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"Official Rules for the Sport of Pétanque"
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Fédération Internationale de Pétanque et Jeu Provençal

A side-by-side French-English version prepared by
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Table of Contents

Changes to the 2016 version of the rules.....	4
About this English translation.....	6
The translation is into American English	6
Paragraph divisions	6
Text in square brackets	6
About the word "mene"	6
About gendered pronouns	6
Translating French to English terminology	7
Persons and groups mentioned in the rules	7
The playing area, boundary lines, out-of-bounds areas.....	8
The game process	11
Things dead, null, and invalid.....	14
Miscellaneous terminology	15
OFFICIAL RULES FOR THE SPORT OF PETANQUE.....	17
GENERAL PROVISIONS.....	17
Article 1 – Composition of teams	17
Article 2 – Characteristics of approved boules	17
Article 2a – Penalties for non-conforming boules	19
Article 3 – Approved jacks	19
Article 4 – Membership cards	20
PLAY	20
Article 5 – Regulation terrains	20
Article 6 – Start of play and rules concerning the circle.....	21
Article 7 – Regulation distances for the throw of the jack	23
Article 8 – For the thrown jack to be still alive	25
Article 9 – Dead Jack during a mene.....	25
Article 10 – Displacement of obstacles	27
Article 11 – Changing of jack or boule.....	27
THE JACK	28
Article 12 – Jack masked or displaced	28
Article 13 – Jack displaced into another game.....	28
Article 14 – Rules to apply if the jack is dead	29
Article 15 – Positioning the jack after being stopped.....	29
BOULES	30
Article 16 – Throw of the first and following boules	30
Article 17 – Behavior of players and spectators during a game.....	31
Article 18 – Throwing of the boules and boules going outside the terrain	32
Article 19 – Dead boules.....	32
Article 20 – Stopped boules.....	33
Article 21 – Time allowed to play.....	34
Article 22 – Displaced boules.....	34
Article 23 – A player throwing a boule other than his own.....	35
Article 24 – Boules thrown contrary to the rules.....	35
POINTS AND MEASURING.....	35
Article 25 – Temporary removal of boules	36
Article 26 – Measuring of points	36
Article 27 – Picked-up Boules	37

Article 28 – Displacement of boules or jack	37
Article 29 – Boules equidistant from the jack	37
Article 30 – Foreign bodies adhering to the boules or jack	38
Article 31 – Complaints	38
DISCIPLINE.....	38
Article 32 – Penalties for the absence of a team or a player	39
Article 33 – Late arrival of players	40
Article 34 – Replacement of a player	40
Article 35 – Penalties	41
Article 36 – Bad weather.....	41
Article 37 – New phase of play.....	42
Article 38 – Lack of Sportsmanship	42
Article 39 – Bad behavior	42
Article 40 – Duties of the Umpires.....	43
Article 41 – Composition and decisions of the Jury.....	44

Changes to the 2016 version of the rules

In the December 2016 revision to the FIPJP rules, Article 10bis was renumbered to be Article 11, which caused the numbers of all subsequent articles to be bumped up by one, so Article 11 became Article 12; Article 12 became Article 13; and so on. The total number of articles increased from 40 to 41.

Other noteworthy changes include—

Article 3: The weight of the jack must be between 10 and 18 grams. (This means that synthetic jacks, which weigh 22g, are no longer permitted.)

Article 5: The opening sentence has been changed from “Petanque is played on all terrains,” to “Petanque is played on all surfaces.”

Article 6: FIPJP-approved models of folding circles (*cercles pliables*) are now permitted. (Folding circles that are approved by the FIPJP are marked “*Agréé FIPJP*”.)

Article 6: The throwing circle must be marked before the jack is thrown.

Article 6: If a player picks up the circle when there are boules still to be played, the circle is replaced but only the opponents are allowed to play their boules.

Article 7: The team winning the toss or the previous end will have ONE and only one attempt to throw a valid jack. If the thrown jack is not valid, the jack is given to the opposing team which then places the jack in any valid location on the designated terrain.

