

Umpiring Rules and Interpretations

The following interpretations and rulings have been adopted by Petanque New Zealand with effect from 1 May 2016.

Article 2 Characteristics of approved boules

Rule:

The players name and forename (or initials) may be engraved on a new set of boules as well as various logos, initials and acronyms, conforming to the manufacturers' specifications.

Interpretation

Any engraving can only be done by the licensed **boule manufacturer who supplied the boules.**

Article 3 – Approved jacks

Jacks are made of wood, or of a synthetic material bearing the manufacturer's mark and having obtained the FIPJP's approval in line with the precise specification relating to the required standards. Their diameter must be 30mm (tolerance: + or – 1mm).

Clarification

There are only two synthetic jacks approved by F.I.P.J.P. (OBUT and VMS). The approved jack must have the name of the manufacturer written on it. Any synthetic jack without one of these brands written on them in relief and readable is not allowed in official competition.

Article 4 Licences

Rule:

Before the start of a National or International competition, each player must present his or her licence. He or she must also present it after any request by the umpire, or by an opponent.

PNZ Ruling:

This Article generally applies to international competitions only. Licences do not need to be produced by NZ affiliated players before domestic competitions in New Zealand. (International players playing in an open competition while in NZ should present a player licence before being eligible to play).

Article 6 Start of play - rules regarding the circle

PNZ Ruling:

It is the responsibility of the player who throws the jack to mark the circle in the approved manner.

If a pre-fabricated circle is moved accidentally by a player and the circle was unmarked, it is to be replaced by agreement between the two teams as close as possible to where it was originally. If agreement cannot be reached, the Umpire will place the circle in the most logical place according to the line of the jack and boules played. The player who failed to mark the circle before throwing the jack at the start of the end will be issued a warning.

Rule:

"The player's feet must be entirely on the inside of the circle and not encroach on its perimeter and they must not leave it or be lifted off the ground until the thrown boule has touched the ground."

PNZ Interpretation:

When crouching in the circle to play a boule/jack, the player's heel can encroach over the edge of the circle, provided it is not touching the circle at any point. However, if the player stands up and onto the circle before the boule/jack has touched the ground, she/he has deemed to have stood on the perimeter of the circle, and to not have had both feet entirely inside the circle as required. A warning will be given.

Article 7 For the thrown jack to be valid

Rule:

For the thrown jack to be valid, the distance separating it from the internal edge of the circle must be between 6 metres and 10 metres.

Interpretation:

A valid throw of the jack is if it is in the confines of 6m to 10m on the valid playing area. When measuring for a valid jack, the end of the tape is placed on the inside edge of the circle, and the measurement is made to the closest edge of the jack.

- If the closest edge of the jack is straddling the six metre measure line it is not a valid throw. The complete jack must be over the 6m measurement.
- For a 10m measure, the closest edge of the jack must be inside or on the 10m line to be valid. Over the line is invalid.

Article 16 Behaviour of players and spectators

Rule:

During the regulation time allowed for a player to throw a boule the spectators and players must observe total silence. Opponents must not walk, gesticulate nor do anything that could disturb the player about to play. The opponents must remain beyond the jack or behind the player and, in both cases, to the side with regard to the direction of play and at a distance of at least 2 metres the one from the other.

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

Interpretation:

The silence applies when a player is in the circle about to play. The requirement for silence applies to opponents, and spectators in the immediate vicinity of that game i.e. it does not apply to spectators watching a game some distance away. The Umpire can be called to determine if this rule is being contravened.

Article 18 Dead boules

Rule:

If the boule then comes back into the playing area, either because of the slope of the ground or by having rebounded from an obstacle, moving or stationary, it is immediately taken out of the game and anything that it has displaced after its passage into an out-of-bounds area is put back in place.

Any dead boule must immediately be removed from the game.

PNZ Ruling:

The boule must be removed by the person who threw it, or his/her team mates. If they do not do so, the opposition have the right to walk on to the piste and remove it if they so choose.

