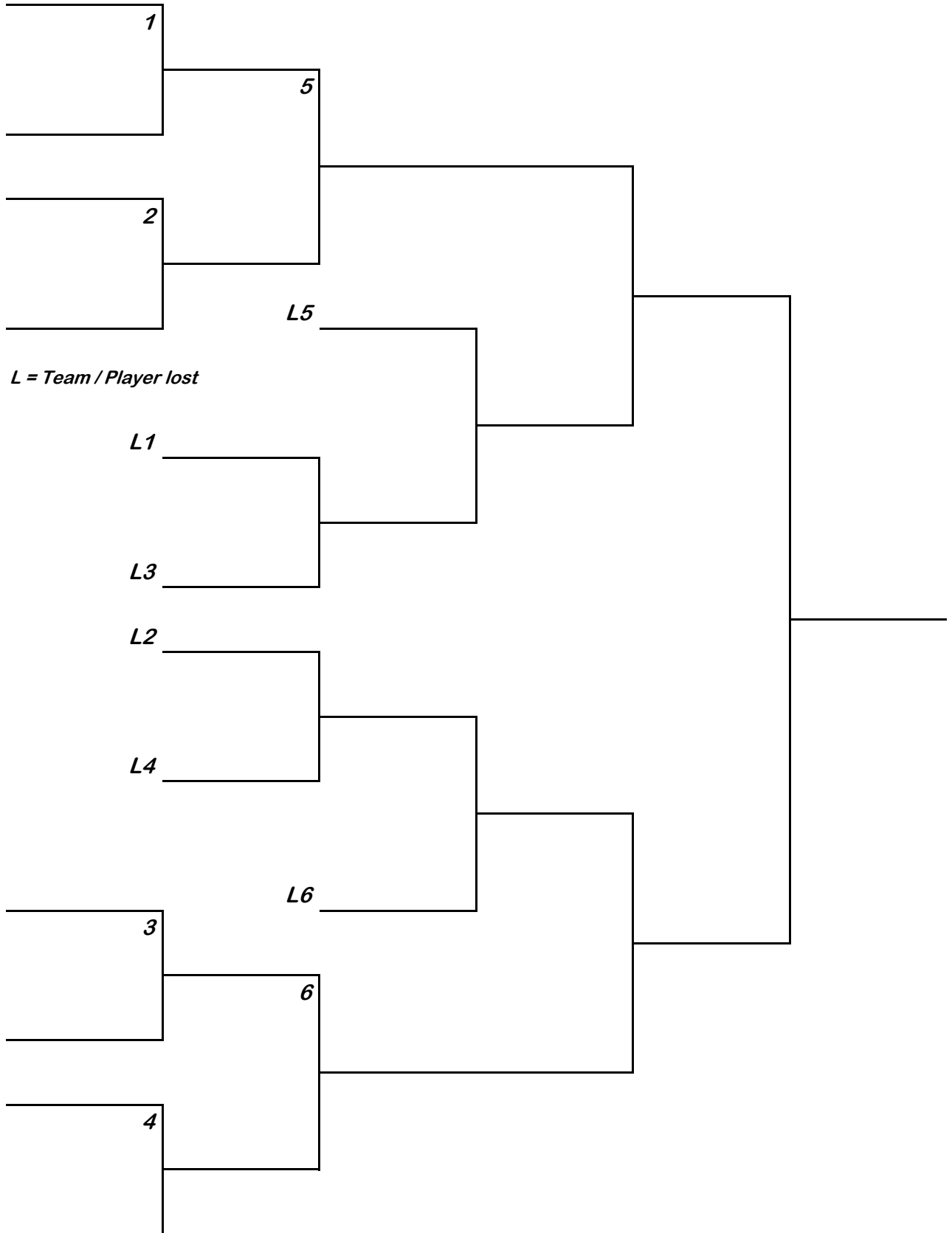
DOUBLE ELIMINATION EXAMPLE



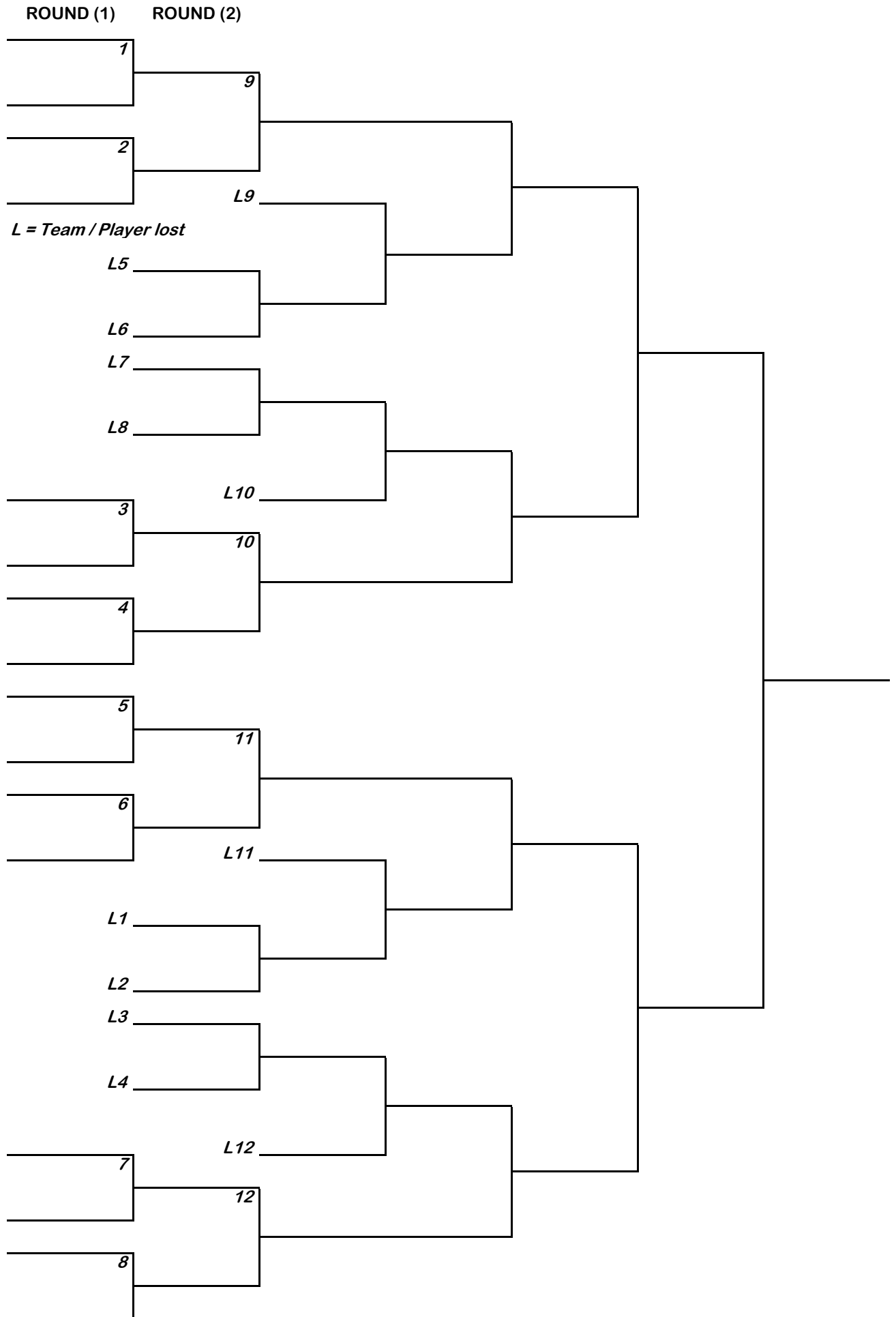
DOUBLE ELIMINATION
8 TEAMS / PLAYERS

ROUND (1)

ROUND (2)



DOUBLE ELIMINATION
16 TEAMS / PLAYERS



2. Round Robin

The Round Robin format consists of splitting the entries into a number of pools. Following the play within the pools, the top two or three (more depending on the size of the pools) from each pool participate in playoffs (Single Elimination) to determine the overall winner. The drawback for this type of this format is that proper seeding becomes very important. For example, if the top three seeds are placed in one pool and only the top two from each pool advance to the playoffs, then (if entries perform consistent to their seeding) the third seed will not advance to the playoffs.

