

WELLINGTON PETANQUE ASSOCIATION INC

The Association has been established to promote and administer the sport of Petanque throughout the Wellington Region. There are currently ten clubs affiliated to the Association.

Hataitai Petanque Club
Khandallah Petanque Club
Masterton Petanque Club
Porirua Petanque Club
Upper Hutt Petanque Club

Kapiti Petanque Club
Manawatu Petanque Club
Park Avenue Petanque Club
Silverstream Petanque Club
Wellington Petanque Club

Visit the Wellington Petanque Association's internet site at:

<http://home.clear.net.nz/pages/petanque>

ACKNOWLEDGEMENTS

The Wellington Petanque Association acknowledges the following publications and organisations as sources of information for this Resource Manual:

'The Pernod Book of Petanque' Maurice Abney-Hastings
'Petanque, The French Game of Boules' Garth Freeman
'British Petanque Association Book of Coaching and Play' Barrie Lees
'Petanque, The Great Outdoor Game of Boules' Marcel Linares
'Petanque In New Zealand' Gavin Campbell
'Organising Successful Tournaments' John Byl
'The Tournament Book' Cary Thompson, Garry Blackett and Jim Carruthers

New Zealand Petanque Association Inc
Hillary Commission for Recreation and Sport

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INTRODUCTION

There can be few travellers to France who have not encountered the game of Boules or Petanque. It is played everywhere, on village streets, country lanes, alongside busy motorways, backyards or public squares. The playing of Petanque is enjoying world wide growth. This game is not a fad - in one form or another, it has been enjoyed in European countries for centuries and prior to this in Egypt at the time of Pharaohs.

It is generally held that Petanque began in 1910 in Provence, France. Debate rages among locals whether it was at Vallauris, L'Isle-Sur-Sorque, or Le Ciotat when a group of players engaged in "Jeu Provençal", a game played on a piste of up to 21 metres involving a three metre run up to bowl, decided to reduce the physical effort involved, and reduce the piste to 10 metres. The fact that a player now threw their boules while standing still with both feet together in a throwing circle immediately gave Petanque a much wider appeal and contributed to the world wide expansion of the game.

In the last five years or so the game of Petanque has become well established in New Zealand. Clubs have sprung up all over the country and the number of licensed players has continued to grow steadily each year. Most clubs meet on a regular weekly basis for practice, casual games or tournaments and as a result the standard play is improving all the time.

One of the joys of the game is that it is fundamentally very simple. It does not require expensive equipment or special clothes and it can be played on practically any surface. It is a very sociable game which can be played by a wide range of people - men, women, the young, the old, the handicapped - with equal chances of success. Yet it can provide hours of engrossing pleasure. Obviously there are skills involved and, equally obviously, the more someone plays or practices, the better he or she will become at the game.

This manual is intended for use by clubs as a resource for coaching and organising tournaments. The manual is divided into two sections:

Section A: "The Game Of Petanque".

The game of petanque is centred on the simple action of holding and throwing the boule. Throws are divided into points and shoots, depending on whether a player is trying to land the boule close to the cochonnet, or to strike an opponent's boule, and thus remove it from near the cochonnet.

Section A details the techniques required for holding and throwing a boule, pointing and shooting. Also included are some general hints on tactics, choosing your boule and the rules of petanque.

The diagram pages are designed to be photocopied and laminated so that they can be used during a coaching session as handouts to the participants.

Section B: "Organising Successful Tournaments".

Section B details a selection of tournament formats suitable for use at club, regional and national levels. Also included in Section B is the important concept of seeding. Seeding tournaments ensures all players progress through a tournament relative to their ability.

There are four Appendices included with Section B. The first two detail competition formats suitable for use by clubs on their regular club days. The Skill Competition (Appendix B) can also be used on coaching or training days. The other two Appendices contain pool and draw sheets which can be photocopied for use with the appropriate tournament formats.

SECTION A

THE GAME OF PETANQUE



WELLINGTON PETANQUE ASSOCIATION INC

CONTENTS

Holding and Throwing the Boule	4
Pointing	5
<i>The Sliding Point</i>	
<i>The Rolling Point</i>	
<i>The Medium High Point</i>	
<i>The High Point</i>	
<i>Pointing from a Standing Position</i>	
<i>Pointing from a Squatting Position</i>	
Shooting	9
<i>Shooting Along the Ground</i>	
<i>Shooting Along the Ground - Long</i>	
<i>Shooting Along the Ground - Short</i>	
<i>Shooting to Hit the Boule Directly</i>	
Petanque Tactics	11
<i>Preparation and Concentration</i>	
<i>Physical Fitness</i>	
<i>Nutrition</i>	
Marking and Measuring	15
<i>Marking the boules and cochonnet</i>	
<i>Measuring a point</i>	
Common Terms Used in Petanque	16
Choosing Your Boule	17
Official Rules of the Game of Petanque	19
<i>General</i>	
<i>Play</i>	
<i>Boules</i>	
<i>Points and Measuring</i>	
<i>Discipline</i>	

HOLDING AND THROWING THE BOULE

Regardless of whether a player points or shoots, the boule is held identically. The boule must rest comfortably in the hand and the fingers are to be held as close as possible to each other with the tip of the thumb very close or touching the side of the index finger.

During the entire throwing sequence the fingers should remain close together and directed straight at the desired landing spot in order to provide steering and direction to the boule.

The most common fault with throwing is allowing the hand to twist at the moment of release. This can often be caused by a lack of balance throughout the swing and trying to correct this at the last moment. It is probably a good idea to counterbalance the throwing arm with the non throwing arm. This can be done in a couple of ways, by either resting the non throwing arm on the opposite leg, holding it directly out to the side, or swinging it in the opposite direction to the arm throwing the boule.

In general the forearm should always be kept relatively close to the body throughout the whole throwing action and the boule should be released cleanly at the desired height, which of course depends whether you are pointing or shooting. Importantly, the body should be well balanced throughout the throwing action and not straining in any way.

There is no rule requiring that the boule be thrown with the palm of the hand facing the ground, but it has been found that this method is nearly always better for controlling the path of the boule on landing. With this method it is possible, when pointing for example, to impart a certain amount of backspin to the boule to gain more control.

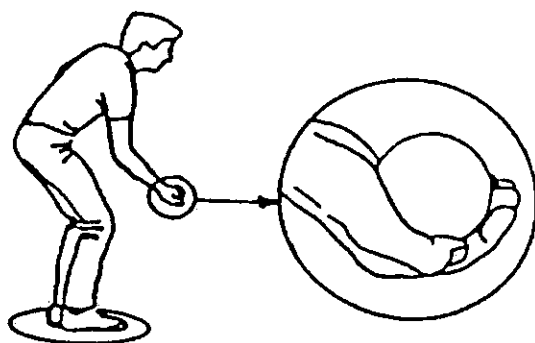
Backspin can be achieved by bending the wrist downwards so that the hand is tucked under the wrist at the beginning of the throw. Then, at the end of the throwing swing, as the hand follows through it will naturally bend forward and upward from the wrist just before the moment of release and this will cause the boule to begin spinning backwards in the air.

It is important that your play is confident and that you believe that a successful throw is about to be made. Nothing is worse than a half hearted attempt at either pointing or shooting where it is obvious that the player had no faith in their throw.

A wise precautionary measure, and also a requirement of the Official Rules is to check before each throw that the boule to be used is clean and dry. If it has any dirt or sand on it, this can cause slipping as it leaves the hand, therefore taking the boule off its planned course.

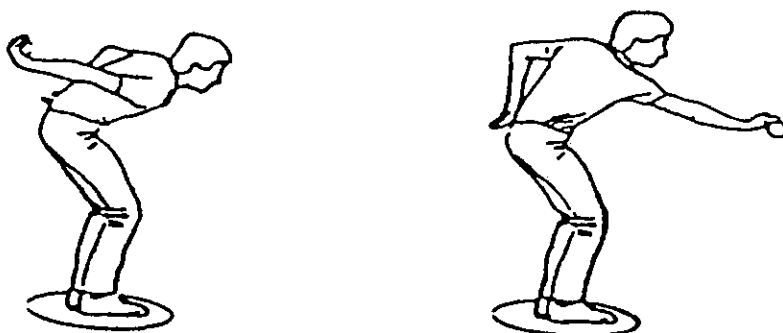
Most players have a small cloth which they use to hold or wipe their boules with during play.