Failure to remove a dead boule will incur a warning.

If another boule is thrown while a person is in the head it will be deemed to be dangerous play and the offending player will be given a warning.

Article 20 Time allowed to play; and Article 7 valid jack

Rules:

Article 20 - Once the jack is thrown each player has one minute to play his or her boule. The same requirements apply to the throwing of the jack, which is one minute for three attempts.

Article 7 If all three throws are invalid the opposition have one minute to have their three attempts.

Interpretation:

Once a valid jack has been thrown, the team to throw the first boule has one minute to do so. This time includes any time taken to mark the jack, check landing spots, walk out the distance between circle and jack etc.

If it is necessary to measure between the jack and the circle, the one minute is paused during the time taken to measure.

Time between ends -The one minute to throw a valid jack for the next end starts as soon as the previous end's points have been agreed to i.e. measurements have been completed.

Article 24 Temporary removal of boules

Rule:

In order to measure a point, it is permitted, after having marked their positions, to temporarily remove the boules and obstacles situated between the jack and the boules to be measured.

Interpretation:

Agreement from the opposition should be sought first. If this is not given, the umpire must be called to remove the boule and replace it in its correct position.

Under no circumstances must boules be twisted and turned on the surface to leave an indentation for the boule to be replaced in, or for the top of the boule to be hit by another boule. To do so incurs a warning.

Article 25 Measuring of a point

Rule:

The measuring of a point is the duty of the player who last played or one of his or her team-mates.

Interpretation:

When measuring to determine points at the end of an end, the team that played the last boule must measure the closest boule in the head, reach agreement on each point with the opposition and then remove the boule to a position where all boules scoring can be confirmed should there be a dispute of the total number. The opposition team still has the right to measure before agreeing to the point/s.

If agreement cannot be reached after an initial measure by each team, the Umpire should be called.

When the Umpire moves into measure, the players should state whether there are further boules to play, and point out the boules that are to be measured. The players must move at least three metres away from the head while the Umpire is measuring.

It is the responsibility of the players to mark the boules and/or jack, as per Articles 11 ("the players must mark the jack's position") and 21 ("the players must mark the boules").

If the players have not marked their boules/jack and the umpire moves either of those while he/she is measuring, he/she is to make an equitable decision.

The decision given by the Umpire is final and the players cannot ask how close the measurement was.

Article 27 Displacement of the boules or jack

Rule:

The team, whose player displaces the jack or one of the contested boules, while effecting a measurement, loses the point.

Interpretation:

The term "displaces" means *that there is a difference between a later position of a thing and its original position.*

If a boule or jack is touched and remains in the same position, the boule or jack has not been displaced and the point is not lost. It is up to the players to watch the measurement being made.

An opposition player coming in to the head to measure first, in contravention of Article 25, who accidentally displaces the jack or the boule being measured and loses a point, will have no recourse.

Article 28 Boules equidistant from the jack

Rule:

If after completion of the end, no boules remain within the playing area, the end is null and void.

Interpretation:

The term "null and void" is the same as void and does not constitute an end being cancelled if no boules remain on the piste. The end is included as "played" in the case of one of the ends after the signal has sounded for a timed game. There is no such thing as a substitute end.

When starting the next end, the situation is therefore the same as in Rule 28(1):

"If the two teams have no more boules to play the end is dead and the jack belongs to the team which threw the jack at the preceding end". The next end is played from the same end as where the jack finished.

Article 31 Penalties for absent teams or players

Rule:

No player may absent him/herself from a game or leave the terrains of play without the authorisation of the Umpire. For time-limited games, the player wanting to leave must have already played all his boules in the on-going end.

PNZ Interpretation:

This applies when two Umpires are in attendance. When only one Umpire is in attendance, the departing player may get the permission of their opposition. The requirement for time limited games still applies i.e. the player wanting to leave must have already played all his boules.

Article 32 Late arrival of players

Rule:

If a missing player arrives more than one hour after the start of a game, he or she loses all rights to participate in that game.

