



Pétanque Umpire Guide

Code D'Arbitrage

Rules of the Game of pétanque made by the FIPJP International Umpires
Amended and adopted from January 1st, 2021

A simple guide for the Umpire

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Text & diagrams



1. – UMPIRE

To be an umpire, you must:

- 1) Hold a licence with His/Her Federation;
- 2) Not be a member of another petanque Federation as an umpire;
- 3) Be physically fit; and
- 4) Have passed successive umpire's exams, giving you the following Rankings: (Grades may vary in some Federations)
 - 1) Grade 1 Club umpire
 - 2) Grade 2 State umpire
 - 3) Grade 3 National umpire
 - 4) Grade 4 Confederation Umpire (Confederation Exam)
 - 5) Grade 5 International umpire (FIPJP Exam)
- 5) Hold all relevant police clearance and documentation.

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 his or her Federation and must implement FIPJP 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, decameter, sliding measure, whistle, compass, etc.).
- 5) He/she must be present before the start of the competition to ensure 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 their Federation.
- 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 is 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, 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 is the only judge on the ground, he/she acts without hesitation. In unforeseen 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 the official umpire of the day.
- i) In case of rain, to decide to stop 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 should never criticise publicly any decisions made by another umpire.
- k) After the competition:

Write the umpire report and send it to your relevant authority

-During the distribution of trophies and prizes, mix and socialise with players and officials.

-At the end of the competition discuss difficult rulings with other umpires, it will help find 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.

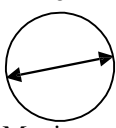
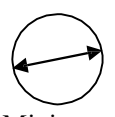
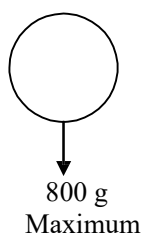
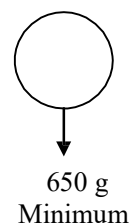
OFFICIAL RULES OF PETANQUE

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/Trademark 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

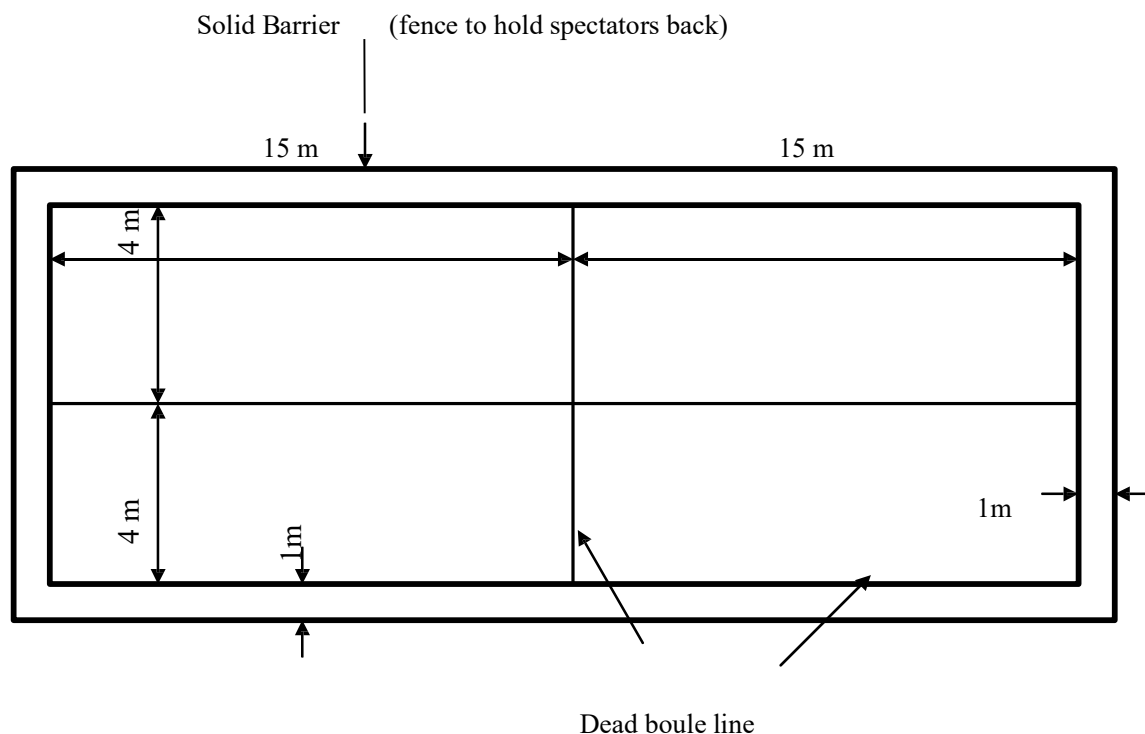
□: 29mm
Minimum

Article 5 (See drawings 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 other competitions: The National Federation may modify the piste dimension with the minimum being 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.
- Clubs or Tournament Organisers may use “Paint or chalk” to mark the width of the pistes (sidelines only), but the dead boule line or boundary line at each end of the piste should be a string.

Article 5 Marked ground



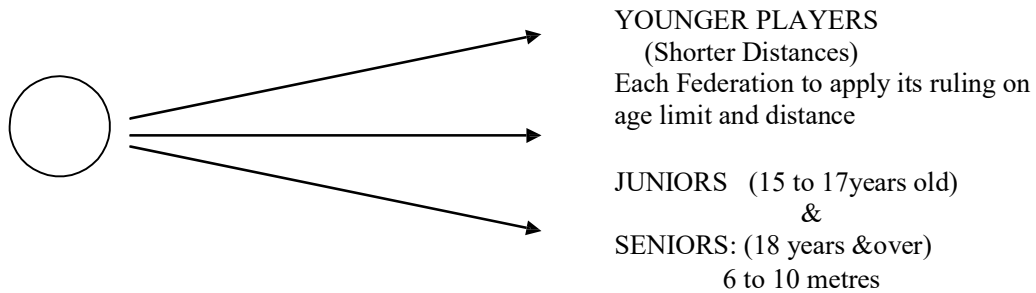
Article 6

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

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).

