

East Lothian U3A Petanque Group – Local Rules



The game is played by two teams of one, two, three players. In teams of one and two, each player plays with three boules and in teams of three each player plays with two boules.

The first team is chosen by tossing a coin. Any player in this team (the 'lead' team) chooses the starting place and draws a circle on the ground in which to stand. The circle should be between 35cm and 50cm across. Sometimes plastic circles are used instead – these are always 50cm across.

A player from the 'lead' team now throws the jack so that it rests between 6m and 10m away and not nearer than 1m from any obstacle (wall, tree, etc). Both of the throwers feet must remain on the ground inside the circle until the jack has hit the ground.

If the jack lands way off the centre line it may be moved left or right towards the centre, by the opposing team.

Any player from the 'lead' team then throws the first boule trying to place it near the jack. The player's feet must again remain on the ground inside the circle.

A player in the second team comes into the circle and tries to throw his/her boule even nearer to the jack or knock away the leading boule placed there by the other team. The boule nearest to the jack leads.

Then it is up to players in the team *not* leading (i.e. the team who is NOT closest to the jack) to throw as many boules as are necessary so that their team has the leading boule. A player from the other team tries to get the leading boule and so on.

When one team has no more boules left to play, the players of the other team throw their remaining boules and try to place them closer to the jack than their opponent's closest boule.

When both teams have no more boules, the points are counted. The winning teams get as many points as it has boules which are closer to the jack than the best placed boule of the losing team. For example, if Team A has three boules nearer to the jack than the nearest boule of Team B, then Team A scores three points. Use a tape measure or string when the distance between boules and the jack cannot be judged by eye.

An end is over when each team has thrown all its boules.

A new end is started by a player of the team which won the previous end. A throwing circle is drawn. One of the previous winning team then throws the jack and then the first boule., and the game continues until, after completion of an end, one of the teams reaches 13 points. (or for shorter games 11 points)

Any boules crossing the strings or hitting the boundary area for the game are discounted and cannot score for that 'end'.

If the jack hits the boundary or crosses it, then that end has to be re-started.

If, after completion of the end, no boules remain within the boundary of the authorised playing area, the end is null and void.

Boules equidistant from the jack :

When the two closest boules to the jack belong to opposing teams, and are at an equal distance from it, 3 cases can apply:

- 1) If the two teams have no more boules to play the end is dead (no points awarded) and the jack is given to the team which had won the previous end. That team then throws the jack.
- 2) If only one team has boules at its disposition, it plays them and scores as many points as it has boules closer to the jack than the nearest opponent's boule.
- 3) If both teams have boules at their disposition, it is for the team which played the last boule to play again, then the opposing team, and so on alternately until the point belongs to one of them.