HOLDING THE BOULE



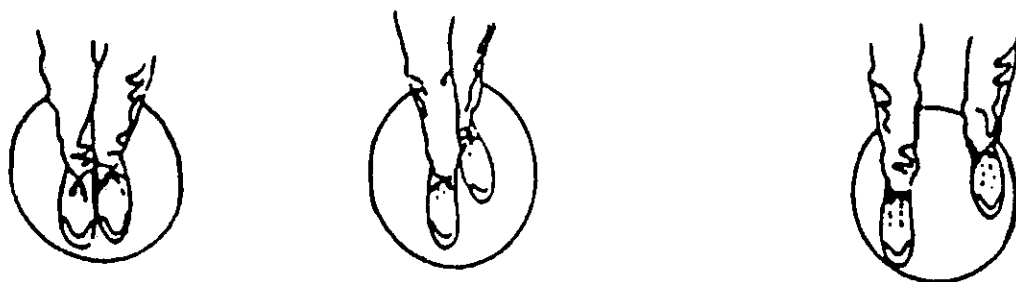
Whether pointing or shooting, hold the boule with fingers close together and the thumb touching the first finger.

THROWING THE BOULE



The role of the arm-swing is essential. In fact, it is by a combination of its extent and the speed of return of the arm that you can send the boule further or closer, with greater or lesser force. The higher the arm is raised behind, the easier it is to throw, and the less need there is to strain when throwing a long boule.

POSITION OF THE FEET



The position of the feet in the circle is the same for both pointing and shooting. Both feet should point towards the direction of the game. Resting equal weight on both feet, either place foot on the same side as the throwing arm, a little forward, or place the feet apart.

POINTING

Pointing is trying to place a boule closer to the cochonnet.

1. THE SLIDING POINT

This is the most popular and the most natural point. The boule must roll naturally towards the cochonnet, the swing of the arm and the impetus from this - by the speed of the return of the arm forwards - being enough to make the boule travel the distance between the point where it hits the ground (0.5 to 2 metres from the circle) and the cochonnet. Used on very smooth surfaces, hard beaten ground etc or very uneven ground which is risky for playing the medium or high point.

2. THE ROLLING POINT

This technique is necessary on terrains with smooth surfaces, compacted ground, sandy or uneven surfaces with fine stones. The boule is thrown to land 2 to 3 metres from the circle.

3. THE MEDIUM HIGH POINT

This is the most natural way of throwing. Either standing or squatting, it is the most frequent method of playing. The boule rises to a medium height and lands 3 to 1.5 metres from the cochonnet. It slows down on contact with the ground and has only enough momentum to roll up to the cochonnet. Used on mixed surfaces, uneven soft ground (after rain) or surfaces with many small stones.

The medium high point can be carried out at two different heights:

- a. Low, used where the ground does not roll much. the boule is then thrown directly to its landing place.
- b. High, where the ground rolls a lot. In this case the boule has to rise well above ground level before hitting the landing point so as to lose its momentum as it falls.

4. THE HIGH POINT

This is a very special technique in which the boule is thrown high so that after it lands, it only has a very short distance to roll. Used on very uneven surfaces, very soft ground, gravel and waterlogged ground.

To point high it is necessary to be aware of two factors:

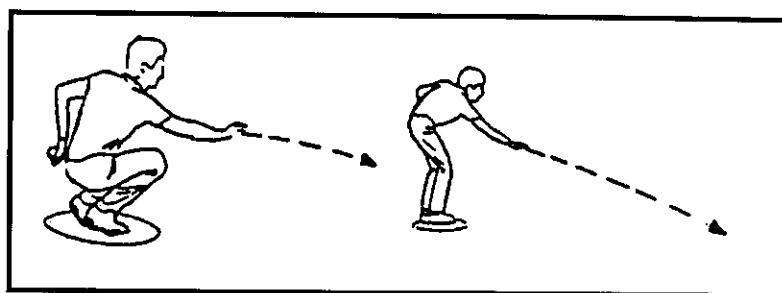
- a. The boule does not describe a wide trajectory, but rises very high to fall almost vertically to the ground.
- b. The boule turns on itself in the opposite direction to its natural course (backspin).

Because of these two factors the boule stops practically dead as it hits the ground.

You can distinguish:

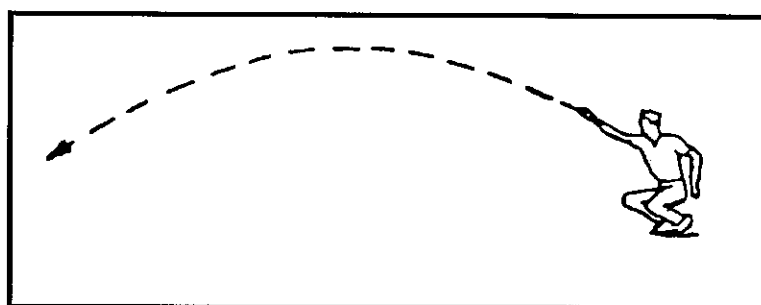
- a. The half length high point, in which the boule is thrown to land 2 to 0.5 metres in front of the cochonnet.
- b. The long high point, in which the boule is thrown near the cochonnet, or even beyond it in certain special cases.

THE SLIDING POINT



The boule does not rise higher than the player's hand; it lands about 3 metres from the throwing circle.

THE MEDIUM HIGH POINT

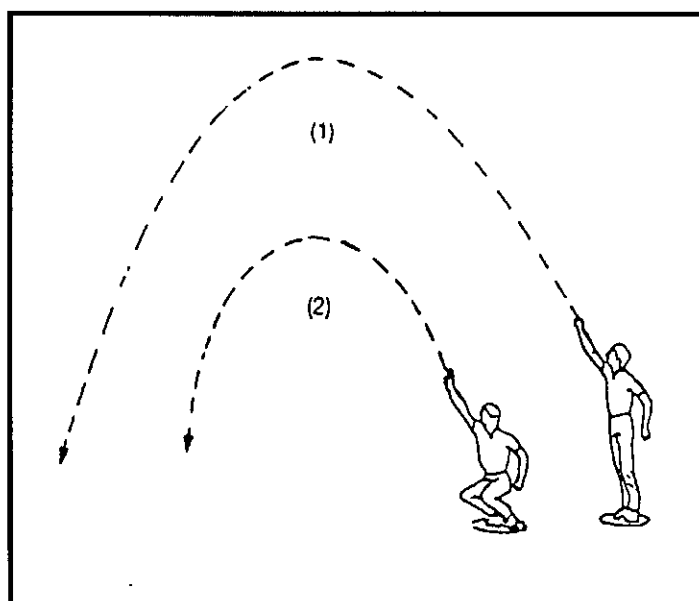


The boule follows a low curve and lands over 3 metres from the throwing circle.

THE HIGH POINT

(1) Long

(2) Short



The boule describes a high trajectory and lands over 3 metres from the throwing circle.

Note: It is possible to use all techniques, the extreme cases are only rarely used and the most suitable technique to use will be dictated by the nature of the surface and the distance the boule has to travel.

POINTING FROM A STANDING POSITION

- The feet are quite flat within the circle.
- The body is upright for pointing high, bent slightly forward for pointing medium high and bent well forward for the other points.
- The shoulders and the whole of the body face into the game.
- The eyes are fixed on the cochonnet.

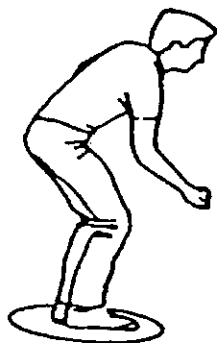
THE THROWING ACTION

The movement of the arm should be in harmony with the rest of the body and should be carried out without any stiffness.