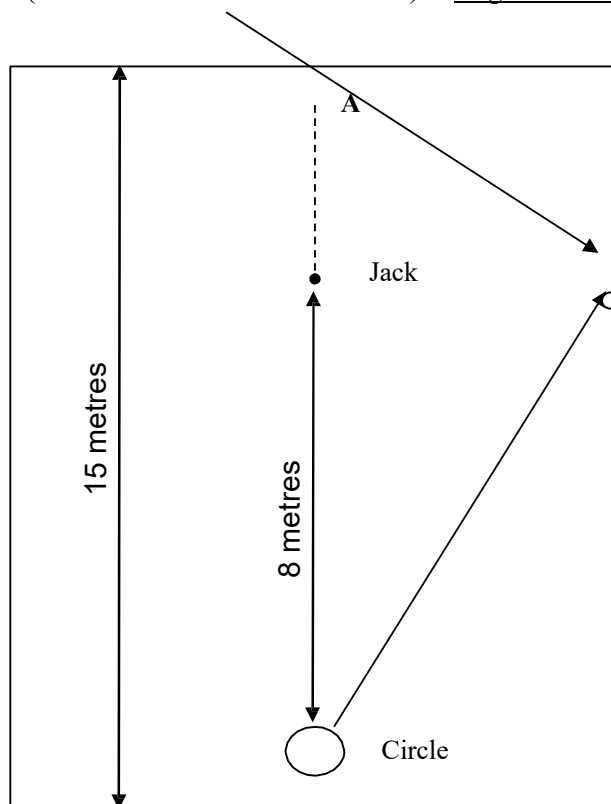
Traced Circle (35cm to 50cm).



The circle at 1 m minimum from all obstacles such as a barrier/fence or pole etc or as indicated by the official umpire for the event.

The circle at 1.5 m minimum from another circle or cochonnet/jack in use.

Cochonnet/jack at 50 cm minimum from all obstacles and the “dead boule lines” at each end of the piste. The cochonnet/jack is deemed valid when thrown up to the sidelines of the piste (can touch it but in no case cross it) in all games including “timed games”.



Jack must be at 50cm from end lines in all games including Time Limited Games

The circle is placed around the jack to start the second and following ends.

Players can go back towards A (in the line of play) up to and not exceeding 10.5m before throwing the jack at the next end.

The circle's position must be marked before the jack is thrown.

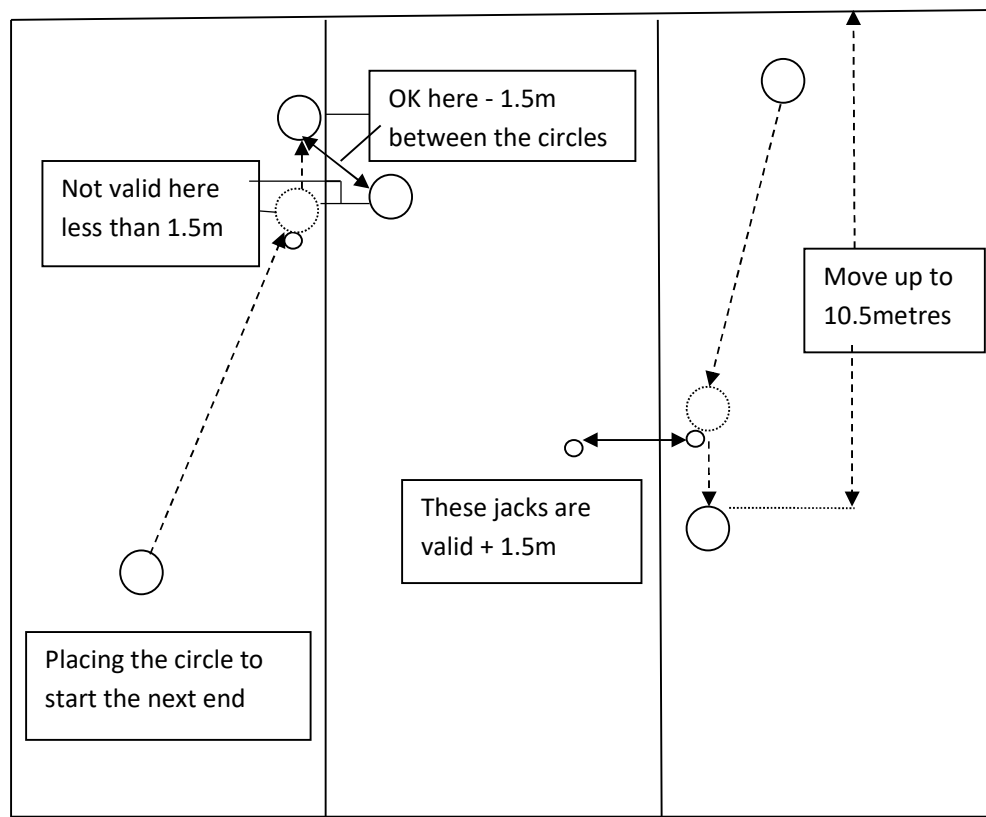
The Jack must also be marked and each time it has been moved during play. *No claims are allowed for an unmarked jack the umpire will rule only on its position.*

The circle must be 1.5 metres away from other circles and any jack in adjoining pistes.

Article 7:

Guide for positioning the circle.

- From the second end onwards the circle is placed around the jack (where it finished) providing there is not a jack or circle within 1.5m from this position.
- In the case where it would be less than 1.5m, the circle is moved back in the line of play (not forward) by the team about to start the end.
- The Team about to place the circle have a choice to choose a valid distance up to the maximum and may move the circle from this position (where the jack finished) up to 10.5metres from the “dead boule line” at the end of the piste.