The number of pools is important particularly if it is being used in conjunction with a final single elimination playoff. Usually pool numbers are kept in modules of 4, 8, 16 or 32. This makes it easier to move to the final elimination playoff.

If there is an odd number of entries, byes are allocated within each pool. For example 19 entries could be split into 3 pools of 5 and 1 pool 4. Each of the 3 pools of 5 would have a bye.

One of the problems with the Round Robin format is that pools can produce teams or players on the same number of wins. To determine who has won the pool in this case, the following tie breaking procedure is applied:

The team or player that has defeated the other(s) will be ranked higher. If there is no clear result the team

OR player with the best points differential will be ranked higher.

Format Charts

- a. Pool Sheets: 4, 5, 6, 7 & 8 players or teams

POOL No:				TERRAINS:			
TEAM 1		TEAM 2		TEAM 3		TEAM 4	
SCORE	POINTS	SCORE	POINTS	SCORE	POINTS	SCORE	POINTS
1	2	3	4	4	3		
v	v	v	v	v	v		
2	1	4	1	3	2		
1	2	3	4	4	3		
v	v	v	v	v	v		
3	4	1	1	2	2		
1	2	3	2	4	1		
v	v	v	v	v	v		
4	3	2	3	1	4		
WINS	TOTAL	WINS	TOTAL	WINS	TOTAL	WINS	TOTAL

ROUND ROBIN POOL SHEET: 4 TEAMS / PLAYERS

POOL No:

TERRAINS:

TEAM 1		TEAM 2		TEAM 3		TEAM 4		TEAM 5		TEAM 6		TEAM 7		
P	SCORE	POINTS	P	SCORE	POINTS	P	SCORE	POINTS	P	SCORE	POINTS	P	SCORE	POINTS
1			3			4			5			6		
v			v			v			v			v		
2		1	4			3			6			5		BYE
1			3			4			5			7		
v			v			v			v			v		
3		4	1			2			7		BYE	5		
1			3			4			5			6		
v			v			v			v		BYE	v		
4		3	2			1			7			7		
1			3			4			5			6		
v			v			v			v		BYE	v		
5		6	7						1			2		
1			3			4			5			6		
v			v			v			v		BYE	v		
6		5				7			2			1		
1			3			4			5			6		
v			v			v			v			v		
7		BYE	5			6			3			4		
1			3			4			5			6		
v			v			v			v			v		
7			6			5			4			3		
WINS	TOTAL	WINS	TOTAL	WINS	TOTAL	WINS	TOTAL	WINS	TOTAL	WINS	TOTAL	WINS	TOTAL	TOTAL

3. Barrage

The Barrage format is not too dissimilar to a Round Robin in that teams are drawn into pools. However, the order of play is quite different and all teams or players do not always get the same number of games.

The objective in the Barrage Format is for teams or players to get two wins at this preliminary stage and hence qualify for the main deciding stage (knockout). In very large tournaments, perhaps over two days, the Barrage Format could be used as a second eliminator stage.

The Barrage Format can only be used for pools of 4 teams or players.

Playing order within a Barrage Pool:

Round (1) A v B & C v D

Round (2) Winner of A&B plays winner of C & D

Loser of A & B plays loser of C & D

After Round (2) one team will have 2 wins and so will have qualified and one team will have no wins so will be eliminated into a subsidiary event.

Round (3) Playoff the two teams with 1 win to get a second team with 2 wins.

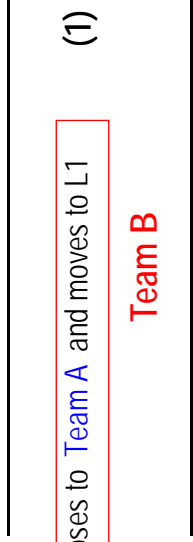
It is worth noting that in using a Barrage Format, two subsidiary events could be run, as some teams will be eliminated after Round (2) and can go straight onto a subsidiary event. Other teams will not get eliminated until after Round (3) when they can go into a subsidiary event.