Article 7: The throwing circle must now be placed at least two meters from any other active circle.

Article 7: During time-limited games only, for a thrown jack, the required minimum distance from a SIDE dead-ball line (not from an END dead-ball line) is reduced to 50cm.

Article 8 contains the following sentence: “Before the jack is given to the opposing team for them to place it, both teams must have recognized that the throw was not valid or the Umpire must have decided it to be so. If any team proceeds differently, it loses the right to throw the jack.” The words have not changed, but the second sentence must be given a new interpretation in light of the changes to the rules for the throw of the jack.

If Team A throws a jack that appears to Team B to be long, and Team B picks the jack up before Team A agrees that it actually was long, an umpire may rule that Team B has lost the right to place the jack, and give the jack to Team A, which will then place (not throw) it. It is likely that the second sentence will be revised in the next version of the rules.

Article 10: “Sweeping” (the ground with a foot) in front of a boule to be shot is now specifically mentioned as a violation of the rule against changing the terrain. (This is a clarification of, rather than a change to, the existing rule.)

Article 26: Players must stand at least two meters away from an umpire while he is measuring.

Article 27: If a player picks up his boules from the playing area while his partners have boules remaining, they will not be allowed to play them.

Article 31: It is now no longer the responsibility of each team to check and verify the opposing team's licenses, boules, qualifications to play in the competition, etc.

Article 33: A mene is considered to start when the jack is thrown, regardless of whether or not the throw was valid.

Article 35: In order to simplify the penalties, the penalty of disqualification of TWO boules has been eliminated.

Article 35: The rules now officially recognize the use of colored signal cards.

Article 35: The discussion of warnings has two new provisions. (1) A yellow card for exceeding the time limit will be imposed on ALL of the players of the offending team. (2) If one of these players has already been given a yellow card, that player will be penalized by disqualification of a boule.

These new provisions are poorly written and it will probably be some time before umpires agree on how to interpret them. One likely outcome is this — in the past, umpires usually treated a time-violation as an individual offense. Thus, if player A on Team T exceeded the time limit, the umpire would give A a warning. Later, if player B on Team T exceeded the time limit, the umpire would give B a warning. Now, with these new provisions, it seems likely that if player A on Team T exceeds the time limit, the umpire will give Team T a warning. Later, if player B on Team T exceeds the time limit, the umpire will penalize Team T by disqualifying one of the team's boules.

Article 39: Correct dress is required of the players, specifically: (a) it is forbidden to play without a top (i.e. with a bare torso) and (b) for safety reasons, the players must wear fully enclosed shoes. In addition, it is forbidden to smoke (or use an e-cigarette) and to use a mobile phone during a game.

The wording of some rules was revised to make them simpler or clearer. A number of those changes are not reflected in the FIPJP English translation of the rules. They do, of course, appear in our English translation.

American players should note that the FPUSA rules have changed in another way. Following a new policy, the FPUSA has adopted the 2016 international rules "as written" as its national rules.

Adopting the international rules "as written" means doing away with the italicized modifications and addendums added to the FPUSA version over the years. Doing so also means our players will learn to play per the international rules, nothing more, nothing less. [Mike] Pegg's advice to the FPUSA is to publish the rules as adopted in December 2016 by the FIPJP and separately publish clarification for the more ambiguous and broadly interpreted aspects of the rules or for issues unique to the FPUSA. We agree with Mike and are already in the process of updating the "2015 Interpretation's" currently in use by the federation.

Previous versions of the FPUSA rules also differed from the FIPJP rules in the wording of the Puddle Rule in Article 9. With the adoption of the FIPJP rules "as written", that difference no longer exists.

Finally: a note on gendered pronouns. In both French and English, masculine singular pronouns ("he", "him") are traditionally used to refer to a person who may be of either sex. In the FIPJP English translation, the French pronoun *il* ("he") is sometimes translated as "they" in an attempt to introduce into the English rules a kind of gender neutrality that does not exist in the French text. Replacing a singular pronoun with a plural pronoun in this way produces ambiguities in the English text that do not exist in the French text.¹ Here, the French word *il* is always translated as "he".