Article 9

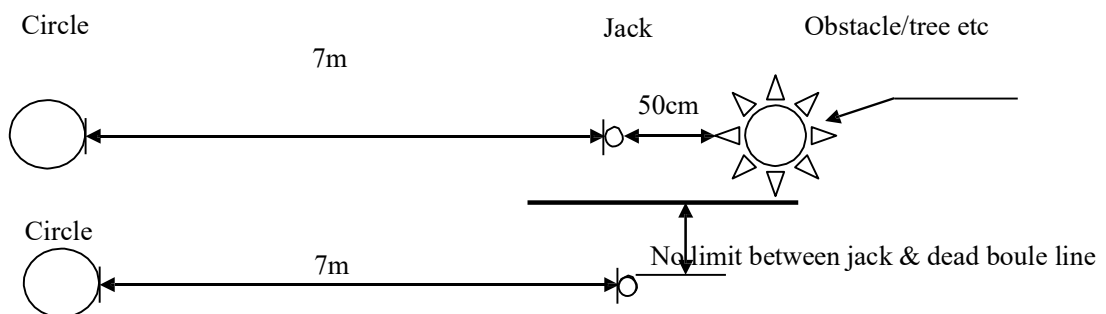
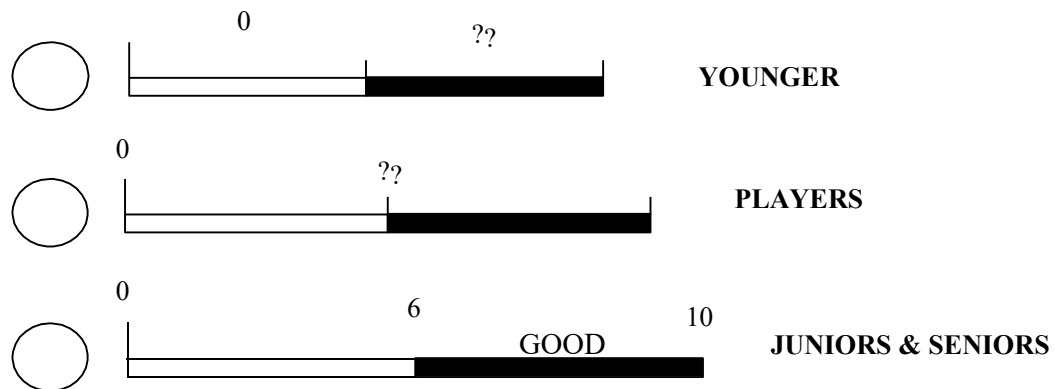
.... Is considered dead ground a “puddle of water” where the jack floats freely.

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

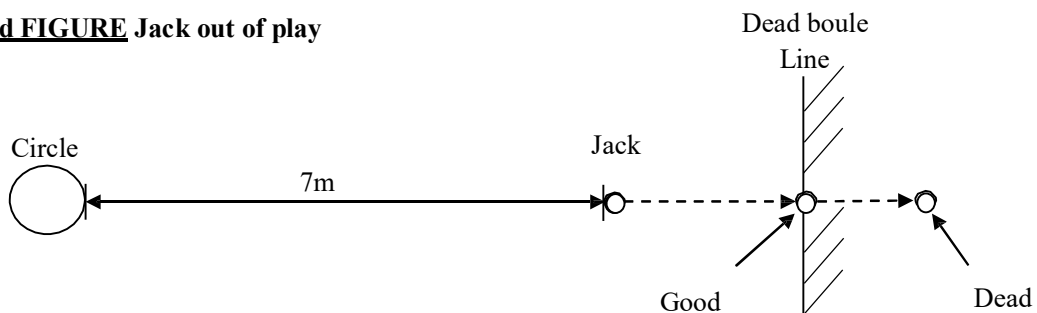
Please note:

The distance is measured from the inside edge of the circle

1ST FIGURE Jack in play (Shorter Distances for Younger Players)



2nd FIGURE Jack out of play

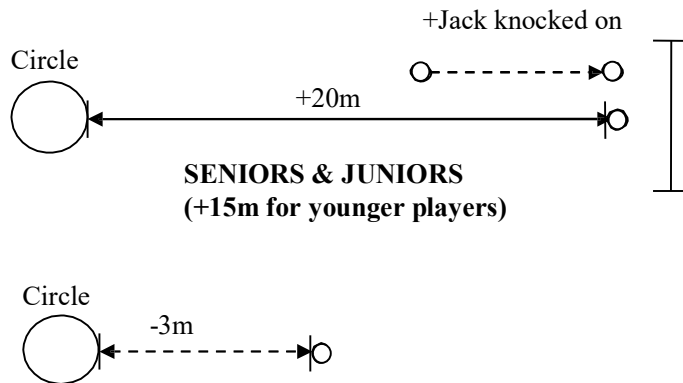


3rd FIGURE Jack out of play (not visible from the circle)

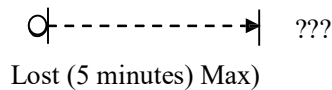


Review June 2022

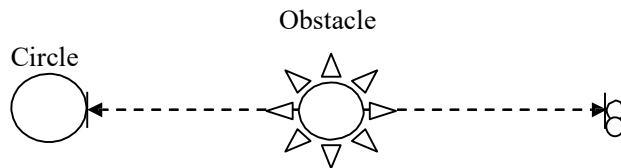
4th FIGURE Jack out of play (minimum and maximum distance from circle)



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 in all tournaments.

