



# **Pétanque Federation Australia Umpire Handbook Code D'Arbitrage**

Produced by

**Pétanque Federation Australia Ltd**

Amended Rules of the Game made by the International Congress of the FIPJP  
at  
Madagascar the 4<sup>th</sup> December 2016.

Current version adopted by Pétanque Federation Australia on 30 December 2016

Reviewed by  
PFA Umpire Commission

January 2020

## **1. – UMPIRE**

To be an umpire, you must:

- 1) Hold a licence with Petanque Federation Australia
- 2) Not be a member of another petanque Federation as an umpire;
- 3) Be physically fit; and
- 4) Have passed successive umpire's exam, giving you the following
- 5) Hold all relevant police clearance and documentation.

Rankings:

- |            |                                   |
|------------|-----------------------------------|
| 1) Grade 1 | Club umpire                       |
| 2) Grade 2 | State umpire                      |
| 3) Grade 3 | National umpire                   |
| 4) Grade 4 | Confederation Umpire (FIPJP Exam) |
| 5) Grade 5 | International umpire (FIPJP Exam) |

A national umpire may apply for an honorary umpire's licence, once he/she is no longer able to umpire, providing he/she has umpired for a minimum of 10 years.

Whatever his/her ranking an umpire when not officiating, is always subject to the authority of the President of the club where he/she is licensed.

## **2. – UMPIRE'S rules**

- 1) An umpire is the representative of Petanque Federation Australia Ltd and must implement its rules and Policies.
- 2) He/She must be thoroughly conversant with the rules and be sufficiently authoritative and diplomatic to carry out the role.
- 3) He/She must never get involved in an argument with players during a tournament under his/her control.
- 4) He/She must visibly wear his/her umpire's badge; have all the instruments necessary for the exercise of his/her function (Tape measure, decametre, sliding measure, whistle, compass, etc.).
- 5) He/she must be present before the start of the competition to make sure that the starting time, Format etc. are respected.
- 6) Before the start of the tournament the umpire must inspect the pistes (boundaries, obstacles etc.) and if necessary make any changes required. The umpire must inform players of the changes made.
- 7) May not act as umpire in a game where he/she is competing.

## **3. – TOURNAMENTS**

- The umpire must make sure that all players are registered, which satisfies the rules of Petanque Federation Australia
- The umpire will supervise the draw and make sure that the draw is done for every round.

**- The umpire must never run the control table.**

During the competition the umpire must make sure that:

- a) Players behave properly.
- b) Rules are respected.
- c) No incident develops, that will involve the integrity of the umpire leaving him/her without excuse.
- d) Once a decision taken, he/she will walk away without discussion.
- e) While measuring, do not hesitate to measure a few times if necessary before making a decision.
- f) If the boules are not conformed to the rules, to announce “Irregular boules”.
- g) Take the appropriate action in the case of an accident or medical condition (previously notified to the umpire), and accord a maximum interruption time of fifteen minutes to the player. The player and his/her team would be immediately excluded from the competition in the case of fraudulent usage of this rule.
- h) The umpire being the only judge on the ground, he/she must act without hesitation. In difficult situations, the umpire can call on the jury; the jury must include committee members of either the Federation, State league or the Club organising the tournament and official umpire of the day.
- i) In case of rain, to decide stopping the game only if he/she is certain that the rain will make the ground unplayable. Players must not leave the ground without the agreement of the umpire.
- j) He/she never criticizes publicly any decisions made by another umpire.
- k) After the competition:

Write the umpire report and send it to your State Director of Umpiring & cc the PFA-Administration Director of Umpiring.

- During the distribution of trophies and prizes, mix and socialise with players and officials.
- At the end of the competition discuss difficult rulings with others umpires, it will help finding identical solutions.

### **General comments**

The umpire must be conscious of the importance of his/her duties. The authority, surety and correctness of his/her decisions will give confidence to the players and will avoid problems.

**N.B.** – The umpire must never forget that the interest of the game is dependent on the clarity and authority of their decisions.

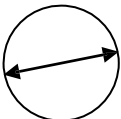
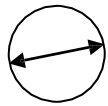
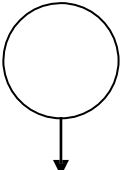
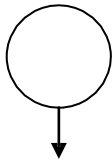
## OFFICIAL RULES OF PETANQUE

### Technical comments with drawings/diagrams

#### Article 2a


- Weights and brand/Trade mark must be legible on all boules
- References of serial numbers on the guarantee are acceptable.
- Irregular boules can be detected with the assistance of special equipment.
- Don't hesitate to control the boules (weight, markings etc.).
- Be very severe for reclamation made during a game and late. Usually the losing team makes those complaints.

#### Boules :

	□ : 8cm	□ : 7.05cm
Diameter		
<hr/>		
Weight		

#### #Article 2a:

For competitions reserved for players who are 11 years or less, they may use boules that weigh 600gms and are 65mm in diameter provided that they are made by an approved manufacturer.

	Weights and Brands/Trade mark Compulsory
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Jack: Wood or synthetic material (name of manufacturer) as approved by F.I.P.J.P

Natural, or painted in any colour - Diameter 30mm +/-1mm  
Their weight must be between 10 & 18 grams.