– Stephen R. Ferg (Tucson, Arizona, USA), June 1, 2017

¹ In Article 35, using the plural pronoun "they" rather than the singular pronoun "he" introduces uncertainty about whether the object of the reference is an individual player or the team as a whole.

About this English translation

The translation is into American English

This is an American English translation prepared by Stephen R. Ferg. Note that the translation uses American English spelling rather than British English spelling. So (in contrast to the official FIPJP English translation, which uses British English) here you will see "offense" rather than "offence", "license" rather than "licence", "behavior" rather than "behaviour", and so on.

We translate the French expression *sa place primitive* as "its original location". The official FIPJP English translation uses the word "position" rather than "location". We don't know whether this represents a difference in British and American English usage or a stylistic choice on the part of the translators.

Paragraph divisions

The FIPJP's French text of the rules is inconsistent in the way that it divides the text into paragraphs. To make matters worse, the FIPJP publishes the rules document in PDF format, rather than in a word-processing format. When the contents of the PDF file are extracted into a word processing format, the extraction process occasionally mangles the paragraph formatting. Consequently, you may see differences between the way the text is here divided into paragraphs, and the way that it appears in other copies of the rules.

Text in square brackets

[Text in square brackets] contains possible alternative translations of the French text.
[*Italicized text in square brackets*] contains notes and comments by the translator.

About the word "mene"

The basic subdivision of a game of petanque, corresponding to an "inning" in baseball or a "set" in tennis, is *une mène*. The official FIPJP English version of the rules translates the French noun *une mène* into English as "an end". *Une mène* is also sometimes translated into English as "a round". In my opinion, in the context of the rules of petanque, *mène* should be treated as a petanque technical term, not a common French word, and transliterated rather than translated. Therefore, in this translation, it is transliterated as "mene".

About gendered pronouns

In both French and English, masculine singular pronouns ("he", "him") are traditionally used to refer to a person who may be of either sex. In the official FIPJP English translation, the French pronoun *il* ("he") is sometimes translated as "they" in an attempt to introduce into the English rules a level of gender neutrality that does not exist in the French text. The result is a translation that is unfaithful to the French original and also— in some cases— confusing.² In this translation, the French word *il* is always translated as "he".

² In Article 35, using the plural pronoun "they" rather than the singular pronoun "he" introduces uncertainty about whether the object of the reference is an individual player or the team as a whole. For this reason, a translator wishing to inject gender neutrality into his translation should use "he (or she)" rather than "they".

Translating French to English terminology

Persons and groups mentioned in the rules

<i>the French expression</i>	is translated into English as
<i>les joueurs</i>	the players
<i>l'Arbitre</i>	the umpire
<i>les spectateurs</i>	the spectators Petanque is traditionally played in open spaces such as public parks, where there may be spectators actually standing on the terrain where the game is being played. That's why there are rules for things like spectators interfering with moving boules.
<i>le Jury</i>	The jury is a group of 3 to 5 people selected by the competition organizer for the purpose of dealing with situations that occur during the competition that are not covered in the rules. These are typically issues of behavior. Issues involving the interpretation and application of the rules are usually left in the hands of the umpires. (Several rules say explicitly that the umpire's decision is <i>sans appel</i> – may not be appealed to the jury.) The rules governing a competition often specify how and when the jury for the competition will be selected. For many competitions, a jury is selected only if and when the need for a jury arises.
<i>la table de marque</i>	the control table At a competition, the control table is the table where players and teams check in, report the results of games that they have finished, find out which team they will play against in the next round, and so on.
<i> fédérations nationales, membres de la F.I.P.J.P</i>	national federations, members of the FIPJP
<i>sa licence</i>	his membership card Only members of an FIPJP-affiliated national organization are allowed to participate in FIPJP-sanctioned tournaments.
<i>le Comité d'Organisation</i>	the Organizing Committee (of the competition)
<i>l'organisme fédéral l'instance fédérale</i>	the federal organization the federal organization The national federation under whose auspices a competition is taking place.
<i>le Comité Directeur</i>	the Committee Director The director of the Organizing Committee.