The advantage of the Barrage Format is that there are no byes and no tie breaking procedures required. It is either win or lose.

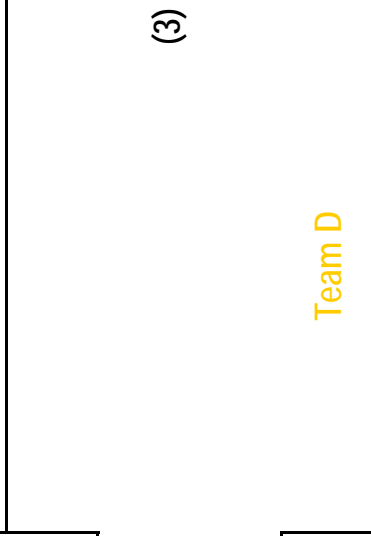
Format Charts

- a. Pool Sheet: 4 players or teams

Team A



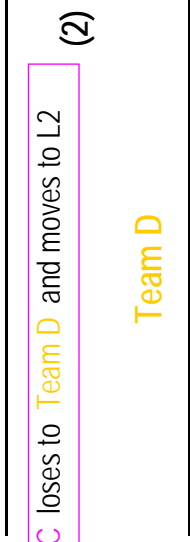
Team A



Team A

1st Qualifier

Team C



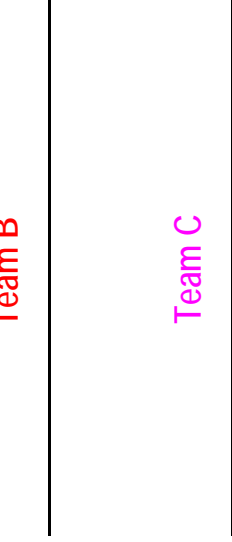
Summary:

Team D loses to Team A and moves to L3

1st: Team A (2 wins)

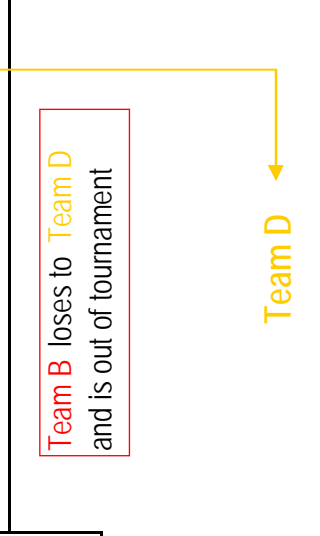
2nd: Team D (2 wins, 1 loss)

Team B



3rd: Team B (1 win, 2 losses)

Team B



4th: Team C (2 losses)

Team D

2nd Qualifier

L3

BARRAGE EXAMPLE

POOL No:

TERRAINS:

(1)

(2)

(3)

1st Qualifier

L1

L2

L = Team / Player lost

L3

2nd Qualifier

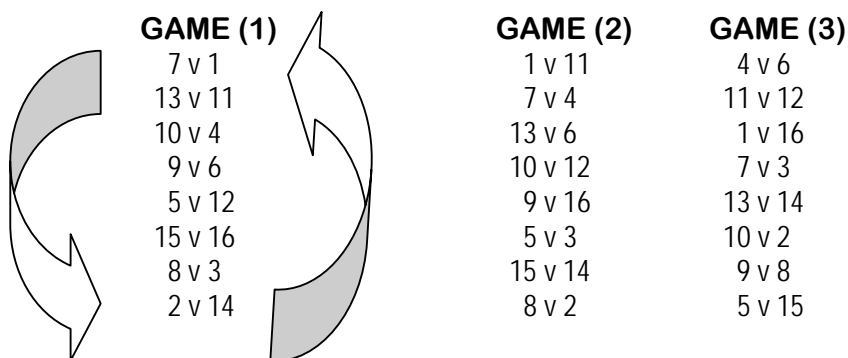
BARRAGE SHEET

4. Random Draw

The Random Draw format is used as a first round in conjunction with a final elimination round or a barrage round followed by an elimination round. For one day tournaments a Random Draw format of 3 or 4 games followed by a final elimination round of 4 or 8 teams/players. For two day tournaments a Random Draw format of 6 games maximum, played on Day (1) followed on Day (2) by a barrage round of 8 or 16 teams/players and then a final elimination round of 4 or 8 teams/players.