□ : 31mm  
Maximum

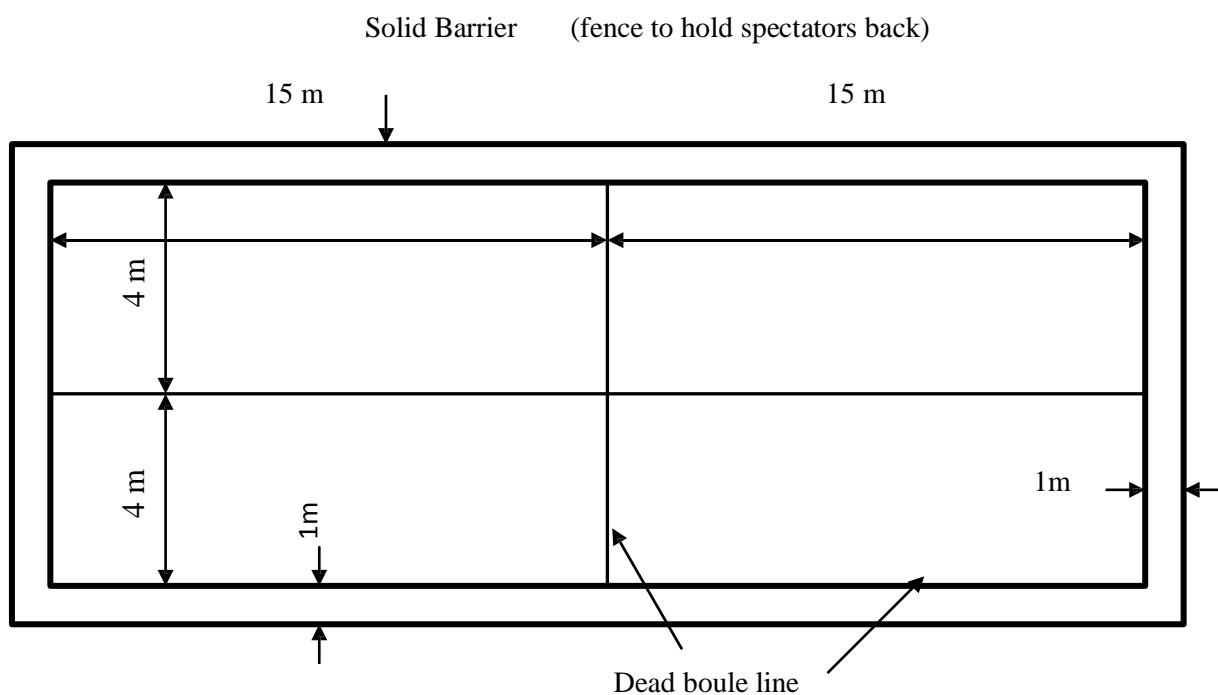
□ : 29mm  
Minimum

Article 5 (See drawing 5-18)

When playing on Marked Terrain, the minimum dimensions of which must be as follows:

- For National Championships and International Competitions 15 metres long and 4 metres wide.
- For others competitions: Approval of National Federation is required
- Minimum 12 metres long x 3 metres wide.
- When playing areas are placed end to end, the end lines of the pistes, which are common to both playing areas, are classed as dead boule lines.
- When the terrains of play are enclosed by solid barriers, (fence to hold spectators back) these must be a minimum distance of 1 metre from the exterior line of the playing area.
- **Certain competitions can be organised with a time limit.**
- String of 3mm minimum to 5mm maximum should be used to mark each piste. It is recommended that the strings are nailed/pegged at a distance not exceeding 1 metre between pegs.
- It is recommended that Clubs or Tournament Organisers use “Paint or chalk” to mark the width of the pistes, but the dead boule line or boundary line should be string.

Article 5  
Marked ground



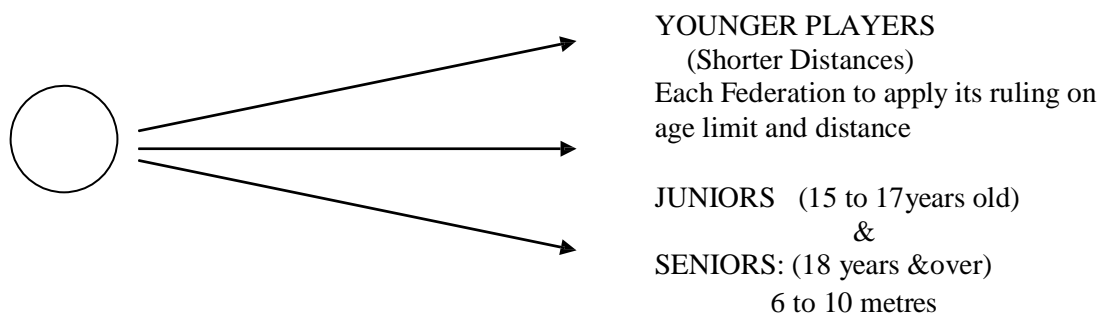
## Article 6

If the 2 teams cannot play on the allocated ground, only the umpire can give them a new ground in agreement with the Tournament Director.

## Article 6 –7 -8

Circles Prefabricated – must be FIPJP approved particularly in respect of their rigidity (article 6) and have an internal diameter of 50cm (tolerance of + or – 2mm).

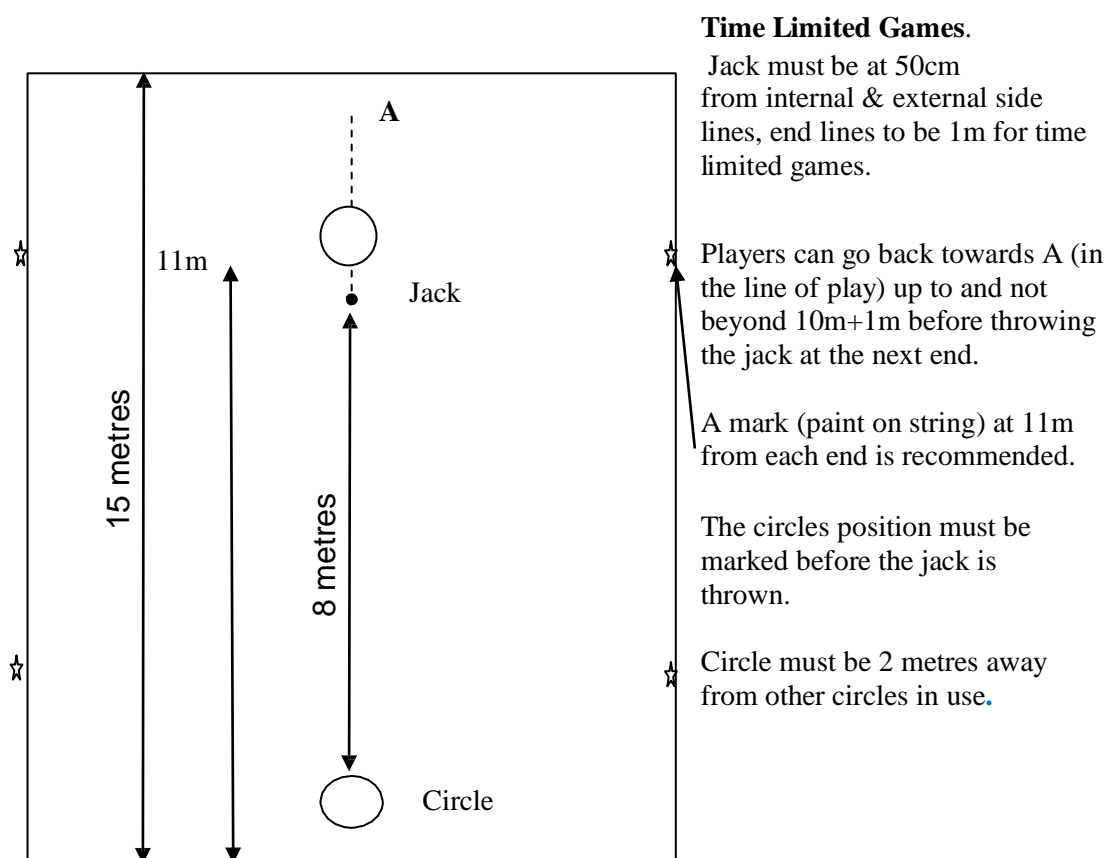
Traced Circle (35cm to 50cm).



