 Pétanque Federation Australia Affiliated With the F.I.P.J.P	Policy No:	3.1.3.0	PFA Timed Games Rules & Guidelines			
	Approved:	1 Dec 2016	Version:	1.0	Review Due:	1 Dec 2017

PFA Timed Games Rules & Guidelines

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 1hr + 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.*

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.

6. *For the Jack to be valid it must be thrown at 1m from the surrounding dead boule line and at 0.50cm from all internal lines.*

7. Article 32

Teams absent at the terrain after 5 minutes will be penalised by one point and by a point every 5 minutes from then on.

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. Prefabricated Throwing Circles

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

10. 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)

11. Calling of Umpire

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

 Pétanque Federation Australia Affiliated With the F.I.P.J.P	Policy No:	3.1.3.0	Championship Timed Games Rules			
	Approved:	1 July 2016	Version:	1.0	Review Due:	1 July 2017

12. 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.

13. Measuring

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

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.

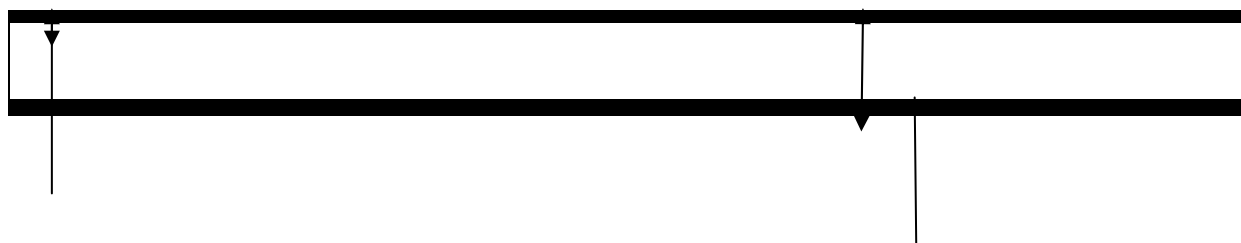
RECOMMENDATION FOR PISTE MARKING

Timed Games: Each separate piste must be marked with continuous string lines. To conform with Article 7, the throw of the jack must be 1m minimum from the Dead Boule Line and 50cm from the internal lines. 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 min & 50cm from internal lines.



4 metres wide	4metres wide	4metres wide	4metres wide	4metres wide	4metres wide	4metres wide	4 metres wide
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Recommend distance of 30cm between timber plank & dead boule line.

Barrier (fence, bench or pole) must have a distance of 1m between barrier & dead boule line.