The playing area, boundary lines, out-of-bounds areas

terrain terrain
terrain de jeu game terrain
In the context of the rules, "terrain" is a technical term referring to the patch of ground on which a game of petanque is being played. When a game is played in an open space like a park, the terrain has no specific location and no boundaries, and may move from place to place. In tournaments, games are usually played on "marked terrains" which have specific locations, and boundary lines marked on the ground.

Depending on the context, the expression *terrain de jeu* may carry the sense of either "in-bounds" or "on the assigned terrain." Older versions of the rules used the expression *terrain de jeu désigné* – "designated terrain" – to refer to the assigned terrain.

l'inclinaison du terrain the slope of the ground

le sol the ground
Example – "to draw a circle on the ground (*le sol*)". In certain contexts, the French *le sol* has the sense of "the floor".

aire de jeu playing area
An area that contains one or more terrains.

délimiter to mark the boundaries of
The English verb "to delimit" is derived from the French verb *délimiter*, and the two words have essentially the same meaning – to mark or define the limits or boundaries of something.

terrain délimité marked terrain
terrain limité marked terrain
terrain tracé marked terrain
terrain cadré marked terrain

A marked terrain is a terrain whose boundaries are indicated in some way – traditionally, by strings strung tightly between nails driven into the ground.

Here, for the sake of clarity, we translate several different French expressions as "marked terrain". Note, however, that in the original French there is no single expression or technical term that corresponds to "marked terrain". Rather, words such as *délimité* and *tracé* are merely descriptive – they are used simply to say that a terrain has marks that indicate its boundaries. Note that the rules never describe a terrain using any form of the verb *marquer*.

The opposite of a marked terrain is *un terrain libre*, an "open terrain".

cadre

lane

When a playing area is marked off into a grid of rectangles, each rectangle is called a *cadre* ("lane"). The French word *cadre* means "frame". It has been translated into English in a variety of ways – "lane", "alley", "court", "pitch", "piste".

When a game is played inside one of these rectangles, we say that the game is being played on a "marked terrain". The text of the rules does not consistently distinguish the terms *terrain* and *cadre* and occasionally uses them interchangeably. For example, in some places the rules say that a *terrain*, and in other places a *cadre*, is delimited by strings or assigned to a game.

Article 5 combines the two words in an interesting expression – *un seul terrain cadré*, literally "one framed terrain". Article 5 says that time-limited competitions "must always be played on a terrain in a single lane (*sur un seul terrain cadré*)".

ficelle

string

Strings are used to mark the boundaries of lanes. Earlier versions of the rules used the word *corde* or *fil*. Most of these words carry the general sense of thread, string, twine, rope, or wire.

piste

lane

Older versions of the rules used the word *piste*, but *piste* does not appear in the current version of the rules. The current version uses the word *cadre*.

The word *piste* comes from the Old Italian word *pistare*, meaning "to trample down", and is used to refer to a trampled-down trail or track, or any long, narrow strip of ground. In fencing, for example, the "piste" is the long area (the fencing mat) where a fencing match takes place.

cadre affecté

assigned lane

terrain affecté
terrain impart

assigned terrain
assigned terrain

The lane (or terrain) upon which the game is being played.

During a tournament, each game is based on a particular lane – that is the game's "assigned lane". Depending on circumstances, the tournament organizer may assign a match (*rencontre*, a game between two specific teams) to be played on a specific lane. That lane is then the "assigned lane" for that match. In other circumstances, the matched teams may toss a coin; the winner gets to choose the lane where the game will be played.

le fond de cadre

the bottom of the lane

Le fond de cadre is a short side (as opposed to a long side) of a rectangular *cadre*. The expression *fond de cadre* is the only place in the rules where the word *fond* occurs. In French, *fond* means "the bottom" (see English cognate "foundation"). Earlier versions of the rules used the word *bout*, "end".