- The throwing arm is placed in front of you, elbow next to the body.
- The hand holding the boule pivots at the same time as the arm straightens and swings back, beyond the vertical axis of the body.
- Twist the wrist half way during the backward swing so that the palm of the hand faces the ground.
- The arm returns forward quite fast so as not to lose the momentum it has picked up. During this swinging movement the arm remains straight and without any stiffness. As it returns forward, the thumb is the part of the hand that brushes near the leg. The hand should pass near the thigh which is facing into the game and therefore acts as a guide; hence the importance of placing the feet correctly in the throwing circle.
- The other arm should follow this movement harmoniously and take the part of the counterbalance, helping the player to keep balance.
- Having reached the required height, the hand now opens and the boule leaves the hand from the fingertips, not as if it were being dropped.
- The eyes are kept fixed on the object or the place aimed at.
- The legs are involved in the movement - the knees can bend - but the heels do not leave the ground.

It is the combination of the extent of the swing and the speed of the return of the arm forwards that enables the player to throw the boule nearer or further, with greater or lesser force and with greater or lesser height. A full swing enables the boule to be thrown high and long without strain.

POINTING FROM A STANDING POSITION



Twist the wrist halfway during the backward swing so that the palm of the hand faces the ground.



Keeping the throwing arm close to the body, raise the arm high behind the body, still remaining in perfect balance.



The boule should be thrown with the palm of the hand facing the ground. The fingers remain together as they were when holding the boule. The hand opens, the fingers straighten, the boule rolls along the hand and leaves from the fingertips.

POINTING FROM A SQUATTING POSITION

The squatting position is used when you want less height, less force, less length than in the natural standing position. In general the standing position is used for pointing long and the squatting position for playing short.

- The soles of the feet are not fully on the ground: the heels are raised.
- The trunk is almost upright, just slightly leaning forward.
- The shoulders are at right angles to the proposed trajectory and the elbow of the balancing arm is raised.
- The eyes are fixed on the cochonnet.

THE THROWING ACTION

Within this position slight variations of style may appear. However, there is only one way of throwing if you do not want your hand to scrape along the ground during the arm-swing or to over balance as you throw, both of which would remove any chance of accuracy in length and direction.

In the squatting position the thighs are horizontal, the trunk is upright, the shoulders are straight, the arm which acts as a counterbalance may be held out at shoulder level to keep a better balance and the heels are off the ground.

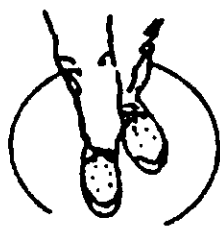
The method of throwing is hardly any different from the one used for playing in a standing position, but the swing of the arm is shorter because the aim is to throw the boule more gently.

To obtain a stable position in the circle, the feet are not placed exactly as they were for play in a standing position. Finding a good balance is all-important.

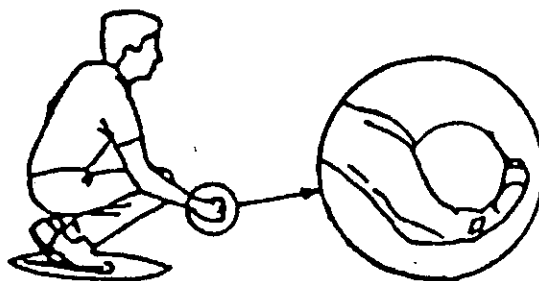
- To begin: heels together, feet pointing slightly outwards, foot on the side of the throwing arm facing into the game.
- In position: heels raised, thighs horizontal.

For added balance when pointing from a squatting position, a second boule in the other hand can be used for added balance, providing it is one of your own set not yet played.

POINTING FROM A SQUATTING POSITION



Careful positioning of the feet and perfect balance before squatting is essential.



Hold the boule with fingers close together and the thumb touching the first finger.



With a straight back and a good balance right up on the toes, twist the wrist so that the palm of the hand is facing down, and raise the arm behind the back.



When releasing the boule, open the hand straight to make sure the fingers do not unintentionally deflect the path of the boule.

SHOOTING

Shooting is:

the action by which you try to hit a boule which is in the way, either because it is too near the cochonnet or simply because it is blocking the way.

OR

trying to remove an opponent's leading boule from the area of play, thus leaving your previously thrown boule in the leading position.

Shooting is usually done from a standing position, the shooter bending forward a little from the waist, with the throwing arm raised high in the air behind him. The wrist should be straight and the foot, on the same side as the throwing arm, should be slightly forward of the other to assist balance.

The arm should then be swung close by the side with the body straightening up just before the moment of release. The boule should be released when the arm is above the level of the shoulder. The action is generally the same as for pointing however the boule is usually thrown higher and consequently released later.

Beginners often make the mistake of aiming too directly at the target boule whereas the most successful shooters tend to get their boule looking like a high graceful projectile which aims to drop directly onto the target boule from above. Sometimes in order to get the right type of parabolic flight through the air shooters bend forward from the waist with the swinging arm high in the air behind at the beginning of the throwing action.

The secret of shooting well is to drop onto the target boule, rather than aim at it.

1. SHOOTING ALONG THE GROUND

Shooting along the ground is to throw a boule with force to hit the ground a few metres in front of one or several boules, or the cochonnet, so that it moves them along or to one side and breaks up the game.

For the throwing action, the arm describes a wide swing back and returns suddenly and quickly forwards. The arm swing is forceful and rapid and the boule leaves the hand by the fingertips. On touching the ground there should be a slight backspin. the boule moves rapidly along the ground until it makes contact.

2. SHOOTING ALONG THE GROUND - LONG

The boule is thrown with some force to land a few metres in front of the player. The main objective is to clear the field, to move boules which are too near the cochonnet.

This technique is only used, with one objective, in two special cases:

- When you want to make your boule replace another boule which is sent a long way out of the game.
- When you want to shoot the cochonnet to send it out of the game.

3. SHOOTING ALONG THE GROUND - SHORT

This method is differentiated from the previous one because it uses less force and greater precision.

The boule is thrown to land about two metres in front of the object to be shot. It moves it only a short distance, generally taking its place if it is another boule; or, if it is the cochonnet, moving it only a little way.

4. SHOOTING TO HIT THE BOULE DIRECTLY

Although shooting along the ground is the style spontaneously adopted by beginners who begin to want to 'push out' a boule which is in their way, shooting to hit a boule directly means that they have to learn a specific technique.

THE THROWING ACTION

- The feet are within the throwing circle, flat on the ground. If they are apart, the right foot is slightly in front for a right-handed player, the left foot for a left-handed player.
- The body must be kept free from tension. During the entire throwing movement, there should be no trace of stiffness in the legs, the body or the arms.
- At the start, the body is upright and, during the arm swing, the trunk leans forward, coming back straight as the arm returns forwards.
- The shoulders and the whole of the body face into the game.
- The eyes are fixed on the boule (or cochonnet) to be shot.

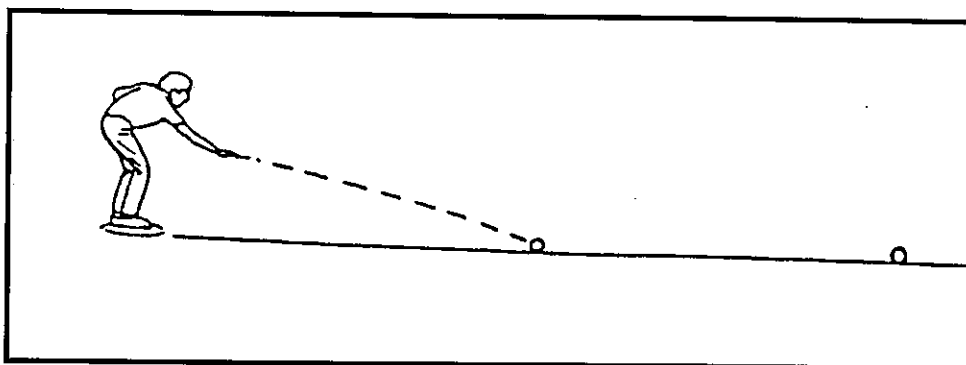
In carrying out the movement of shooting from above, the arm swings well back in order to be able to go higher when it swings forwards again. This impetus - the arm swing - should be enough to send the boule as far as you need it to go.

During the entire movement of shooting to hit the boule directly, the hand remains facing in the same direction as the body and, when the boule is released, the fingers are held out for a moment. The boule leaves the hand by the fingertips, giving a slight backspin.