Circle at 1 m Minimum from all obstacles such as a fence, pole, timber etc.

Circle at 2 m Minimum from another circle in use.

Cochonnet (Jack) at 1 m from all obstacles or from an interdiction (dead boule line).



## Article 9

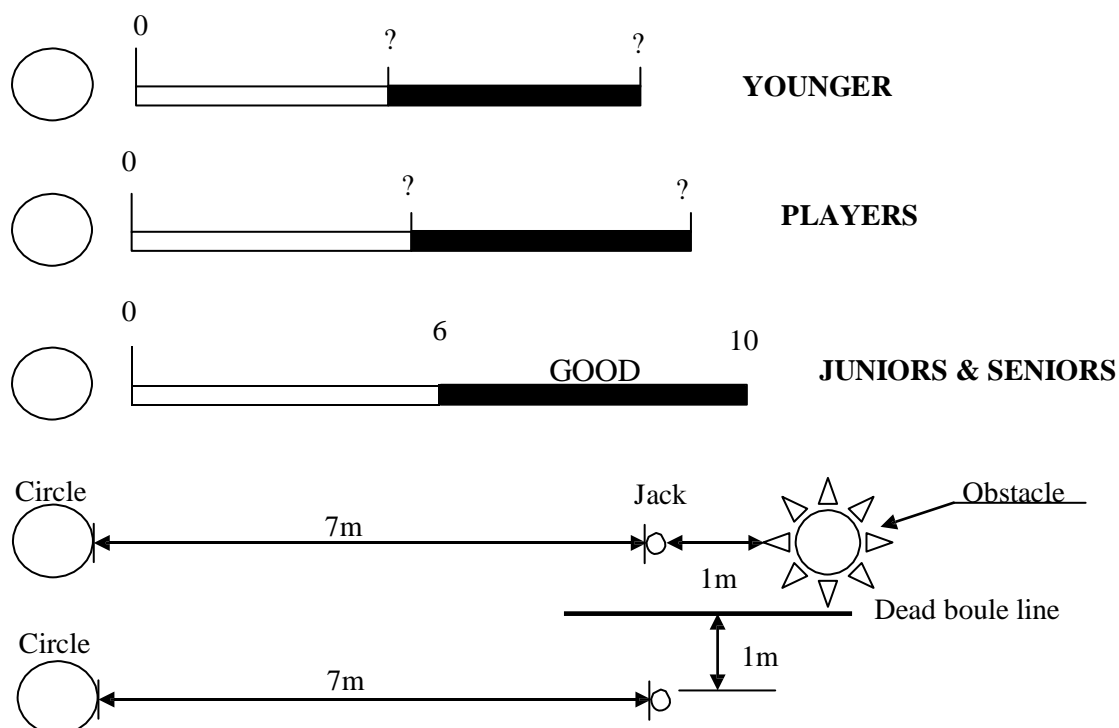
.... Is considered as dead ground a “puddle of water” where the jack floats freely.

Comments: In the impossibility to measure with certainty one or more points, article 13 must be applied.

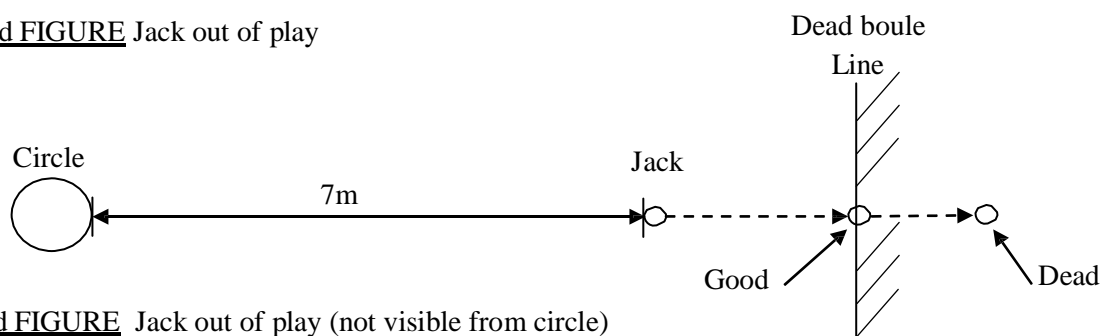
Please note:

The distance is measured from the inside edge of the circle

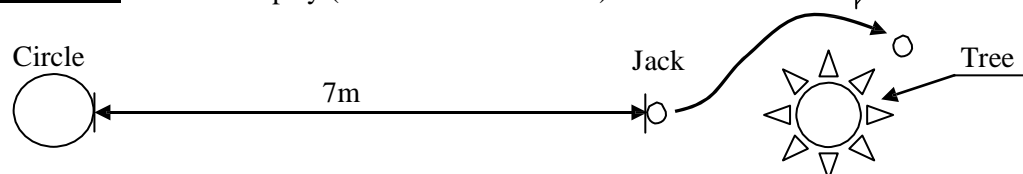
### 1<sup>ST</sup> FIGURE Jack in play (Shorter Distances for Younger Players)



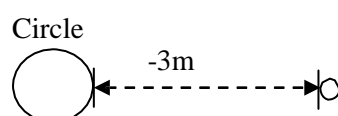
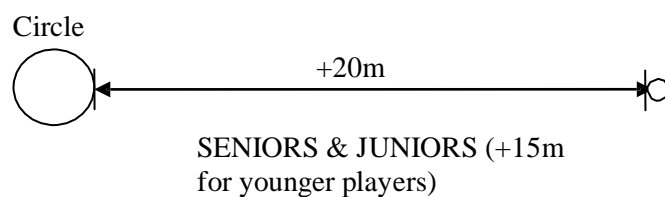
### 2nd FIGURE Jack out of play



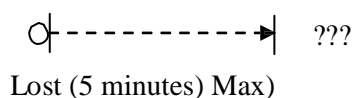
### 3rd FIGURE Jack out of play (not visible from circle)



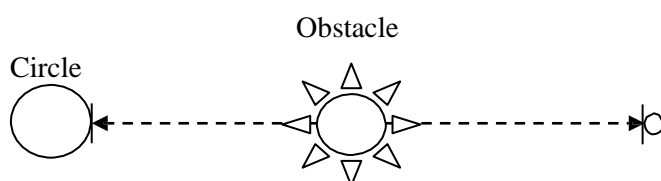
**4th FIGURE** Jack out of play (minimum and maximum distance from circle)



**5th FIGURE**



**6th FIGURE** No obstacle or interdiction (puddle of water) between the circle and the Jack.



**Time Limited Games :** When the jack leaves the designated marked piste.

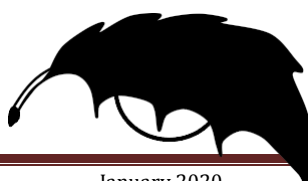
#### **Article 10 – Displacement of Obstacles**

Ensure that this article is strictly respected and in all tournaments.