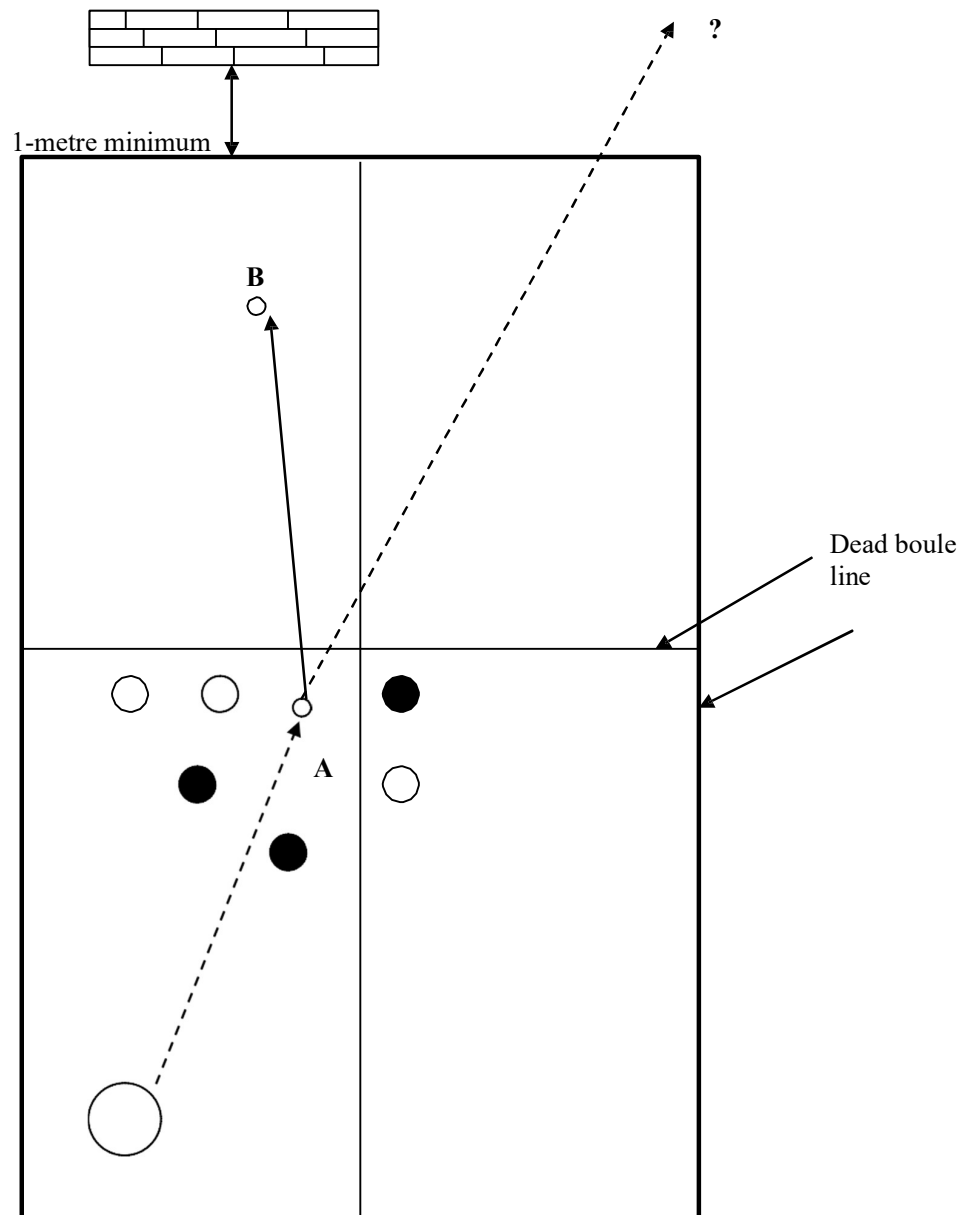
The player about to play, or one of his/her partners, may fill in a hole which would have been made by one boule played previously. A player is not permitted to sweep the ground directly in front of a boule which is about to be shot.

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.



Review June 2022



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

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

RULING: THE END IS VOID

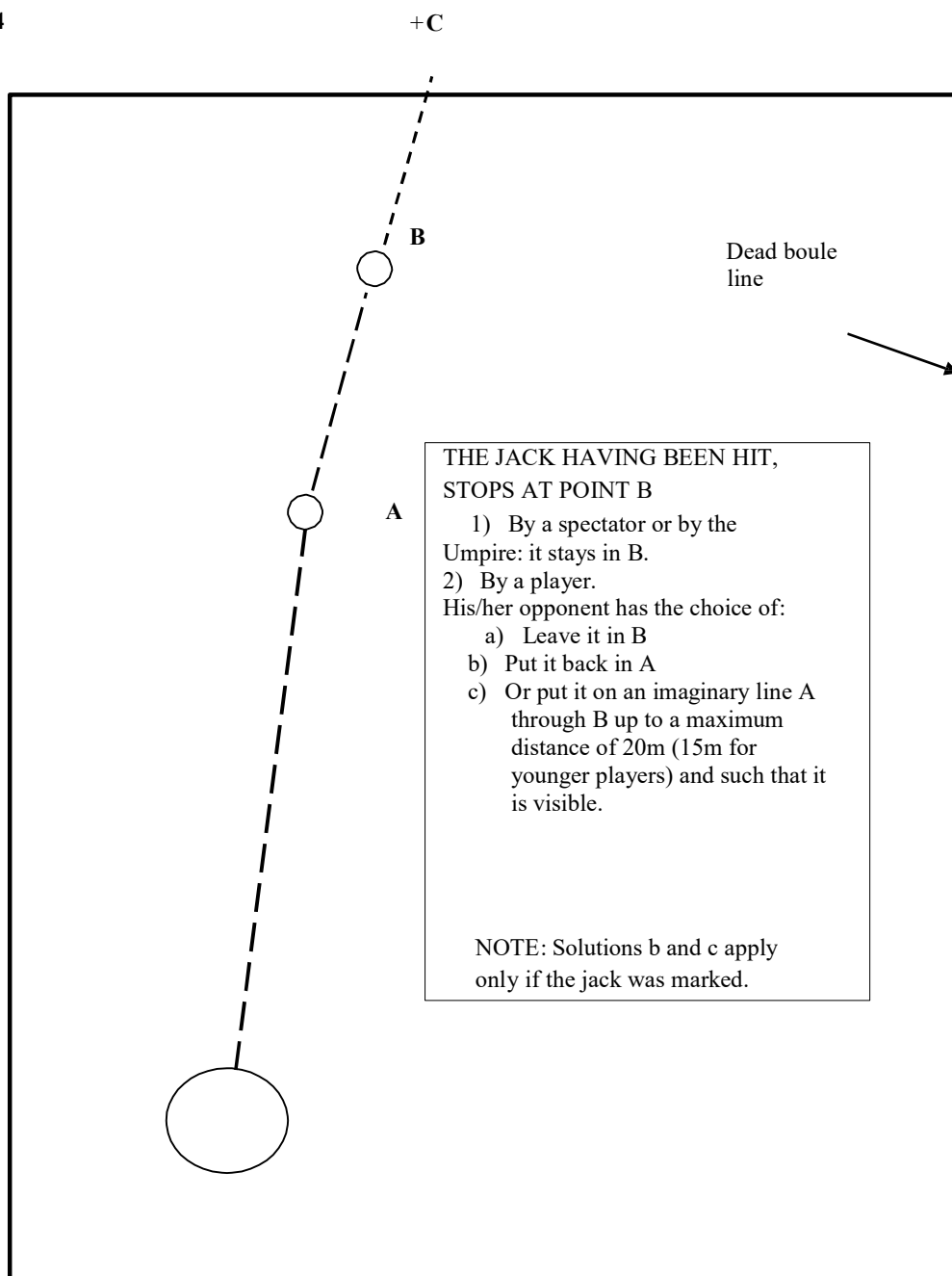
If both teams have boules to play

Or if both teams have no boules to play.