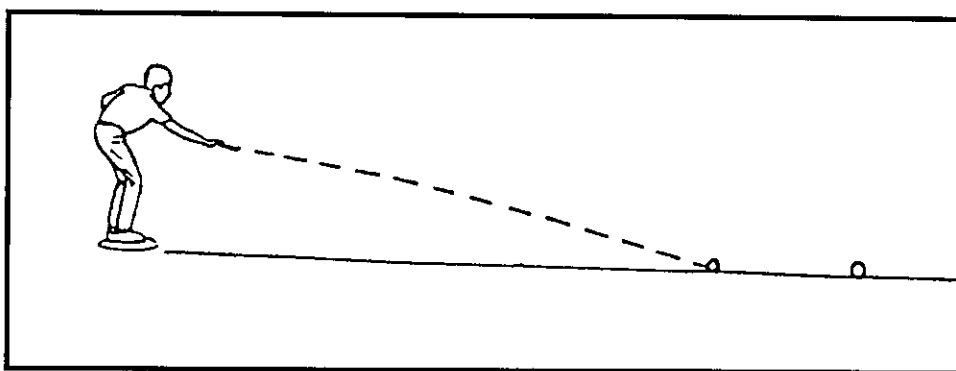
Shooting is not throwing one boule against another, but sending a boule so that it lands on another.

SHOOTING

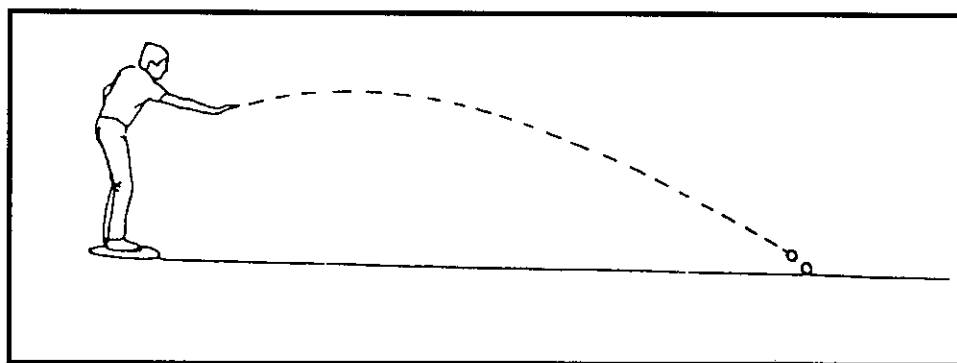
Long



Short



Directly on



Shooting is usually done from a standing position, the shooter bending forward a little from the waist, with the throwing arm raised high in the air behind the player.

The wrist should be straight and the foot, on the same side as the throwing arm, should be slightly forward of the other to assist balance.

The arm should then be swung close by the side with the body straightening up just before the moment of release. The boule should be released when the arm is above the level of the shoulder.

PETANQUE TACTICS

Tactics naturally begin in a game of petanque with the initial throwing out of the cochonnet since it is very much an advantage to get it right. Even within the relatively small area in which to throw the cochonnet it is possible to throw it into a position that will help your own side or disadvantage the opposition.

If, for example, the other side's pointer appears to favour rolling at the cochonnet, it is a good idea to throw it just beyond a patch of rough ground that will make that kind of pointing less effective. Similarly, if your own pointer is good at high, backspin throws, it is common sense to throw the cochonnet into an area of deep gravel as this will spilt that kind of pointing.

Most shooters are less accurate over long distances so it is generally better to throw the cochonnet out as far as possible as this will tend to neutralise the damage that can be done by good shooting. The trouble is, of course, that your own shooter may also be rendered less effective by this tactic.

A good indication of the kind of length and surface the other side prefers can often be gleaned from the way in which they throw the cochonnet out themselves. If, for instance, their shooter throws it out rather short, this may well indicate that their shooter is not feeling particularly confident about having to shoot over long distances. If their pointer keeps the cochonnet rather close to the throwing circle when it is their turn to throw it out, the obvious response is to put the cochonnet as near the ten metre limit as possible.

What all players of both sides should always do is to watch how the cochonnet rolls when it is thrown out at the beginning of a game as, although it is much lighter than a boule, it will often give a clear indication as to how a particular part of the terrain is going to play. Failing to watch the cochonnet going out may well deprive you of vital clues as to how to play a particular end and so it is a piece of advice that should never be ignored.

A pointer always tries to keep their boules in front of the cochonnet as, in this way, even if they are not especially close to it, they will make it difficult for the opposition to point properly. The chances are, of course, that any subsequent boules will merely push such boules nearer to the cochonnet and so actually improve their position. It is the kind of placement to go for when all previous boules have proved ineffective and the last remaining one must be used defensively to keep the opponent's score as low as possible.

It is always worth walking up the terrain and checking the distance between the 'holding' boule and the cochonnet. The foreshortening effect of objects in a straight line and angled down from the thrower can be very deceptive at times and, for this reason, it is always wise to check distances from the cochonnet end of the terrain. If necessary measure any boules that could be disputing the lead. No-one will object to measuring as this is a well established and necessary part of the game. It is not regarded as contentious so much as common sense in a game that, after all, uses distances as its basic scoring device.

A particularly effective piece of pointing is when a pointer contrives to lodge their boule right up against and in front of an opponent's which is in a good position. This puts the opposing shooter in a real quandary as any attempt to remove the other side's boule will probably move their own as well. In fact, more often than not when two boules are

touching like this, the first one struck stays exactly where it is and merely imparts the force of the blow it has received to the other boule, which then flies off with added velocity.

If the other team manages to establish a very good point early on in the game, which uses up several of your boules in the attempt to remove it, the obvious tactic is to use your remaining boules to crowd the cochonnet. This will have the effect of keeping their score as low as possible and, in addition, of making it difficult for them to get near the cochonnet without knocking one of your boules closer.

Of course, it might well be wiser in this situation not to waste too many boules initially in the attempt to remove their good point. Many experienced teams restrict their shooter to one attempt in this situation. After all, it may well be possible for your pointer to outpoint the offending boule. Sometimes it does seem as if an inexperienced team becomes mesmerised by a good point and boule after boule is wasted in an almost obsessive attempt to remove it. It is usually far better to stop, weigh up the situation and change tactics before it is too late and the other side is left in a wide open position to score highly.

It is sometimes a good idea to shoot at the cochonnet itself with the intention of moving it away from an opponent's good point and on into the middle of a group of your own boules that are clustered behind and beyond. This can have a demoralising effect on the opposition who, from leading with an apparently secure winning boule, suddenly find themselves up against four or five scoring boules. Of course, it is even harder for your shooter to hit the cochonnet than a boule and the risk is that, being much lighter, the cochonnet will, if hit, be knocked right out of play. As an alternative it is sometimes possible to push forward one of your own boules which is in front of the cochonnet but not as close as an opponent's.

In petanque the teams do not play simultaneously but one after the other. The team which starts the game has, at the outset, an initial disadvantage, since the opponent has one more boule in hand than they have. It follows that the team that throws second has an advantage. This advantage can be simple or multiple. It ranges from the simple advantage where you have one boule more in hand than your opponent to the time when your opponents have played all six boules and you still have five in hand. In theory, this advantage can be worth one point for every boule held. In real life this rule is not demonstrated very often since teams rarely attain such perfection!

The team with the advantage tries to retain it and their opponents try to wrest it from them. To keep the advantage is to keep the possibility of scoring; to lose it is to give the initiative to the opponents.

- With a disadvantage - even that of having to play first - you generally have to point, unless the situation of the boules on the ground, the score or the context of the game impose different tactics. In fact, you should always try to find the method which allows you to minimise the opponent's opportunities to score.
- With an advantage - which may be only that of playing second - you must shoot. It is the best method of keeping the advantage, unless the situation of the boules on the ground makes this unwise. You should look for the method which allows you to increase your score, just as the rule of advantage suggests.
- When there is a choice between shooting and pointing, use the method which looks most likely to succeed.

In petanque, shooting is not necessarily attacking and pointing is not necessarily defending.

