 Pétanque Federation Australia Affiliated With the F.I.P.J.P	Policy No:	3.1.2.0	Timed Games – Interstate Challenge			
	Approved:	1 Jan 2014	Version:	1.0	Review Due:	1 Jan 2015

Rules for Timed Games: Interstate Challenge

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 1hrs + 2 ends (1 extra end if tied) unless 13 points have been reached. At the 1hrs whistle all ends started must be completed. An end is considered as started when the jack has been placed on the playing area in accordance to the rules, article 32.

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 Ball 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

Special rules apply for the throwing of the jack, at the start of each end the team throwing will only have one throw.

If invalid the opponents are permitted to move the circle back in line of play of previous end (Article 7) and place the jack by hand (not throw) at a valid distance of their choice. If in doubt call the umpire.

Jack to be valid must be thrown at 1m from dead boule line (Piste 4m wide) or at 0.50cm if instructed by Umpire of the day (Piste under 4m)

6. Article 31

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).

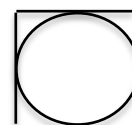
7. Article 20

Time allowed to play is strictly 1 minute, **this is to be announced prior to starting the games and no further warnings will be given on this rule.** Players not complying will be penalised as in Article 34, loss of a boule etc.

8. Prefabricated Throwing Circles

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

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)



9. Calling of Umpire

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



10. Article 39

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.

11. Measuring:

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

12. 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.