If his or her team-mates win this game, he or she will be able to participate in that which follows provided that he or she was originally registered with that team.

If the competition is played in leagues, he or she will be able to take part in the second game whatever the result of the first.

Interpretation

If a player arrives more than one hour after the start of a game, they cannot compete in that game if it is still being played, but they can join their team for the next game, if there is one.

PNZ Rule: When is an end deemed to be finished in timed games

This rule applies only;

- in timed games.
- to determine how many ends, remain to be played after the time signal is sounded.
- It is not used for any other purpose.

When the time signal is sounded, players decide if all boules of the end have been played and have come to a stop. If so that end has finished, (regardless of measuring and deciding points). It is the most objective point at which to make a decision re the end of an end, as it does not allow players to 'play for time' through measuring, deciding points, calling the umpire etc. So when the time signal is sounded...

- If the last boule of the end **has been played and come to a stop**, you have officially started the new end and are therefore able to play that end, plus the tournaments official ends.
- If the last boule of the end **has NOT been played or NOT stopped**, you finish the end and then play the tournament's official ends.

PNZ Rule - Marking of boules and jack

The purpose of marking a jack or a boule is simple; so that if they are moved from their position for any reason (measuring, identification, displacement), the marking lines can be continued through the right angle to complete a cross. This will show the centre point of where the boule/jack was originally positioned, and the boule/jack can be replaced (see Figure 1a, 1b, 1c below).

Fig 1a (correct marking)

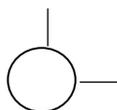
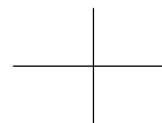


Fig 1b (marks when boule removed)



Fig 1c (marks continued to form a cross with a clear centre point)



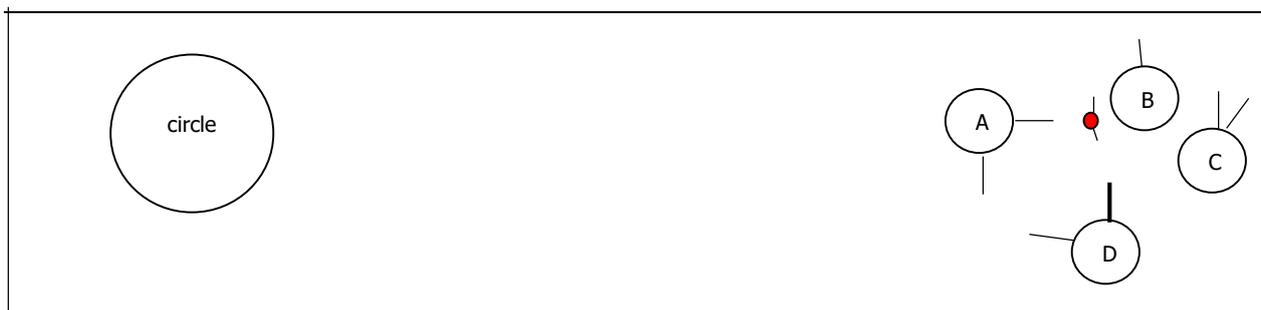
The four criteria of how to mark a jack or boule:

- a minimum of two lines must be drawn (3 or 4 is also acceptable).
- The lines must be drawn at right angles to each other.
- Lines must be at a depth and length according to the relevant playing surface so they can be clearly seen but without affecting the run of the boule.
- No line must be facing the playing circle or the jack (see Fig 2a and 2b below).

Fig 2a (Correct markings)



Fig 2b (Incorrect markings) A = faces the jack; B = only 1 line; C = not at right angles; D = one line faces the circle and one is too thick; ● = parallel lines so no cross is able to be made



Use of Coloured Cards

Non-observation of the Rules of Petanque incurs the following penalties.

Yellow Card - Warning

Orange Card - Annulment of 1 Boule

Second Orange Card - Annulment of 2 Boules

Red Card - Exclusion of the player or the team or both teams

When it is not an exclusion from the game, penalties are back to nil at the end of each game.