It can happen that you shoot to defend either a point or the score or to limit the opponents' score. Conversely, pointing can take on the nature of an attack: to regain the point from the opponent so as to put their boules in danger - boule closely in front, boules touching - or so as to lead the opponents into making an error which will enable you to regain the advantage.

Even if you have the advantage, you should point if the opponents' most recent boule is poor and easy to outpoint. Even so, be sure that the nature of the surface or the skill of the opponents does not leave you open to receive a series of carreaux. There are, in fact, many elements which have to be taken into account when you adapt your tactics, including your own skill.

Equally you may consider shooting, even if the opponents have one or more boules more than you, either to reduce the opponents' score or in the hope of breaking up the game, sending the cochonnet out and scattering the boules.

It is good advice that you should never shoot with your last boule. This is basically because if it misses, it fails to change the situation at all; whereas a last well-pointed boule, even if it does not get closest to the cochonnet, may well be close enough to keep the opponent's score down.

PREPARATION AND CONCENTRATION

Petanque requires preparation and concentration: you do not 'just throw' the boule.

There are four stages:

1. In the first stage the player(s) stand near the cochonnet. They evaluate the situation and decide on the method of play. The player who has to play moves towards the circle and the other players stand back from the game. They do not talk or move around.
2. In the second stage the player who is getting ready to play waits behind the circle, relaxes, and decides the throwing method. The other players stand level with the cochonnet, quietly watching the game. The player enters the circle.
3. In the third stage the player gets into position and concentrates whilst the others remain still and quiet.
4. In the fourth stage the player throws the boule. The player does not leave the circle until the boule comes to rest. Nor do the others rush to look at the boule.

It is obvious that in certain cases, one, two and even three stages can be skipped. Nevertheless it is better not to be in a hurry and not to play without thinking about it first.

TO SUMMARISE

Before throwing:

OBSERVE:	the ground to evaluate slope, bumps & dents.
CONSIDER:	the choice of throw.
ENTER:	the circle and choose a comfortable balanced position before lining up the eye, arm and target boule.
CONCENTRATE:	and never hurry any shot.

One of the main attractions of petanque lies in acquiring the art of dictating the course of the game and in gradually discovering its subtleties.

PHYSICAL FITNESS

Performance depends on the mental and physical state of the mind and body. Both depend on each other. Petanque is not a particularly physical sport, but stamina is required for tournaments, particularly if they are spread over two days.

Stamina, meaning the capacity to repeat a movement or activity for a period of time. A players performance deteriorates with the loss of stamina and this leads to a loss of concentration.

If you are playing in a tournament get to the venue early and warm up. Simple exercises such as moving the hands and wrist, swinging the arms or just throwing boule will be enough to raise the body temperature and warm the muscles.

NUTRITION

Perhaps the best way to define nutrition is to say, "if you don't put the right fuel on the fire, then you won't get the right heat". A good base diet, high in carbohydrates is required to produce and maintain the correct energy levels. Food such as bread, pasta, cereals and rice are high in carbohydrates. For quick energy recovery a useful source is bananas.

A very important thing to consider is the body's' fluid balance. Body fluids lost by sweating must be replaced in order to prevent dehydration. Drinking small amounts of fluid regularly is better than waiting until you are thirsty. A 2% loss in body fluid will affect your performance. Avoid alcohol as this can cause dehydration.

MARKING AND MEASURING

1. MARKING THE BOULES AND COCHONNET

Marking is essential for replacing the boules and cochonnet. This marking plays a part in governing how precisely a boule or cochonnet can be replaced after they have been lifted out or moved. If they have not been marked they have to be left where they ended up.

In the absence of a pointed stick, you can use your finger to trace two lines about 10cm long, at right angles to each other and which meet at the base of the object being marked. The lines should be straight.

Lifting a boule out and replacing it:

- Strike the top of the boule from above with another boule, making sure to hit it vertically.
- Lift the boule out, holding it between the thumb and the middle finger - index finger pointing upwards - and lifting it vertically upwards, taking care that it does not roll. Hitting it with the other boule before doing this should have made a little hollow in the precise spot where the boule was. This lifting out may be carried out in order, for example, to carry out a measure which the boule was obstructing.
- Picking the boule up again between the thumb and the middle finger and place it delicately back in its 'hollow'.

2. MEASURING A POINT

There are two sorts of points which require measuring:

- Close points - generally less than 110mm, the length of an 'umpire's measure' - where a single player carries out the measure.
- Distant points, where two players are needed to carry out the measure: one uses the left hand to hold the measure to the boule, the other uses the right hand and their eye to the edge or centre of the cochonnet.

For all forms of measuring, the player(s) should be squatting between the boule and the cochonnet.

There are also two sorts of measures:

- The approximate measure, which, if properly carried out, allows comparison to about 1mm. It is carried out with a rigid metal measure.
- The precise measure which allows comparison up to fractions of a millimetre. It is carried out by using calipers or extending the end section of an 'umpire's measure'.

COMMON TERMS USED IN PETANQUE

Petanque	Sport of boules originating in the south of France whose name comes from the expression 'pieds tanques', meaning 'feet together'.
Boules	The spherical bowls/balls with which the game of petanque is played.
Bouliste	A boules player.
Carreau	Dead square hit. Boule which is thrown replaces the target boule.
Cochonnet	The small wooden target ball - the jack.
Doublettes	The doubles game.
Fanny	Best briefly described as the French equivalent of the 'wooden spoon' for the losing team in a games 13 points to nil.
Melieur	The all rounder in a triples team who is capable of all shots. This player is usually the captain, who directs play.
Piste	In terms of petanque, it is the court on which teams play 'boules de petanque'.
Pointeur	The pointer is the team member who would usually throw out the first boule of the game to rest it just before and in line with the jack and the throwing circle.
Poussette	The shot where one boule is thrown to move another on whether it be to: • push the opponent's boule away • bring other boules into play • move the cochonnet • move own team's other boule closer to the jack or rest against the opposition's boule so as to defend.
Rhonde	Throwing circle drawn in the terrain from which all players throw.
Terrain	Ground on which the game is played.
Tireur	The shooter is the player who carries out the shooting or bomb shots, either by way of making direct hits or quickly running a boule up the court to knock out the opposition's boule.
Tete-a-Tete	Singles game (head to head).
Triplette	A petanque team of three players/a game of triples.
Portee	Action consisting of sending the boule high and fairly near to the cochonnet so that it rolls only a short way after hitting the ground (the high point).
Demie-Portee	The most used form of this throw in which the boule is thrown to a moderate height and lands at a variable distance between the circle and the cochonnet (the medium high point).