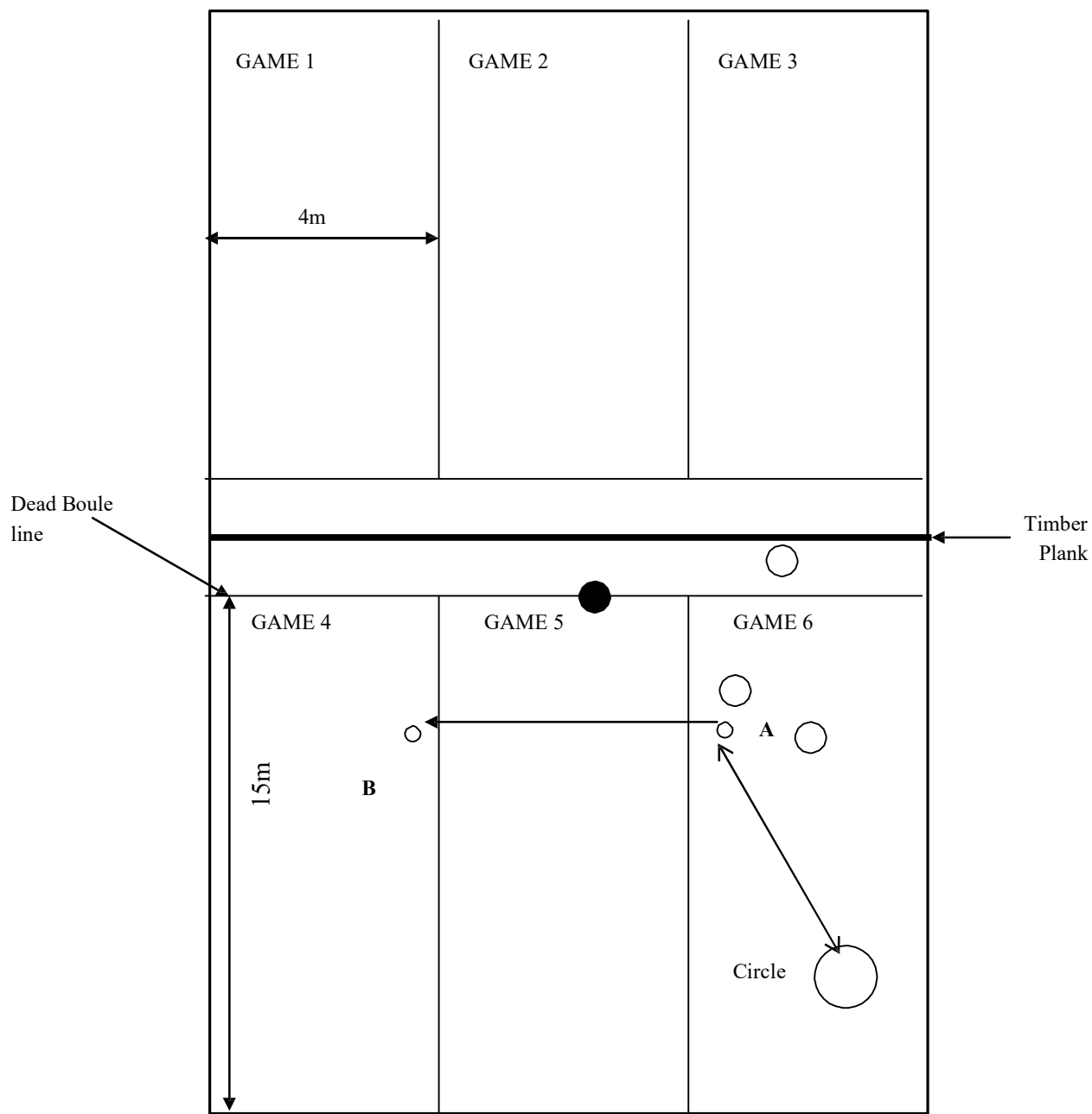
If one team has boules left, will score one point per boule in hand.