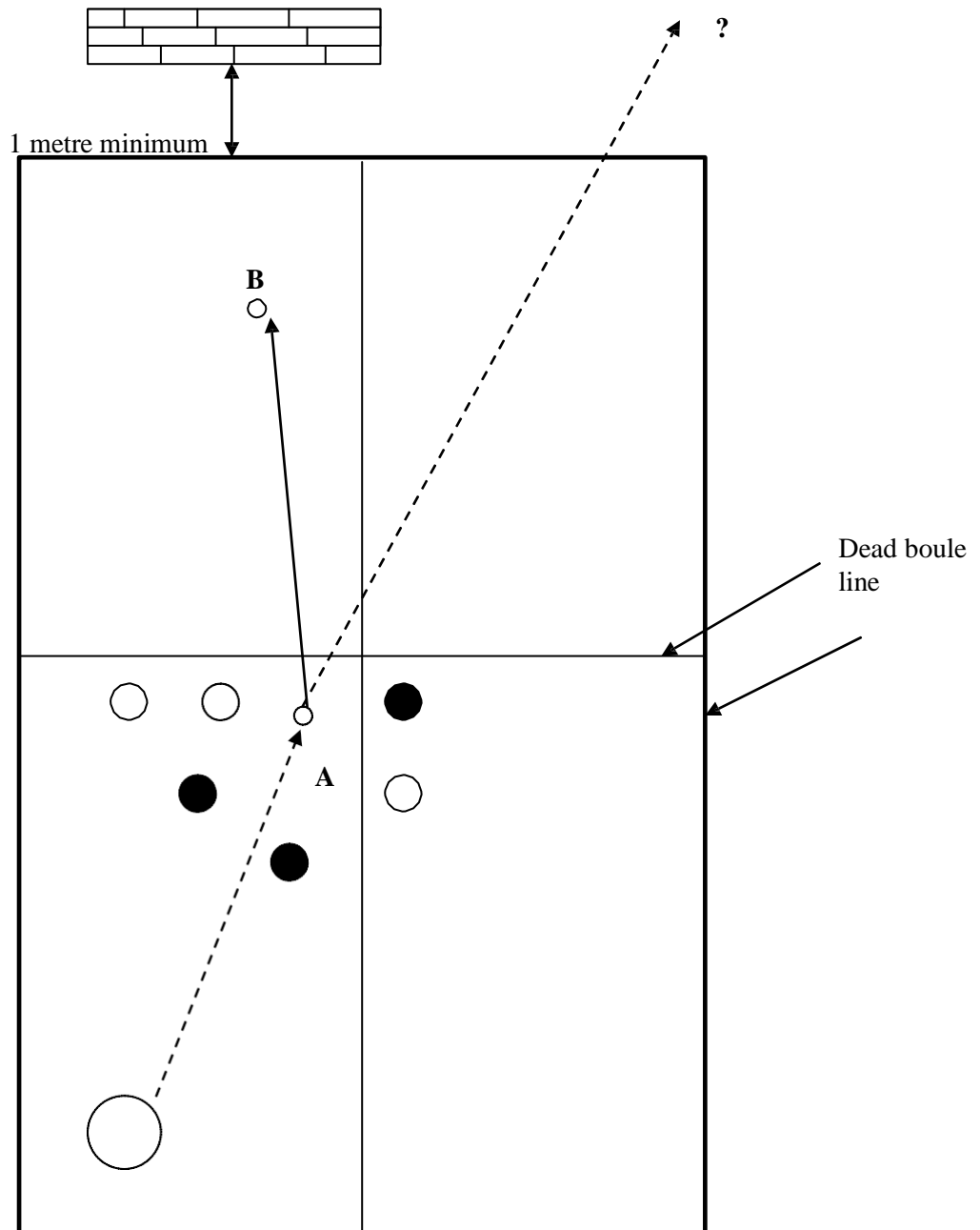
The player about to play, or one of his/her partners, may fill in a hole which would have been made by one boule played previously. A player is not permitted to sweep the ground directly in front of a boule which is about to be shot.

#### **Article 11**

If during an end, the Jack moved or not moved is covered by a tree leaf or a piece of paper: mark the jack and remove the object.







The jack having been hit in point A, and comes to stop in point B.

The jack having been hit in point A and cannot be found.