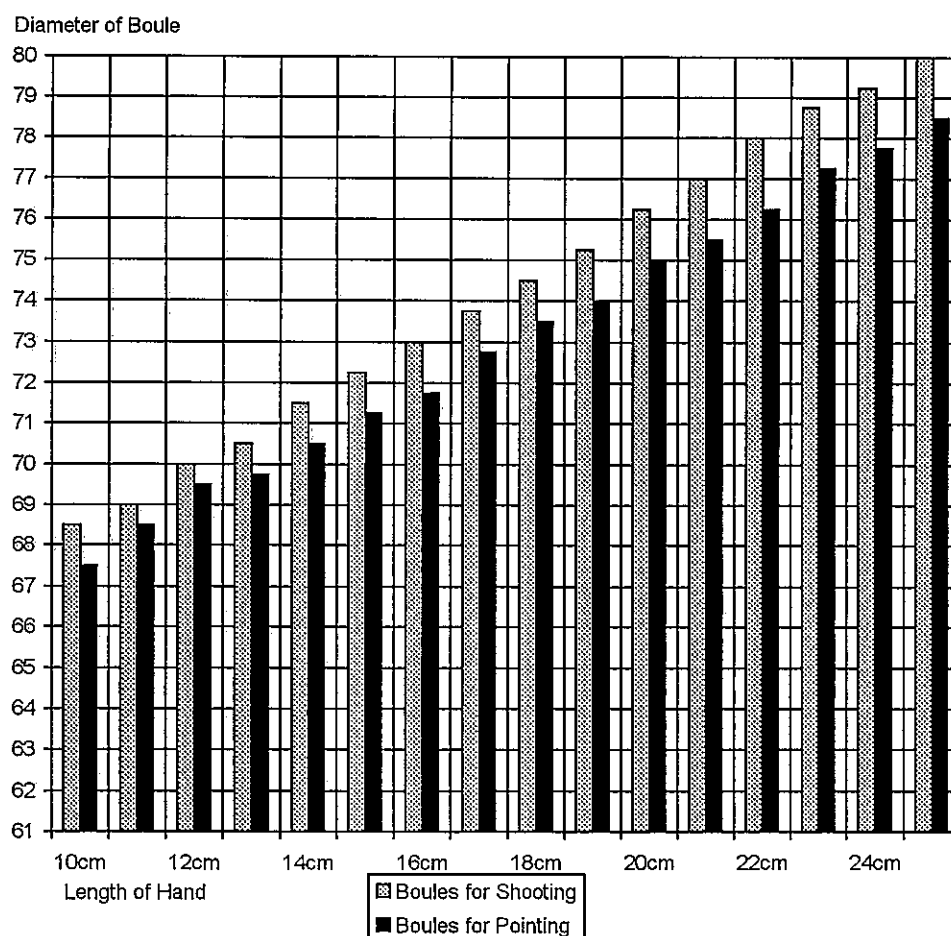
CHOOSING YOUR BOULE

The diameter of boules must be between 70.5mm and 80mm and engraved legibly on each boule. The choice of diameter depends on the way the boule is held in the hand and the style of play. The weight of each boule must be between 650gm and 800gm and engraved legibly on each boule. The name of a registered trademark must be clearly visible on each boule (eg. Integrale, J.B, Obut).

The hardness of boules (resistance to marks and scratches caused by contact with other boules or stones) should be selected by how the boule feels in your hand, by the type of terrain and by trial and error.

There are many styles of shooting, or pointing and many ways of holding the boule in the hand. There are no rules in choosing the diameter of boules, nor any real relation between the size and shape of the hand and the diameter of the boule.

The following graph should therefore be used as a guide. Trial and feel should also be used as a way of finding the ideal diameter.



Measure the length of the playing hand, (palm of hand facing upwards) from the tip of the middle finger to the first wrist line on the thumb side of the hand.

Example:

Length of hand = 19cm

Suggested diameter of boule for shooting = 75 - 76mm

Suggested diameter of boule for pointing = 74 mm

Pointers prefer hard boules with a heavy weight, a small diameter and more patterns to ensure good grip on difficult surfaces. A pointer who comfortably holds the boule with the fingers and the palm of the hand would do better to choose boules of 73 - 74mm.

Shooters prefer soft boules for their own special quality to sustain the impacts. A low weight (<720gm) and a larger diameter (>74mm) ensures a bigger striking surface, with a minimum pattern. However, a shooter who comfortably holds the boule in the hand, and who shoots bending the wrist, would do better to shoot with boules 75mm or less.

The balance of boules (ability to hold a course, not to deviate when rolling or hitting the ground) may be selected in relation to the terrain (sandy, hard, stony etc). Boules may be manufactured in stainless or steel. The blending of chrome and nickel in manufacture renders them immune to corrosion.

BOULES	SOFT (Tendre)	SEMI-SOFT (Anti - Shock)	HARD (Lively, fast)
HARDNESS	110-115 kg/mm	120-125 kg/mm	130-140 kg/mm
LIFESPAN	<i>A few months constant use. Up to 2 years occasional use.</i>	<i>Two to five years, depending on usage</i>	<i>Many years</i>
USES	<i>All terrains. Stony and hard surfaces. Not recommended for sandy smooth terrains</i>	<i>All terrains. Not recommended on hard and stony surfaces</i>	<i>Mainly smooth sandy terrains For practice and training.</i>
FEATURES	<i>Very good shock absorption in full toss. Carreau in shooting. Dig in on harder grounds (full toss). Deviate from course due to lack of balance</i>	<i>Fairly good shock absorption in full toss. Carreau in shooting.</i>	<i>Shock absorption poor in full toss. Nil or few carreau in shooting, except on sandy ground. Frequent rebounds.</i>
BALANCE	<i>Poor</i>	<i>Good</i>	<i>Very Good</i>

OFFICIAL RULES OF THE GAME OF PETANQUE

As adopted by the British Petanque Association on 1 January 1985 and by the Federation Internationale de Petanque et Jeu Provençal at Rotterdam, September 1984.
(amended at Brussels, 21 September 1995)

GENERAL

1. A petanque match is:
 - 1 player against 1 player (singles).
 - 2 players against 2 players (doubles).
 - 3 players against 3 players (triples).

In singles each player uses 3 boules.
In doubles each player uses 3 boules.
In triples each player uses 2 boules.
2. Petanque is played with boules approved by the F.I.P.J.P. and which must conform to the following criteria:
 - a. The boules must be made of metal.
 - b. The diameter must be between 70.5mm (minimum) and 80mm (maximum).
 - c. The boules must weigh between 650gm (minimum) and 800gm (maximum). The trade mark of the manufacturer and the weight should be engraved on the boules and must always be legible.
 - d. They must not be weighted, sanded down or tampered with in any way, nor changed or modified after manufacture by the maker approved by the F.I.P.J.P. However, the name(s) or initials of the player can be engraved on them.

A player who is guilty of breaking the above condition (d) is immediately disqualified from the competition together with his/her team mate(s).

The following two cases can arise:

1. For boules said to be "tampered with" - the player is rendered liable to withdrawal of his/her licence for 8 years minimum together with any other penalties imposed by the National Executive on the guilty player.
2. For boules said to be "re-tempered" (re-heated) - the player is rendered liable to withdrawal of his/her licence for a period of 2 years and a 3 - 5 year ban on playing in National or International Championships.

In either one of the above cases, if the boules are borrowed and the owner is known, the latter will be suspended for 2 years.

If a boule that is worn or defective in manufacture (as opposed to being "tampered with") and is not passed by the controlling body or does not comply with (a), (b) or (c) above, the player must change it.

Protests relating to (a), (b) or (c) made by either team must be made before play commences. It follows that all players should therefore ensure that their boules, and those of their opponents comply with the above conditions.

As from the third end, if a complaint is made about the boules of an opponent and is proved to be without foundation, the player or the team complaining will be penalised 3 points which will be added to the opponents score.

In the case where a boule has been opened, the responsibility is that of the player(s) making the complaint. If the boules are valid, the complainant will be held responsible to reimburse or replace them, but under no circumstances can he/she be asked to pay damages.

The umpire and the jury may, at any moment during a game, check a boule of any player.

Complaints concerning the validity of boules will only be received in between ends. Made after the finish of the game, they will not be accepted.

Cochonnets (jacks or buts) are made entirely of wood. Their diameter must be between 25mm (minimum) and 35mm (maximum). Cochonnets may be painted any colour so that they may be seen on the terrain more clearly.

3. Before the start of a competition, each player must produce his/her licence. The player must also produce it upon request by the umpire, or at the beginning of a game if requested so by an opponent.

A licence must comply with Administrative Rules of the F.I.P.J.P. and, in particular, it must bear an embossed photograph and the signature of the owner.
4. It is forbidden for any player to change boules or cochonnet during a game, except in the following cases:
 - a. A boule or the cochonnet cannot be found after a search time limited to 5 minutes.
 - b. A boule or cochonnet breaks in two or more pieces, the largest piece only counts to mark the position if there are no boules left to play. If there are still boules left to play, after measuring has been done, the largest piece is immediately replaced, by a boule of diameter and weight the same as that which has been broken. The replacement of the broken boule by an identical (or matching) one or another set of boules is obligatory to take part from the following end.

PLAY

5. The game of Petanque is played on any terrain (pitch). However, by a decision of the organising committee or the umpire, the teams may be asked to play on a marked terrain whose minimum dimensions must be as follows:
- For National Championships and International Competitions: 15 metres long and 4 metres wide.
 - For other competitions: the F.I.P.J.P. may allow variations down to 12 metres x 3 metres

The game is played up to 13 points, though league and elimination may be played to 11 points.