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



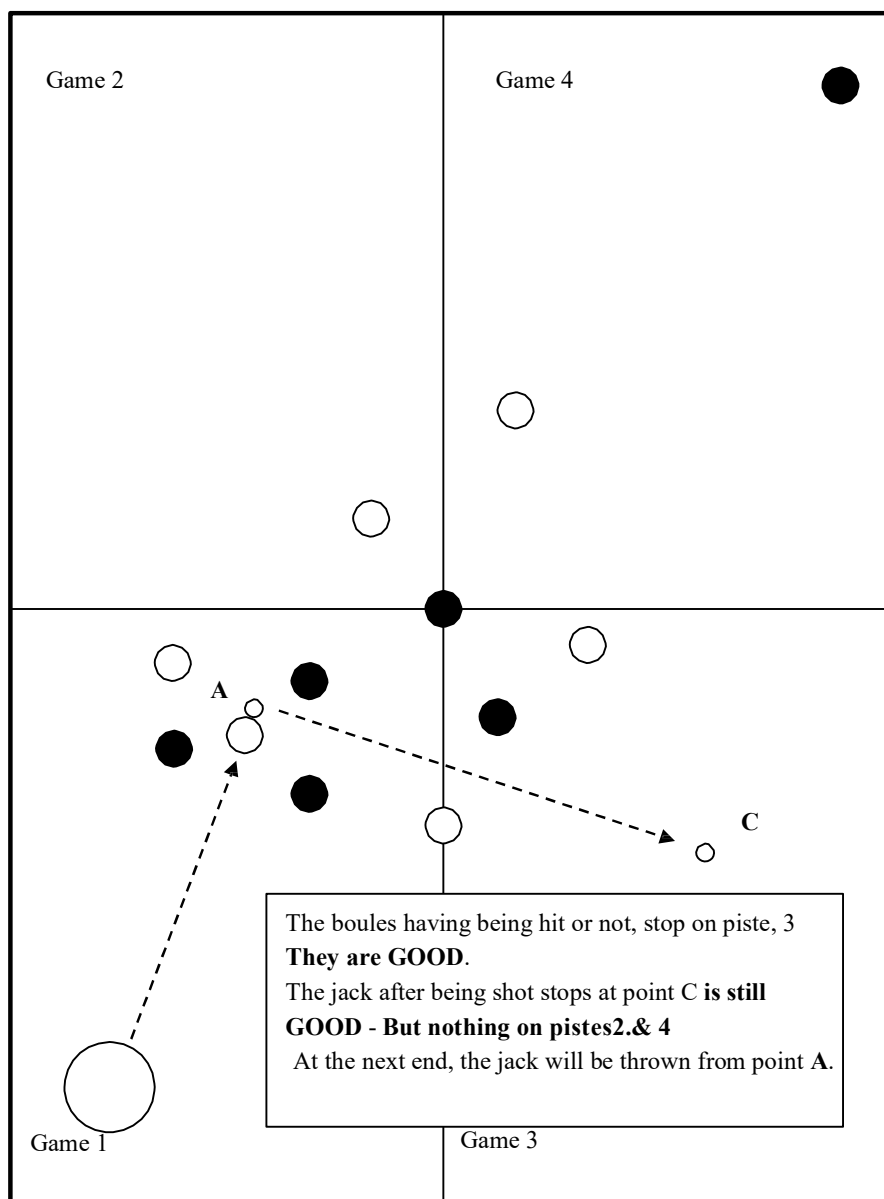
Article 5 &18



The jack having been hit in point A, crosses the pistes and then stops 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.**

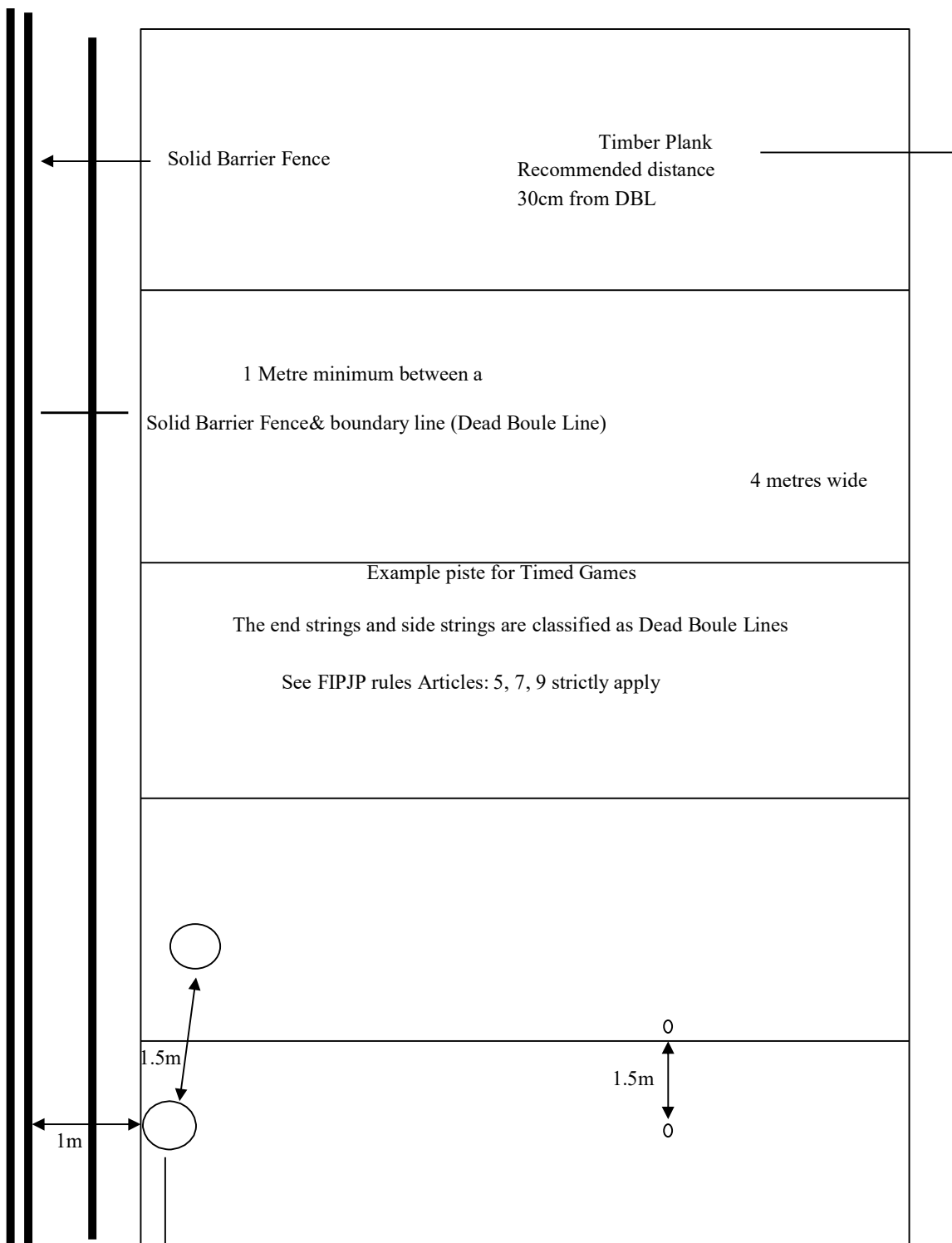
In timed games played on marked terrain, a boule (and jack) is considered dead when it completely crosses the line of the designated piste. (see diagram pages 13&14)

