



BASIC RULES OF PETANQUE

*The following paragraphs are guidance to some of the rules that apply to common occurrences you will encounter in a game of pétanque. They are given in the context of normal play, including intra-club competitions, at Monkstone Pétanque Club. Different rules may apply in competitions organised by the WPA or by other clubs. Rules marked ** are at variance to the Official Rules of Pétanque issued by the FIPJP.*

PLACING THE CIRCLE

1. The circle must be placed more than 1m from any obstacle and at least 1.5m from another circle or jack in use.

*At Monkstone PC the only obstacle is the fence between the terrain & the bowling green and this constitutes an obstacle **ONLY** when playing from the scoreboard end.*

2. In all cases the circles must be marked before the jack is thrown.
3. If a player picks up the circle when there are boules still to be played, the circle is replaced. **

THROWING THE JACK

4. For the thrown jack to be valid, the following conditions apply:
 - The distance between the internal edge of the circle and the jack must be 6m minimum and 10m maximum.
 - The circle must be a minimum of 1m from any obstacle and at least 1.5m from another circle or jack in use (*see 1 above*)
 - The jack must be a minimum of 50cm from the end line of the lane.

There is no minimum distance from the strings along the sides of the lane. The jack has to be wholly over the string for it to be invalid

5. At the following end the circle is placed over the jack at the point where it finished at the previous end, except in the following cases:
 - The circle would be less than 1m from an obstacle and at least 1.5m from another circle or jack in use.

In this case the player places the circle 1m from the obstacle and at least 1.5m from another circle or jack in use.

- The jack cannot be thrown to a distance of 10m.

*In this case, the player may (but is not obliged to) move the circle back in line with the jack. It may be moved back until it is possible to throw a valid 10m jack (i.e. 10.5m from the end string) but no further. ***

6. If the jack has not been thrown in accordance with the rules defined above, the opposing team will place the jack in a valid position on the terrain. They may (but are not obliged to) move the circle back, in accordance with the rules above, if the first team's positioning of the circle did not allow the jack to be thrown 10m.
7. In any case, the team that threw the jack initially shall play the first boule.

THROWING BOULES

8. If a player throws a boule other than their own, the boule played is valid but must immediately be replaced, possibly after measuring has been done.
9. If a player picks up one of their boules from the playing area while he/she or their partners have boules remaining, they will not be allowed to play them. The opponents may play any remaining boules.
10. When the two closest boules to the jack belong to opposing teams, and are at an equal distance from it, one of the following 3 options will apply:
 - If the two teams have no more boules to play the end is dead and the jack belongs to the team which had thrown the jack in the dead end.
 - If only one team has boules left to play, it plays them and scores as many points as it has boules closer to the jack than the nearest opponent's boule.
 - If both teams have boules left to play, it is for the team which played the last boule to play again, then the opposing team, and so on alternately until one team has the closest boule to the jack when the normal order of play resumes.