6. The players must toss up to decide which team will choose the terrain, if it has not been designated by the organisers, and who will throw the cochonnet first. Any member of the team winning the toss must throw the cochonnet and chooses the starting point and makes a circle large enough for both feet to stand inside it. However, it may not measure less than 35cm or more than 50cm in diameter.
- The circle must be drawn at least 1 metre from any obstacle or defined boundary (normally the dead boule line) and for competitions on open terrains, at least 2 metres from another circle in use.
- The feet must be inside the circle, not be placed on the line marking it and the feet must not leave the circle or be lifted completely off the ground until the boule thrown has touched the ground. No other part of the body may touch the ground outside the circle. A player throwing from a wheelchair must place it so that the circle is in the middle of the wheels with the foot rest above the edge of the circle.
- The throwing of the cochonnet by one member of the team does not imply that he/she must play the first boule.
- If a terrain has been designated, the teams concerned may not play on a different terrain without the umpire's permission.

7. For the cochonnet, thrown by a player, to be valid it is necessary that:
- The distance from it to the nearest edge of the circle must be between:

4 metres minimum and 8 metres maximum for minimes (11 years and under).
5 metres minimum and 9 metres maximum for cadets (12 - 14 years).
6 metres minimum and 9 metres maximum for juniors (15 - 17 years).
6 metres minimum and 10 metres maximum for seniors.
 - The (nearest edge of the) circle must be 1 metre minimum from any obstacle or the defined boundary of the playing area.
 - The cochonnet must be at least 1 metre minimum from any obstacle or the defined boundary of the playing area.
 - The cochonnet must be visible to the player whose feet are inside the circle and who is standing upright.

In cases of dispute, the umpire will decide if the cochonnet is visible and there can be no appeal. At the following end, the cochonnet is thrown from a circle drawn around the point where it finished at the previous end, except in the following cases:

- The circle would be less than 1 metre from an obstacle or the defined boundary of the playing area. In this case, the player will trace a circle in the nearest valid position from the obstacle or the limit of the defined boundary.
- The cochonnet could not be thrown up to a maximum distance. In this case, the player may step back in line from where the cochonnet was, until he/she reaches the required distance for throwing it. This may only be done if the cochonnet cannot be thrown in any other direction to the maximum distance.

If after three consecutive throws by the same team, the cochonnet has not been thrown correctly, it is then passed to the opposing team who also has three tries and who may move back the circle as described above. After this the circle cannot be changed any more even if this team has not succeeded with its three throws. In any case the team who lost the cochonnet after the first three tries keeps the right to play the first boule.

8. If the cochonnet thrown is stopped by the umpire, a player, a spectator, an animal or any moving object, it is not valid and must be re-thrown without being included in the three throws to which the player or the team is entitled.
- After the throwing of the cochonnet and the first boule, an opponent still has the right to contest the validity of the cochonnet's position. If the objection is valid, the cochonnet is replayed, and so is the boule.
- If the opponent has also played a boule, the cochonnet is definitely valid and no objection can be accepted.
- For the cochonnet to be re-thrown, both teams must have accepted the throw as being illegal or the umpire must have declared it so. In either case the cochonnet must be re-thrown. Any team continuing will lose the throw of the cochonnet.
9. The cochonnet is deemed dead in the following 6 cases:
- When, after having been thrown, the cochonnet is not within the limits as defined in Article 7.
 - When, during an end, it is moved outside the defined boundary of the playing area (normally the dead boule line), even if it comes back into the playing area. It is only counted as dead after having completely crossed the limit of

the defined boundary or the dead boule line. If this line is marked out by a string, the cochonnet or the boule is dead once the string is completely crossed.

Note: A cochonnet floating freely on water is considered to be dead (see article 11).

- c. When still on a terrain, the moved cochonnet, is not visible from the circle (see article 7) The umpire may temporarily remove a boule to ascertain that the cochonnet is visible. Nevertheless, a cochonnet hidden by a boule is not dead.
- d. When the cochonnet is displaced to more than 20 metres or less than 3 metres from the throwing circle.
- e. When the moved cochonnet cannot be found after a 5 minute maximum search time.
- f. Where there is dead ground between the cochonnet and the throwing circle.

10. After having thrown the cochonnet it is strictly forbidden for any player to flatten, move or crush any object (stone, sand, leaf etc) which is on the terrain. Nevertheless, the player who is about to play, can fill in the hole which was made by the last boule thrown. However, the player about to throw the cochonnet is allowed to test the ground by tapping it no more than three times with one of his/her boules.

For not observing these rules, the players will incur the following penalties:

- a. Warning.
- b. Disqualification of the ball thrown or about to be thrown.
- c. Disqualification of the guilty team.
- d. Disqualification of both teams in case of complicity.

11. If, during an end, the cochonnet is completely obscured by a leaf, piece of paper etc, these objects are removed. If the stationery cochonnet is moved by the wind or slope of the terrain, it is put back in its place providing its position had been marked.

The same applies if the cochonnet is moved accidentally by an umpire, a player, a spectator, a boule or cochonnet from another game, an animal or by any moving object.

To avoid any argument, the players should mark the cochonnet's position. No claim can be accepted regarding a boule or cochonnet whose position has not been marked.

A cochonnet which comes to rest in a puddle is valid provided it is not floating freely (see article 9).

12. If, during an end, the cochonnet is moved onto an area where another game is in progress either on marked or unmarked terrain the cochonnet is valid subject to Article 9. The players using this cochonnet will wait for the players in the other game to finish their end before completing their own. The players concerned are asked to show patience and courtesy.

13. If, during an end, the cochonnet becomes dead, one of three cases can apply:

- a. If both teams have boules to play the end is void.
- b. If only one team has boules left to play, then this team can score as many points as it has boules to play.
- c. If neither team has boules left to play, the end is void.

14. 1. If the cochonnet having been knocked on, is stopped by a spectator or by an umpire, it remains where it stops.
2. If the moving cochonnet, is stopped by a player his opponent has a choice of:
a. Leaving the cochonnet in its new position.
b. Putting it back in its original position.
c. Placing it anywhere on the extension of a line from its original position to the point where it is found, but only within the playing area, and so that the end can be continued.

Paragraphs (b) and (c) can only be applied if the position of the cochonnet was previously marked. If it was not marked, the cochonnet will remain where it lies.

If the cochonnet, having been knocked on, crosses a boundary of the playing area (the dead boule line) but comes to rest on a permitted area, it is deemed dead and the rules defined in Article 13 apply.

15. If, during an end, the cochonnet is moved outside the boundary of the playing area, the next end is started at the point from which it was displaced (see article 7) providing:
a. The circle can be traced at 1 m from any obstacle and from the defined boundary of the playing area.
b. The cochonnet can be thrown the full valid distance (as in article 7).