<i>une ligne de perte</i>	a dead-ball line <i>Ligne de perte</i> means the "lost-ball line" and older versions of the rules (up through 1970) described dead balls interchangeably as <i>nul</i> or <i>perdu</i> (lost).
<i>jeux contigus</i> <i>jeux latéralement contigus</i>	neighboring lanes (literally "contiguous games") neighboring lanes (literally "laterally contiguous games") When a game is played on a marked terrain, the neighboring lanes are the lanes (if any) that share a long side with the assigned lane. Depending on where a lane is located in the playing area, it may have zero, one, or two neighboring lanes.
<i>traverse</i>	crosses
<i>avoir dépassé entièrement</i>	has completely traveled beyond The French verb <i>traverser</i> , like the English verb "to traverse", means "to cross". The verb <i>dépasser</i> means "to pass, travel, or go beyond; to exceed". They are used only in articles 9 and 18, where a jack or boule straddling a boundary line is contrasted with one that <i>avoir dépassé entièrement</i> (has completely traveled beyond) the line. Translating <i>avoir dépassé</i> as "has crossed" fails to capture the difference between <i>traverser</i> (to cross) and <i>dépasser</i> (to go beyond).
<i>terrain autorisé</i> <i>terrain interdit</i> <i>terrain prohibé</i>	in-bounds area out-of-bounds area out-of-bounds area (in older versions of the rules) These terms apply only to a game being played on a marked terrain (a lane, <i>cadre</i>). <i>Terrain autorisé</i> (literally "authorized ground") is the area that is in-bounds for a game. <i>Terrain interdit</i> (literally "forbidden territory", sometimes translated as "dead ground") is the area that is out-of-bounds for a game. The 1959 French national rules, for instance, defined <i>terrain interdit</i> as <i>hors du terrain de jeu désigné</i> ("outside of the designated game terrain").
<i>situé en terrain de jeu autorisé</i>	located in-bounds on the game terrain
<i>terrain jouable</i>	playable area This expression occurs only once, in Article 20, case 2. It seems to be an alternate form of <i>terrain de jeu</i> , an expression that is used frequently in the rules.
<i>un cercle matérialisé</i>	a physical circle <i>un cercle matérialisé</i> is a circle that exists not as a drawing on the ground, but as a physical object. In the official FIPJP translation it is "a prefabricated circle". The first prototypes of plastic circles appeared around 2004. They were flexible and floppy, like a deflated bicycle inner tube. This was cumbersome, and the floppy circles were quickly replaced by the rigid plastic circles that we know today. Article 6 specifies that physical circles must be rigid.
<i>barrières</i>	barriers See the discussion of Article 5

The game process

boule

boule

boules are the metal balls that players throw at the jack

le but

the jack

The jack is the small target ball usually called *cochonnet* or *bouchon*. Traditionally it is made of painted wood. Outside of petanque, *le but* is usually translated as "the goal".

le tirage au sort

the draw

A random selection process. The method of the selection process is not specified; the only requirement is that the process be random. *Le tirage* is "the draw" as in "to draw a card from the deck". *Sort* carries the sense of "fate" and what fate hands you, your lot or portion in life. So *le tirage au sort* is "the drawing of lots".

There are two types of draw mentioned in the rules.

Le tirage au sort des rencontres ("the draw for matches") occurs at the beginning of a tournament to determine which teams will play each other in the first round (*tour*) of the tournament. Article 32 specifies that all players must be present at the control table at the time of *le tirage au sort des rencontres*.

Everywhere else *le tirage au sort* refers to the draw, conducted before a game, to determine which team plays first. Here, *le tirage au sort* is sometimes translated as "the toss". The team that wins this draw gets to pick the assigned lane for the game (unless one has already been assigned by the tournament organizer), place the circle, and throw the jack and the first boule. Common methods for this draw include a coin toss and "pick the hand holding the jack". A traditional method is for the umpire to take the jack, along with one boule from each team, and throw them over his shoulder, like a bride tossing the bouquet at a wedding. The winner is the team whose boule ends up closest to the jack.

une mène

a mene

A *mène* is roughly the petanque equivalent of a *round* in boxing or an *inning* in baseball. A mene consists of three activities – (a) throwing out the jack, (b) throwing the boules, and (c) the agreement of points.