**RULING: THE END IS VOID**

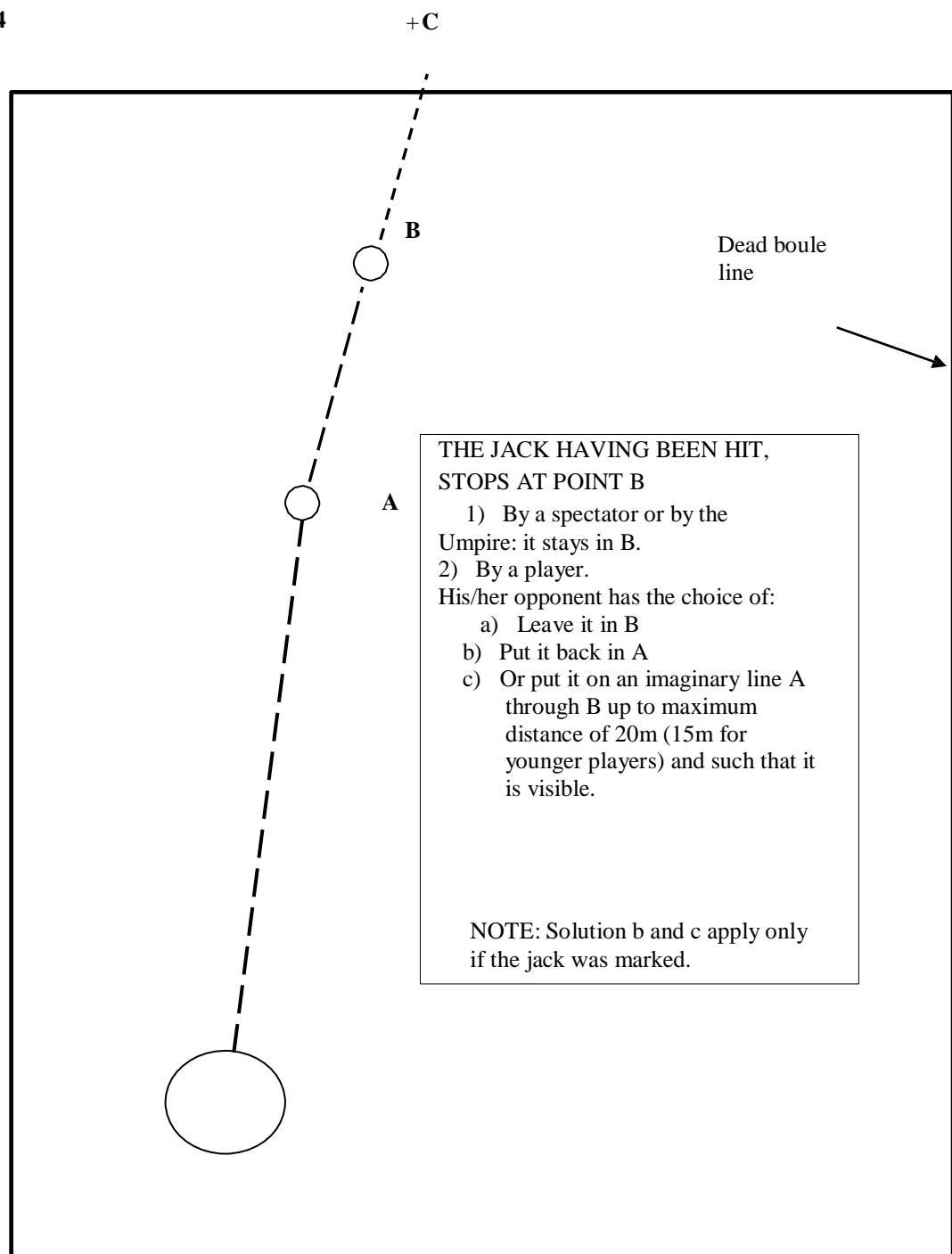
If both teams have boules to play

Or if both teams have no boules to play.

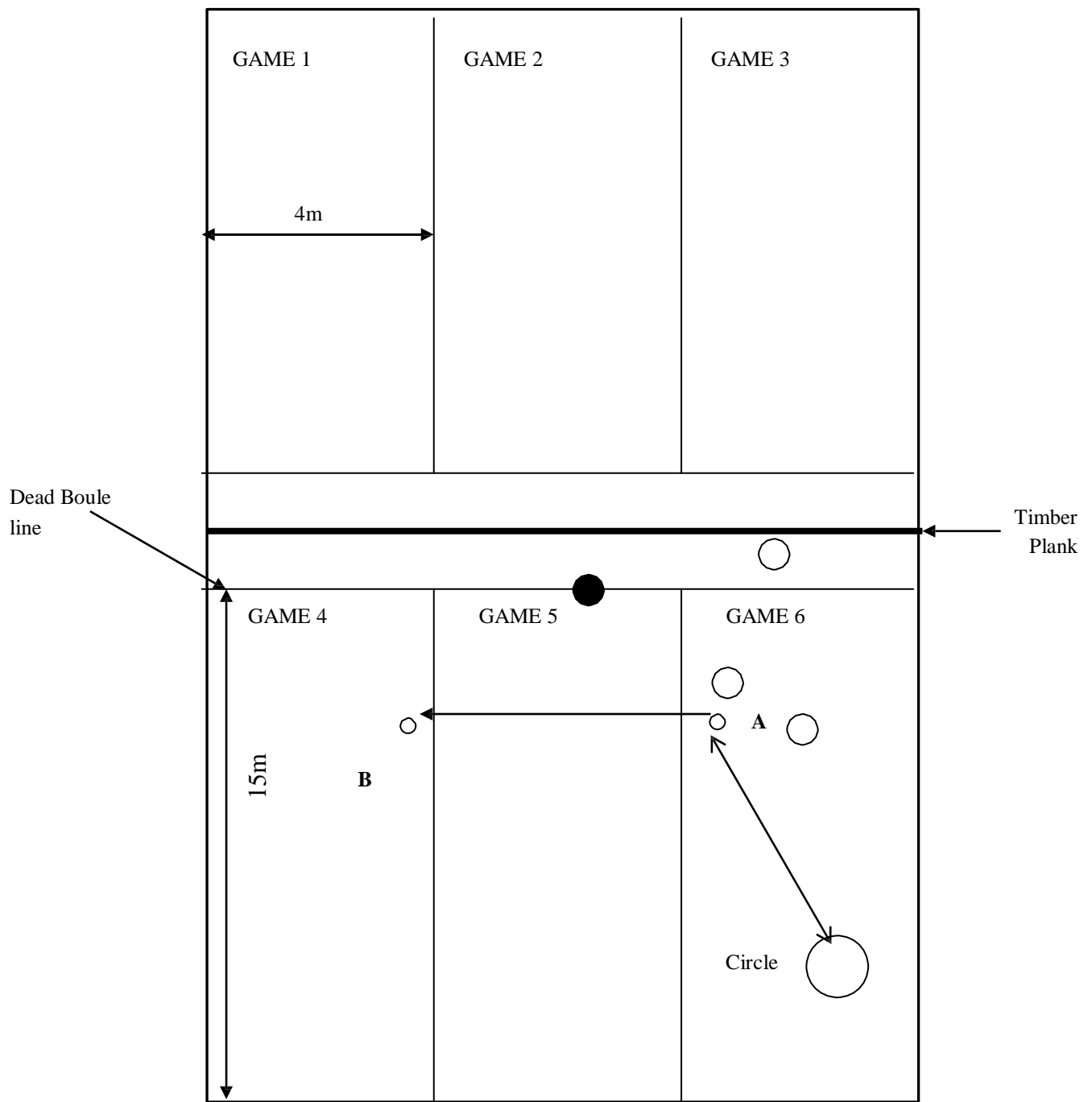
If one team has boules left, will score one point per boule in hand.