BOULES

16. The first boule of an end is thrown by a player of the team that has won the toss or the preceding end.
The player must not use any foreign object to give aid in playing a boule or draw a line on the ground to indicate or mark the point of landing.
Whilst playing his/her last boule, it is forbidden to carry another boule in the other hand.
It is forbidden to wet the boules or the cochonnet.
If the first boule played goes out of play, the opponent plays and so on alternately while there are no boules in play. If after shooting or pointing no boules are left in play, the rules defined in article 29 apply.
17. During the time allowed for a player to throw a boule the spectators and the other players must observe total silence.
The opponents must not walk, gesticulate, or do anything that could disturb the player about to play. Only his or her team-mates may stand between the circle and the cochonnet.
The opponents must remain beyond the cochonnet or behind the player and, in both cases, to the side of the line of play and at a distance of at least 2 metres from the one or the other.
The players who do not observe these rules will be banned from the competition if, after a warning from the umpire, they persist in disobeying.
18. No boules once played may be replayed. Nevertheless, any boule stopped, or deviated accidentally from its course between the circle and the cochonnet by a boule or cochonnet coming from another game or by an animal or any other moving object (football etc), should be replayed as provided for in article 8 second paragraph.
No one is allowed a practice throw during a game.
If the terrains have been marked out by the organisers (into separate pistes), the cochonnet must be thrown within the terrain (piste) allotted to each team. During an end, boules and cochonnets going outside the marked terrain are valid (except as in articles 9 and 19). The following end is nevertheless played on the original marked terrain.
If the terrains are surrounded by solid barriers, these must be a minimum of 30cm outside the defined boundary (dead boule line). The defined boundary will surround the terrain at a maximum distance of 4 metres.
These rules apply also to the "Carre d'Honneur" (terrains used for finals etc).
19. Any boule that goes entirely outside the defined boundary, or is knocked there, is out of play. If the boule then comes back into the playing area, either because of the slope of the ground, or by having rebounded from any object, moving or stationary, it is immediately taken out of the game. Anything that it has moved after re-entering the playing area is put back in place (if it has been previously marked).
All boules that are out of play must be immediately removed. If not removed they become valid once the next boule has been played.
20. Any boule played that is stopped by a spectator or an umpire, will stay wherever it comes to rest.
Any boule played that is stopped by a player to whose team it belongs is counted as out of play.
Any boule pointed, that is stopped by an opponent can, on the decision of the player, be replayed or left where it comes to rest.
If a boule, shot or hit, is stopped by a player, the opponent has a choice to:
a. leave it where it stopped.
b. place it on the extension line from the original position it (boule or cochonnet) was hit from to where it is found, but only within the defined boundary and if its position was previously marked.
Any player purposely stopping a moving boule is immediately disqualified, as is his or her team, for the game in progress.
21. Once the cochonnet is thrown, each player has one minute at most to play his or her boule. This time starts from the moment when the preceding boule or cochonnet has stopped, or if a point has to be measured, from the moment the outcome has been decided.
This rule also applies to the throwing of the cochonnet after each end.
Players not respecting this rule will incur penalties as stated in article 10.
22. If a stationery boule is moved by the wind or slope of the ground (etc) it is put back in its place. The same applies to any boules accidentally moved by a player, a spectator, an animal or any other moving object.
To avoid any disagreement, the players should mark the positions of the boules and the cochonnet.
No claim can be accepted for a boule or cochonnet which has not had its position marked and the umpire will only give a decision according to the position of the boule and the cochonnet on the terrain.
23. The player who plays a boule other than his own receives a warning. The boule played is nevertheless valid, but it must immediately be replaced. In the event of it occurring again during the game, the player's boule is disqualified, and everything that has been moved by it is replaced. Before playing a boule, the player should remove from it all traces of mud or any other substance. Penalties are as in article 10.

Players must not pick up the played boules before completion of the end.

24. All boules thrown contrary to the rules are disqualified and everything they have moved is put back in place. The same applies to a boule played from a circle other than that from which the cochonnet was thrown. Nevertheless the opponent may play the advantage rule and count the erroneously played boule as valid. In this case, the boule pointed or shot, and everything it may have displaced, is left in its new position.
The team about to throw the cochonnet must erase any previous throwing circles located near the new one.

POINTS AND MEASURING

25. To measure a point, it is permitted to move temporarily (after having marked their positions) the boules and any object situated between the cochonnet and the boule to be measured. After measuring, the boules and the objects moved are put back in place. If the objects cannot be moved the measuring is done with the aid of calipers.
26. The measuring of a point is the job of the player who played the last boule or by one of his or her team-mates. The opponents still have the right to re-measure the point. Whatever positions the boules may hold, and at whatever stage the end may be, the umpire may be called to adjudicate and his or her decision is final.
Measuring must be done with the appropriate equipment which both teams must possess. It is, for instance, forbidden to measure with one's feet. The players who do not observe these rules will be banned from competition if, after a warning from the umpire, they persist in their conduct.
27. At the finish of an end, all boules picked up before the agreement of points are null and void if their positions were not marked. No claims can be made on this subject.
28. The point is lost for a team if one of the players whilst measuring, moves the cochonnet or one of the boules being measured.
If, during the measuring of a point the umpire moves the cochonnet or one of the boules and if after a new measurement the point appears to be with the boule originally estimated to be holding the point, the umpire declares it so. The same applies if, after a new measuring, the point is no longer with the boule originally estimated to be holding the point.
29. If two boules belonging to opposing teams are equidistant from, or touching the cochonnet, the end is declared void if no more boules remain to be played, and the cochonnet is thrown by the team winning the previous end or toss.
If only one team has boules to play, they play out their boules and score normally.
If both teams have boules to play, the team which played the last boule plays again, if nothing changes the other team plays, with play alternating until a change has occurred. When only one team has boules left, they play them as in the above paragraph.
If, after completion of the end, no boules remain within the boundary of the playing area (normally the dead boule line), the end is declared null and void.
30. All foreign bodies adhering to the boules or the cochonnet must be removed before measuring the point.
31. To be accepted, all claims must be made to the umpire. Claims made after the result of the game has been agreed cannot be considered. Each team is responsible for checking their opposing team (licences, classification, terrain, boules etc).

DISCIPLINE

32. At the moment when the draw is being made and at the announcement of the result of this draw, the players must be present at the control table. A quarter of an hour after the result of the draw has been announced, any team which is absent from the terrain will be penalised one point which is awarded to their opponents. After this quarter of an hour, it will forfeit one point for every five minutes continued absence. These same penalties will apply during a competition, after each draw and in the case of the re-start of play after a break for any reason (eg. lunch).
Any team not present after an hour after the announcement of the draw (or start of play) will have to consider their game as lost and forfeited.
Any incomplete team may start without waiting for their partner(s), but may not use their boules.
33. If, after an end has started, the missing player arrives, he or she may not take part in that end, but is only allowed to participate as from the following end.
If the missing player arrives more than one hour after the game has started, he or she loses all right to participate in that game.
If his or her team mates win that game, he or she may take part in the following games provided he or she was registered with that team originally.
If the competition is played in leagues he or she may take part in the following games whatever the result of the first game. An end is considered to have started when the cochonnet has been validly thrown in accordance with the rules.
34. The replacement of a player in doubles, or of one or two players in triples, is only permitted up to the official announcement of the commencement of the competition (whether vocally or by whistle, gun, etc), and provided that the replacement(s) were not previously registered with another team in the same competition.
35. In the case of rain, all ends started must be completed, unless a contrary decision is made by the umpire who, along with the jury, can decide to stop or call off a game because of "force majeure".
If after the announcement of a new phase in the competition (2nd round, 3rd round, etc) certain games have not finished, the umpire after having advised the organising committee, may make any decisions deemed necessary for the smooth running of the competition.
No player may leave a game or the terrain whilst a game is in progress, without the permission of the umpire. If this is not given articles 32 and 33 apply.
36. Any collusion or sharing of prizes is strictly forbidden. Any teams taking part in the final stages, or any other stages of the competition, who show lack of sporting spirit or respect towards the public, officials or umpires, will be excluded from the competition. This may affect the relative positions obtained in the final results as well as invoke penalties as in article 37.
37. The player who is guilty of breaking a rule or showing violence towards an official, umpire, another player or a spectator is liable to one or more of the following penalties, depending on the seriousness of the fault:
a. Exclusion from the competition.
b. Withdrawal of licence.
c. Confiscation or restitution of rewards and prizes.
The penalty imposed on the offending player can also be imposed on his or her team-mate(s).
The first and second penalties are imposed by the umpire.
The third penalty is enforced by the Organising Committee which, within 48 hours, sends a report with the rewards and prizes retained to the National Executive who will decide their destination.
As a last resort the National President will make the decision.
38. The umpires designated to control the competitions are charged with ensuring that the rules of the game and the administration rules are strictly adhered to.
They are allowed to exclude from a competition any player or team who refuses to obey their decision.
Any licensed spectators who, due to their behaviour, cause an incident on the terrain, will be reported by the umpire to the National Executive. They will then summon the guilty person(s) before the Disciplinary Committee who will decide the penalties to be imposed.
39. All cases not provided for in the rules are put to the umpire who may refer them to the competition's jury. This jury comprises at least 3 persons and at the most 5 people. The decisions taken by the jury are without appeal. In the case of a split vote, the decision of the umpire is final.

A reasonable dress is expected of all players (bare torsos and bare feet are not accepted). All players who do not observe these rules will be disqualified from the competition after a warning from the umpire.

NB The present rules may be modified slightly to improve their meaning, full significance and application.