Explanation using 16 entries and playing 3 games.

1. Team Sheet
Each team is numbered from 1 to 16.
2. Game Sheet
 - a. A draw is made for Game (1). Numbers are drawn one at a time, starting from the top left of the sheet and as they are drawn they are entered in an anti-clockwise direction.
 - b. Game (2) is arranged by rotating the numbers by a pre-agreed number of places. Each subsequent game is rotated similarly, but possibly by a different number of places. In the example below Game (2) is rotated by 1 place from Game (1), Game (3) is rotated by 2 places from Game (2).
 - c. In the example below the numbers for GAME (1) would have been drawn out in the following order: 7, 13, 10, 9, 5, 15, 8, 2, 14, 3, 16, 12, 6, 4, 11 & 1 and entered in an anti-clockwise direction.



- d. The total number of rotated places over the 3 games must be less than half the number of teams in the tournament. A tournament with 16 entries must be rotated by less than 8 places in total. In the above example the total for the rotated places is 3 (1 + 2).
 - e. The next game round is not put up until about $\frac{3}{4}$ of the current game round is finished. This maintains the element of surprise. It can also be an option not to start the following game round until all of the current round games are finished.
 - f. Terrains:
The terrain numbers are drawn randomly and the numbers put in the appropriate column on the game sheet. The terrains do not need to be redrawn for each game.
3. Result Sheet
Scores are recorded with win/loss and points differential after each game.
 4. Result Summary Sheet
 - a. At the end of play the teams are placed in descending order (number of wins and points differential) and seeded as per table below.

1 st :	Team 12	3 Wins,	+ 40 points
2 nd :	Team 4:	3 Wins,	+ 20
3 rd :	Team 1:	3 Wins,	+ 18
4 th :	Team 15:	3 Wins,	+ 16
5 th :	Team 7:	3 Wins,	+ 12
6 th :	Team 13:	2 Wins,	+ 13
7 th :	Team 2:	2 Wins,	+ 12
8 th :	Team 16:	2 Wins,	+ 7
9 th :	Team 3:	2 Wins,	+ 2
10 th :	Team 11:	2 Wins,	+ 2
11 th :	Team 5:	2 Wins,	- 5
12 th :	Team 9:	1 Win,	- 5
13 th :	Team 10:	1 Win,	- 12
14 th :	Team 8:	1 Win,	- 28
15 th :	Team 6:	0	- 30
16 th :	Team 14:	0	- 38

- b. From this table the qualifying teams for the next round in the tournament can be determined. For example it may have been decided that the top 8 teams will qualify for the trophy and the remaining 8 teams qualify for the bowl.

5. Odd number of Entries

To a certain extent this format relies on an even number of entries. What happens if there is an odd number of entries? There are several ways to deal with this:

- Have a standby team to make up the number of entries to an even number.
- Reduce the number of entries by one ie the last entry received.
- Play an even number of games ie 4 or 6 and then the teams who had a bye play an 'extra' game against each other to catch up.
- Teams with a bye receive a 13 – 6 win (could be used for one day tournaments).

6. Advantages of the Random Draw format

- Every game is important. Teams/players don't know where the final cut off qualifying point for the next round will be, so each game must be played for maximum results.
- No seeding needed. The seeding for the final rounds is based on the results from the first round.
- Less administration. The format is not dependent on a specific number of entries and is a very simple, open and transparent system.

Format Charts

- Team Sheet
- Game Sheet
- Result Sheet
- Result Summary Sheet

TEAM No	TEAM	GAME (1)			GAME (2)			GAME (3)			GAME (4)			GAME (5)			GAME (6)		
		VS	SCORE	POINTS	VS	SCORE	POINTS	VS	SCORE	POINTS	VS	SCORE	POINTS	VS	SCORE	POINTS	VS	SCORE	POINTS

RESULT SHEET