Article 18



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

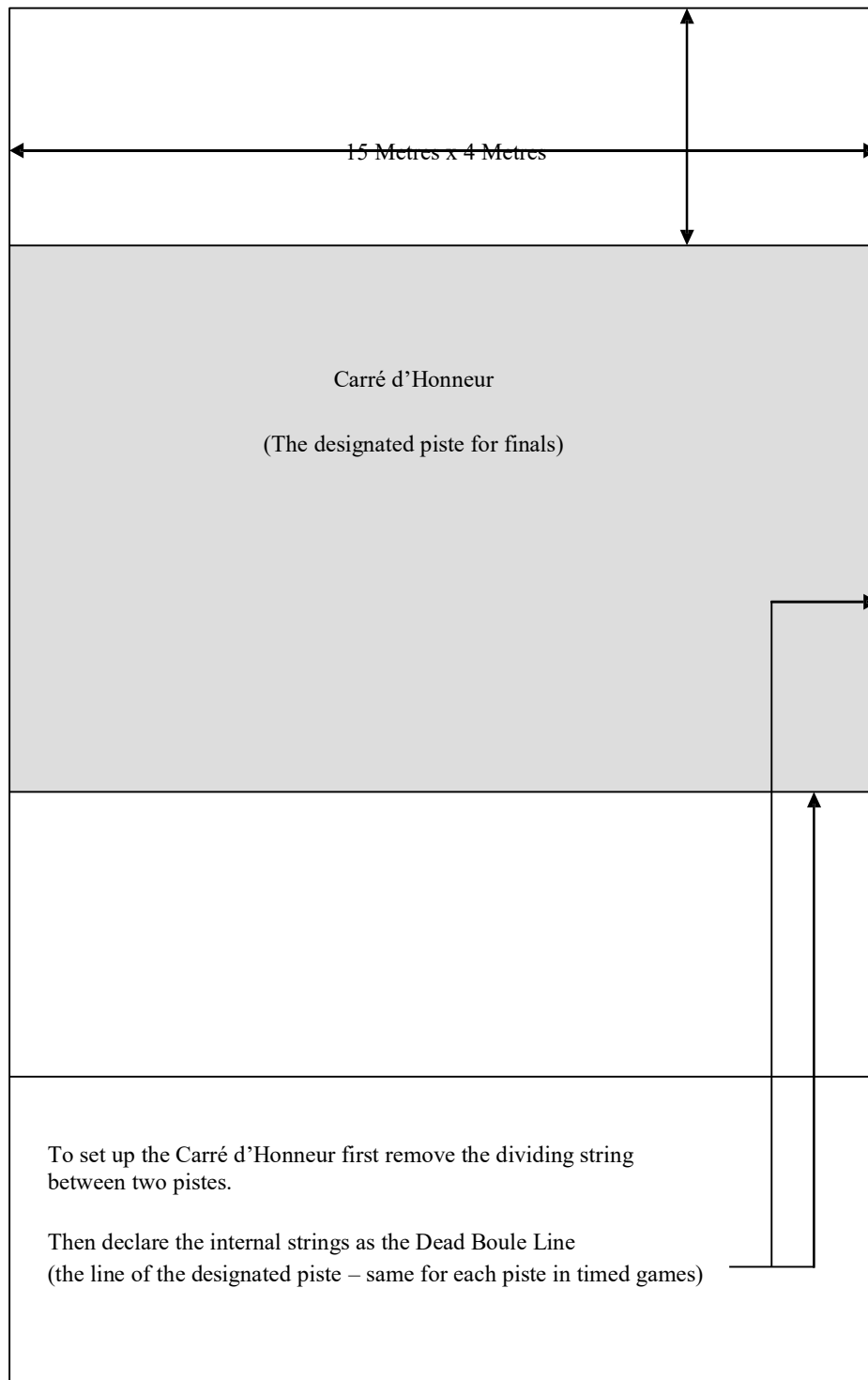
Article 5



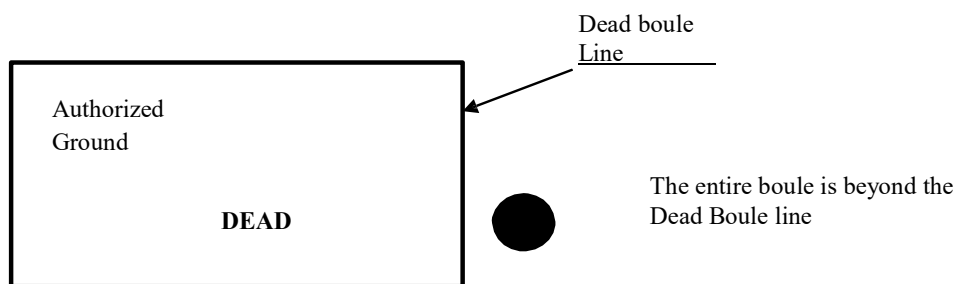
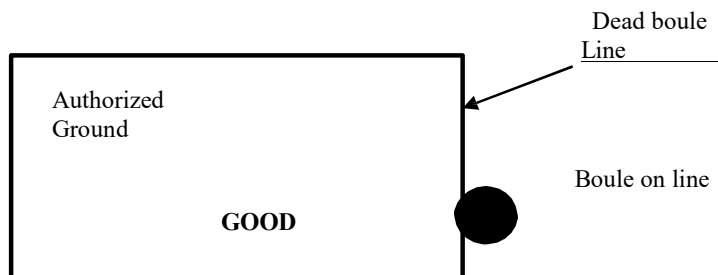
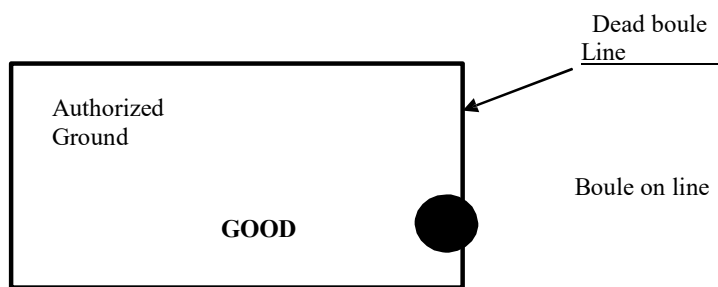
These circles are valid (+1m from barrier or tree etc and 1.5m apart)

*Jacks must also be at least 1.5m apart & 1.5m from a circle in use.

Example for marking the area for Final Games



Article 19 (Boules)



TIMED GAMES

1. Marking of piste

Each separate piste (15metres x 4metres) must be marked with continuous lines (string).

2. Timing – (Timed Games)

All games are played to 13 points or within a specified time set by the organizers (eg-1hr + 1 end + 1 extra end if tied) unless 13 points have been reached. At the 1hr whistle, all ends started must be completed. The new end is considered to have started when all boules of the current end are played.