If only one team have boule to play, then this team will score as many points as they have boules left to play

Article 14



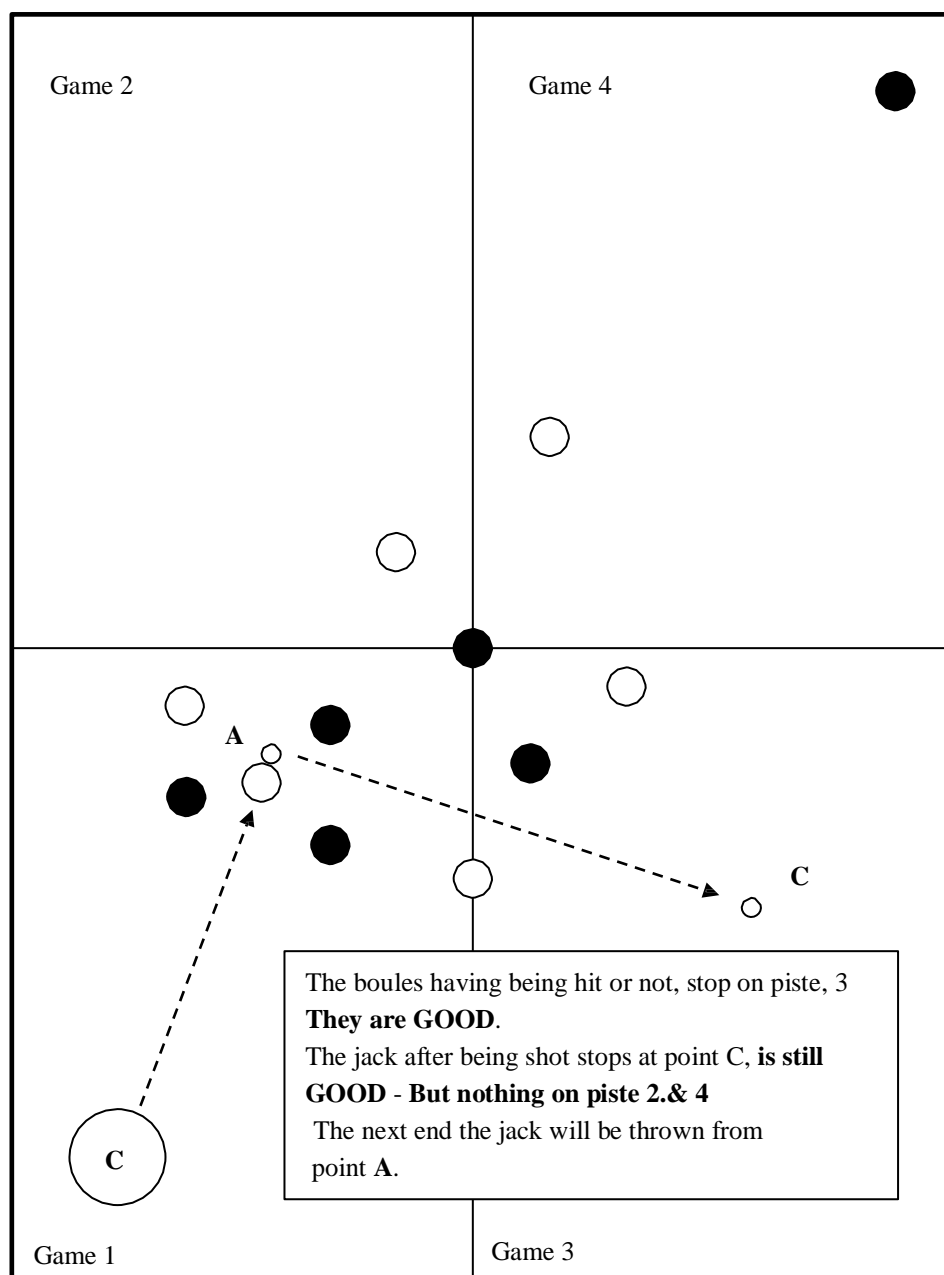
## Article 5 &18



The jack having been hit in point A, crosses the pistes and then stop in point B: is not valid – If both teams have boules left the end is void – If one team have boules left, will score one point per boule in hand.

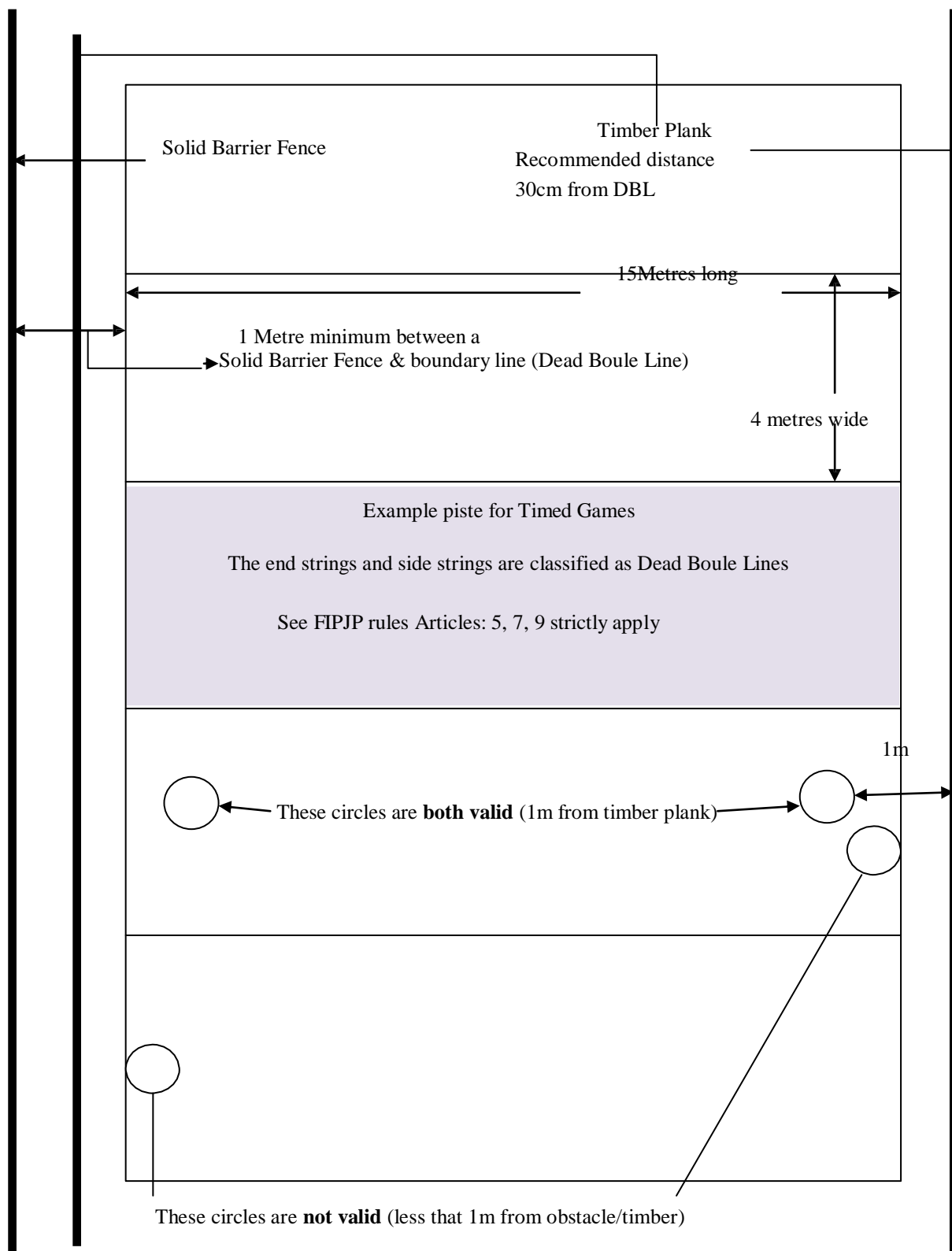
In timed games played on marked terrain a boule (and jack) is considered dead when it completely crosses the line of the designated piste. (see diagram page 13&14)

