



Timed Games Rules

1. Each piste must be marked as per Article 5 (15mx4m) or min (12m x 3m) with continuous string lines.

2. **Timing**

All games are played to 13 points or within a time set by the organiser + 1 end (1 extra end if tied) unless 13 points have been reached. At the end of time whistle all ends started must be completed.

The new end is considered to have started when all boules of the current end are played.

3. **Start of game**

There will be a starting whistle of each round of games and a final whistle at the completion of the time set by the organizers.

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”, new end to be started. Boule(s) going over the line are considered “dead” and must be removed immediately from the next playing piste.

5. **Throwing of the jack**

One throw of the jack.

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

- If the jack is not placed in a valid position the player who placed it may receive a yellow card at the discretion of the umpire, and **must place the jack correctly**. If it is misplaced a second time, all team members could receive a yellow card warning in addition to any cards previously received, and **must place the jack correctly** (FIPJP Article 6).

6. To be a valid throw, the jack must be a minimum of 50cm from any obstacle and from the end line of the piste, there is no minimum distance from the side lines, it can touch the line but the base must be inside on the piste. The jack must be a minimum of 1.5m from another circle or jack in use.

7. Tied score - extra end played (In order to obtain a final result)

- a) At no instance should the jack leave the playing area.
- b) In all cases, If the jack is shot out of play it will be replaced to its previous position to allow play to continue.
- c) The jack is valid if moved within the playing area.
- d) 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 in order to obtain a winner. If the teams do not agree on the previous position the umpire will decide.

8. Lost Boule or Jack-

Search time is reduced to 2 minutes.

9. 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 may leave the ground at any time after having informed the umpire, but the game proceeds normally and if not present when having to play his/her boules those will be forfeited at one per minute. The boules will be declared null and void, one per minute.

In time games there is no stoppage for medical reasons the game proceeds as indicated above.