Tied score – Extra End (to obtain a final result)

- 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.
- 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.
- 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 to obtain a winner.

3. Start of the game

There will be a starting whistle for each round of games and a final whistle after 1hour.

4. Dead Boules Lines

The game is played on one marked piste, all marking being a dead boule line, Jack going over the line is considered “dead”, a 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

Only one throw of the jack in timed and untimed games.

If an invalid throw the opponents are permitted to move the circle back in the line of play of the 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.

6. For the Jack to be valid it must be thrown at no less than 50cm from the dead boule line at the end of the piste, with no limit from any side line and may touch it. The jack must be marked and remarked each time it has been moved.

7. Article 32

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).

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.

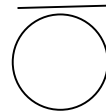
8. Article 21

The time allowed to play is strictly 1 minute. Players not complying will be issued a warning (yellow card) same warning applies to his/her partners as per Article 35.

9. Prefabricated Throwing Circles

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

10. Players must stand with both feet within the prefabricated circle and not stand on any part of the circle (exception for disabled players Article 6 of FIPJP Rules)



11. Calling of Umpire

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

12. Measuring

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

13. Umpire Warning Cards- (used by the umpires)

Yellow Card - Warning

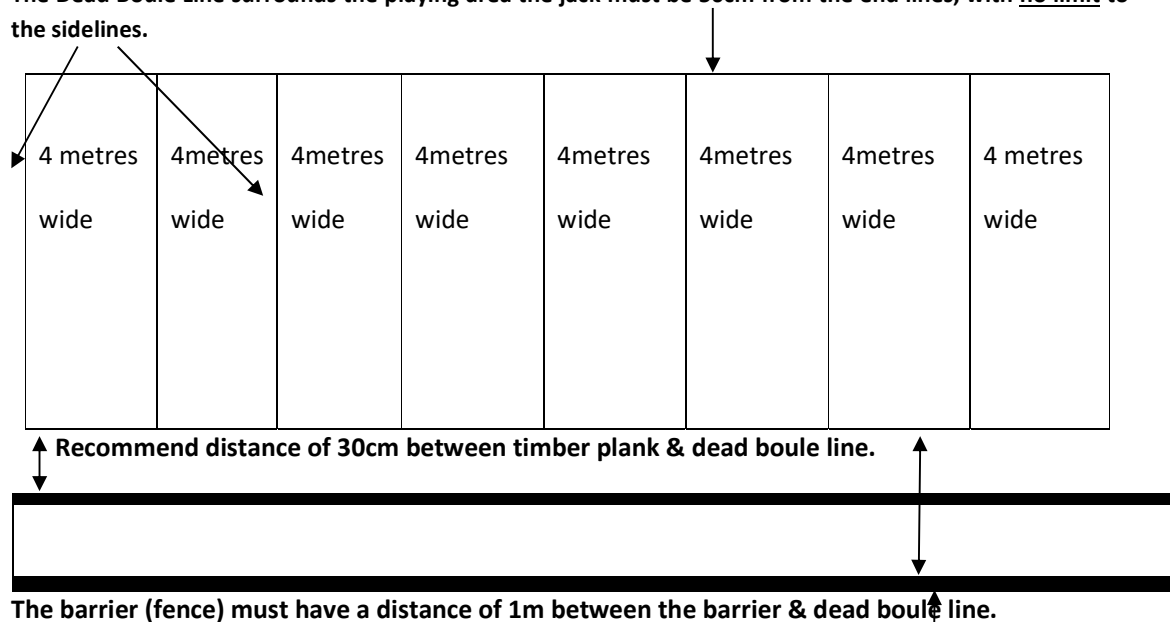
Orange Card - Penalty disqualification of one or more boules

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 throw of the jack must be 50cm minimum from the Dead Boule Line at the end of the piste and there is no limit from the sidelines. All pistes must be 15m x 4m for all International and National championships, Leagues and clubs hosting other championships may reduce the piste size but not exceed a minimum of 12m x 3m.

The Dead Boule Line surrounds the playing area the jack must be 50cm from the end lines, with no limit to the sidelines.



Umpiring Signal Cards

Colour signal cards for use by umpires to indicate sanctions for players, teams, coaches, delegates and officials for **technical or behaviour** infringement during matches.

Technical faults: E.g., Foot on the circle, not marking circle or jack, Time infringement etc.

Behaviour: E.g., abusive language towards opponents, umpires, officials, Physical threat.

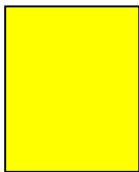
The Cards

Yellow - Warning

Orange - Cancellation of 1 Boule

Red - Exclusion of a player, a Team or both Teams

Application of the Cards



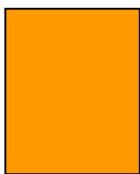
Yellow Card

Issued by the umpire for,

Technical fault: a warning (Yellow card) is issued to the offending player.

Time infringement: a warning (Yellow card) is issued to each player of the team.

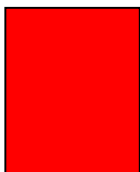
Behaviour: a warning (Yellow card) is issued, to the player, coach, delegate or official.



Orange Card

Technical fault: The umpire after issuing a second warning (second Yellow Card) will remove 1 boule from the offending player.

Time infringement: Second infringement The umpire will issue an orange card to the team and will remove a boule from each player of the team.



Red Card

When the umpire issues a red card, the player, the team, or both teams will be excluded from the game or the competition.

3rd Infraction:

The Umpire, after issuing an orange card, will issue a red card to the offending player and is excluded from the game.

3rd Time infringement:

The Umpire, after issuing an orange card, will issue a red card to each player of the offending team and are all excluded from the game.

Behaviour: A card issued for bad behaviour (Yellow) is valid for the duration of the competition, a 2nd card will automatically see the player/team excluded from the competition.

Behaviour cards apply to the coach, delegate or any officials who by their attitudes would bring the game into disrepute.

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 game or the competition any player or team who refuses to comply with their decision.

Spectators, coaches, delegates, and licence holders who by their attitudes create incidents on the playing ground will be issued with a red card and excluded from the playing area.