## Article 18



**NB** – To mark the ground please refer to article 5.

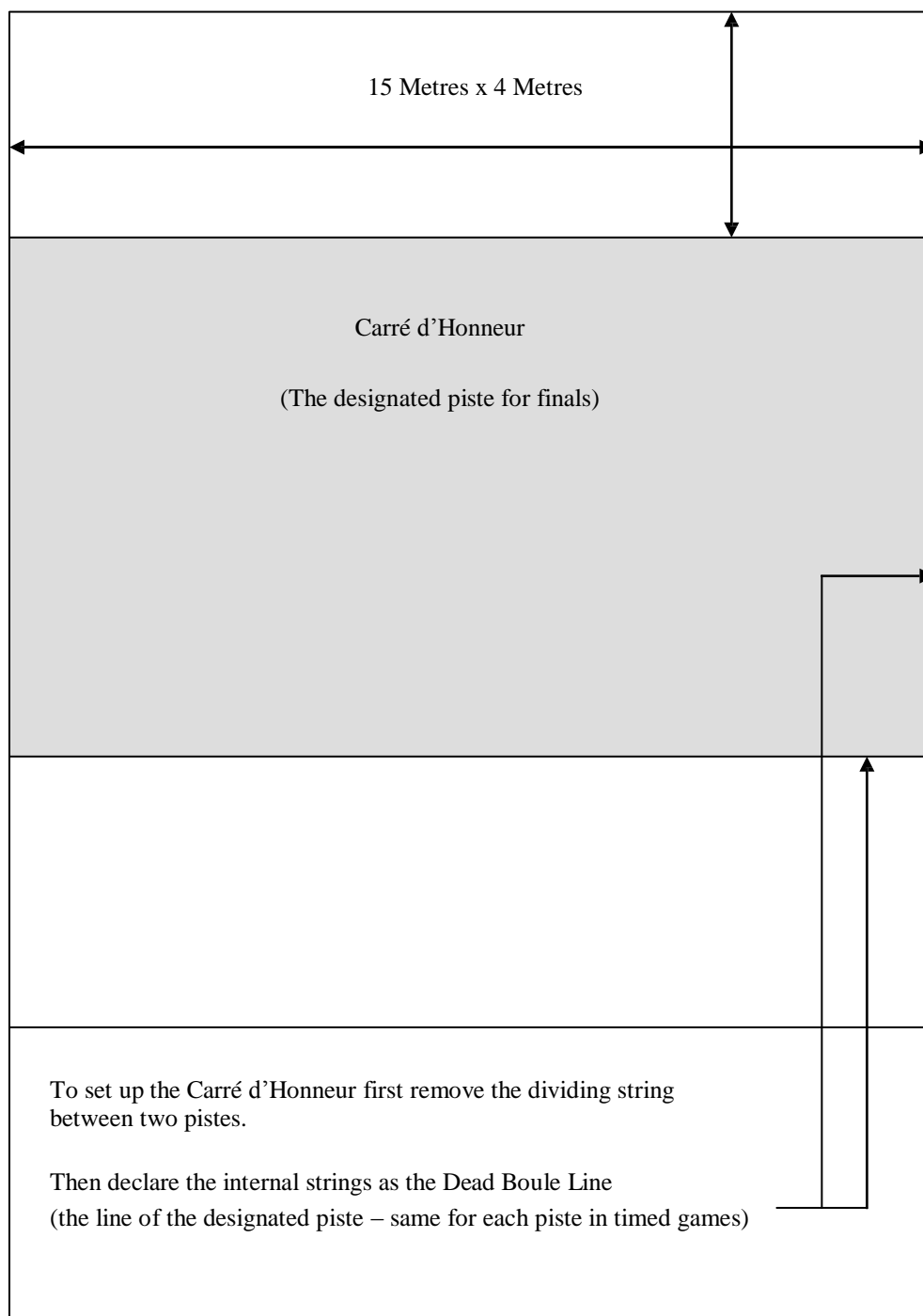
## Article 5



Circles must be drawn or placed at 1metre minimum from any obstacle  
(boule stops eg timber planks & brick walls are deemed as obstacles)