The official FIPJP rules do not define *mène*. This (from a 1971 Canadian Petanque Federation booklet) seems as good a definition as any – "When all of the players have played all of their boules, we say that they have played a *mène*. A game is composed of whatever number of *mènes* is necessary for one of the teams to score a winning number of points."

The French word *mène* is usually translated into English as "end". A better translation would be "direction" (as in "We played in one direction, then we turned around and played in the other direction.") But in the context of petanque, word *mène* is not an ordinary French word; it is a petanque technical term. So here we treat *mène* (without the accented "e") as an untranslatable technical term – "mene".

<i>la fin</i>	the end the finish, completion, or termination of some activity
<i>la fin de la mène</i>	the end of the mène
<i>le décompte des points</i>	the agreement of points Interestingly, the rules nowhere describe the agreement of points. The two teams (or team captains) examine the situation on the ground after all boules in the mène have been thrown. They may make measurements. Finally they reach an agreement about which team won the mène and how many points it scored.
<i>enlever</i> <i>ramasser</i>	to pick up OR to remove to pick up Both <i>enlever</i> and <i>ramasser</i> can be translated into English as "to pick up". And the rules sometimes use the two words interchangeably. For example the first two sentences of Article 27 are "It is forbidden for players to pick up (<i>ramasser</i>) played boules before the end of the mène. At the end of a mène, any boule picked up (<i>enlevée</i>) before the agreement of points is dead." Of the two words, <i>enlever</i> is more likely to carry the sense of "to remove". Articles 15 and 29, for instance, say that a player must remove (<i>enlever</i>) any mud or foreign substance clinging to a boule before throwing it. For that reason, we sometimes translate <i>enlever</i> as "to remove" rather than "to pick up". <i>Ramasser</i> , on the other hand, definitely carries a sense of "raise", "lift", or "pick up". The French term for a boule lifter, for example, is a <i>ramasse boule</i> . Article 3 prohibits the use of jacks that can be <i>ramassés avec un aimant</i> ("picked up with a magnet").
<i>enlevée du jeu</i> <i>retirée du jeu</i>	removed from the game removed from the game These two expressions both occur only once in the rules, in Article 19, where they are both used to specify that a dead boule that comes back onto the terrain should be <u>immediately</u> "removed from the game".
<i>marquer</i>	to mark the location of As in "to mark the location of a boule or the jack".
<i>marquer</i>	to score
<i>marque de points</i>	scores points
<i>la mesure du point</i>	the measurement of the point Depending on the context, "measuring the point" or "the process of measuring the point" would be equally good translations.

sa place primitive

its original location

When a ball (boule or jack) is illegally moved, under certain circumstances it may be possible to put it back in its original location. Older versions of the rules used the expression *sa place initiale*. Interestingly, the French word *primitive* is used only in connection with the jack. Article 22 says that an illegally moved boule may be *remise en place*, not *remis à sa place primitive*.

a le point

hold the point

Avoir le point is literally "to have the point". Because "having the point" is slightly ambiguous between holding the point and scoring a point, in this translation we translate *a le point* as "hold the point".

Note that the rules always speak of a team as "holding (or losing) the point". They never speak of a boule as holding the point. When speaking of boules, the rules use the expression "the closest boule" (*la boule plus proche*).

ce délai

this period of time

"this period" or "this amount of time" would be equally good translations.

obstacle

obstacle

See the article on "What is an Obstacle?"

déplacé

displaced

le but est déplacé

the jack is displaced (i.e. moved to a different location)

donnée

the intended landing spot

The spot on the terrain where the thrower plans to make his boule hit the ground

*arrêtée ou déviée
involontairement*

stopped or deviated unintentionally

The FIPJP translation of the rules translates two different words – *accidentellement* and *involontairement* – as "accidentally". The French version, however, very consistently uses *involontairement* always and only to describe a boule in motion that is "stopped or deviated *involontairement*". "Involuntarily" is not quite the right English word here. The best choice, I think, is "unintentionally".