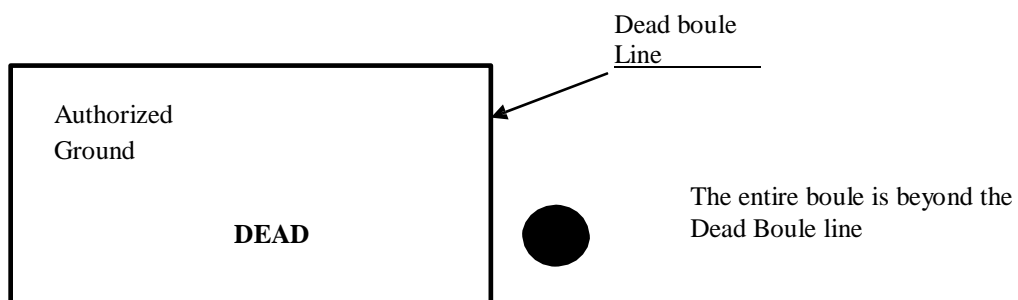
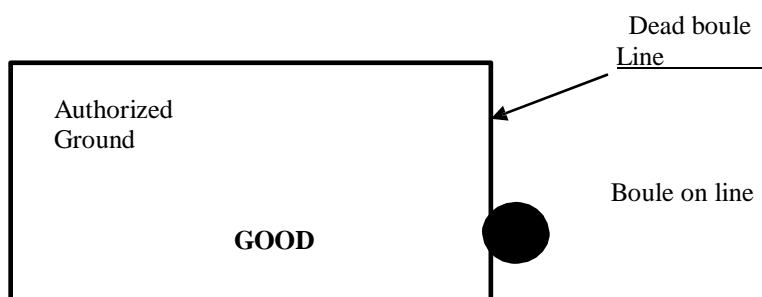
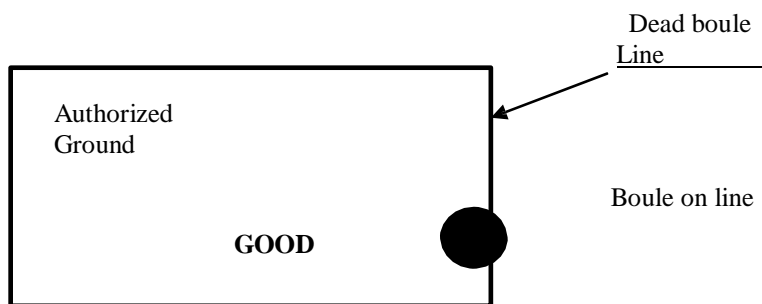
### EXAMPLE PLAN OF A TERRAIN DIAGRAM

### Example for marking the area for Final Games



### EXAMPLE Carré d'Honneur

## Article 19 (Boules)



## PFA Timed Games Rules

### 1. PFA Local Rule

Each separate piste (15metres x 4metres) must be marked with continuous lines (string). For any variation of piste size or line marking, permission must be granted by PFA Board.

#### Unplayed Boules

Unplayed boules should be left behind the dead boule line, they are a tripping hazard if left on the playing area. Players may place them by the circle when playing but must pick them up when leaving the circle.

### 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 completion of the set time a final whistle, all ends started must be completed.

The new end is considered to have started when all boules of the current end are played or if the jack has gone out of playing area.

**Tied score** - extra end (In order to obtain a final result)

- a) 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.
- b) 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.
- c) 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 lines marked being a dead boule line, Jack going over the line is considered "dead", new end to be started.

Boule/s going over the internal lines are considered "dead" and must be removed from the next playing piste.



## 5. Throwing of the jack

One throw of the jack.

In the case of an 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.

- If the jack is not placed in a valid position by the opponents (*all members of the team will receive a yellow card warning at the appreciation of the umpire if he/she estimates that it was misplaced to gain advantage (time wasting))* and **must place the jack correctly.**

6. To be a valid throw, the jack must be a minimum of 1 metre from any obstacle and from the nearest boundary of an out-of-bounds area (dead boule line). For timed limited games this distance is reduced to 50cm from the internal and external side lines except for the end lines of the piste.

## 7. Article 32

Teams absent at the terrain after 5 minutes will be penalised by one point and by one 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.

In the case of an accident or medical problem officially recognized by a doctor, the player may be granted a maximum absence of fifteen minutes. If using this option should prove fraudulent, the player and his/her team will be immediately excluded from the competition.

## 8. 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.

## 9. Measuring

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

## 10. 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.

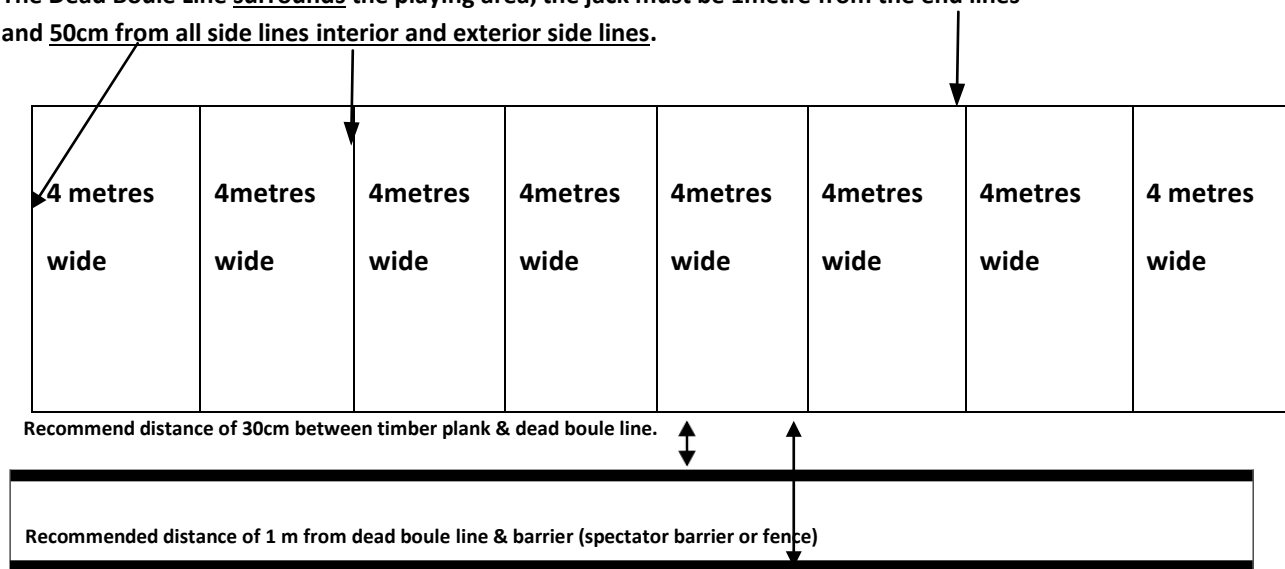
## RECOMMENDATION FOR PISTE MARKING

**Timed Games:** Each separate piste must be marked with continuous string lines. To conform with Article 7, the 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 from the interior and exterior side lines but for the end lines the distance is one metre.

All pistes must be 15m x 4m for all championships, (*Leagues and clubs hosting championships may apply for exemption from the PFA Board*).

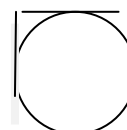
The Dead Boule Line surrounds the playing area, the jack must be 1metre from the end lines and 50cm from all side lines interior and exterior side lines.



### 11. Prefabricated Throwing Circles

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

12. 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)



### 13. Calling of Umpire

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

## NOTES

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