Things dead, null, and invalid

nul
nulle

The French word *nul* (feminine, *nulle*) is an adjective. It has been translated into English variously as "dead", "null", and "void". The word means different things in different contexts, so in this translation we translate *nul* differently depending on whether it is describing a jack, a boule, a point, or a mene. For compatibility with tradition, we translate *nul* as "dead" when it is used to describe a boule or a jack. We never translate *nul* as "null" or "void".

le but est nul
la boule est nulle

the jack is dead
the boule is dead

When a boule or a jack dies, it is no longer part of the game, it is out of the game, it disappears from the game. A dead boule should be picked up and physically removed from the playing area. The death of the jack forces the end of a mene.

le but est bon
la boule est bonne

the jack is alive
the boule is alive

Bon and *bonne* mean "good". When they are meant to convey the opposite of *nul* ("dead") we translate them as "alive" or "still alive".

valable

valid

"Valid" indicates that something is legal, acceptable, in accordance with the rules. There are, for example, several conditions that must be met in order for a thrown jack to be valid.

la mène est nulle

the mene is scoreless

It is possible for a mene to finish without either team scoring any points. This can happen, for example, when the jack is shot out-of-bounds while both teams still have unplayed boules. When that happens, *la mène est nulle* – the mene is scoreless.

point

[various]

The French word *point* has as many meanings as the English word "point". It can refer to a topic of discussion ("disagreement on this point"), a position or location ("a point on the terrain"), a score ("We scored 2 points"), or the activity of "pointing" a boule. When *point* refers to a location on the ground, we translate it as "place".

son point
d'immobilisation

the place where it [the boule or jack] stopped

point nul

undecided point

Un point nul is a situation in which neither team has the point. The expression *point nul* occurs only once, in Article 16. In the official FIPJP English translation, it is incorrectly translated as "dead end".

An undecided point situation can occur when the opposing teams' best boules are both equidistant from the jack, or when the terrain is empty because all boules have been shot out-of-bounds. The throw of the next boule usually resolves the situation. When the point is still undecided at the end of a mene, the mene is scoreless.

Miscellaneous terminology

<i>pétanque</i>	petanque	
		In this translation, we treat "petanque", like "boule" as an untranslatable technical term, although in the English translation we remove the accent over the first "e". The French word <i>pétanque</i> and the Spanish word <i>petanca</i> are derived from the words <i>pè tanca</i> or <i>pes tanca</i> in Occitan, the old language of Provence and Catalonia. The words mean "feet fixed" and the general sense is "feet planted firmly on the ground" (<i>pieds plantés au sol</i>) (not "feet together", as is sometimes incorrectly reported).
<i>est autorisé</i>	is allowed	"is permitted" would be an equally good translation.
<i>l'autorisation de l'Arbitre</i>	the permission of the umpire	
<i>sens du jeu</i>	line of play	
<i>déroulement du jeu</i>	line of play	
		The "line of play" is an imaginary line running through the jack and the center of the throwing circle. <i>Sens du jeu</i> is used in Article 17 to specify where opposing players may stand. <i>Déroulement du jeu</i> is used in Article 7 to specify that the circle may be moved back along the previous mene's line of play.
<i>homologation</i>	certification	
<i>labels homologués</i>	certified labels	On a boule, the label consists of a manufacturer's logo and a model name.
		Both <i>agréé</i> and <i>homologué</i> can be translated as "approved", but there is a slight difference between the two. <i>Homologuer</i> can mean to approve, ratify, or sanction. Here we translate it as "certify". <i>Boules de compétition homologuées</i> are officially certified competition boules.
<i>agréé</i>	approved	
<i>les fabricants agréés</i>	officially approved manufacturers	
<i>les parties en temps limité</i>	time-limited games	
<i>prévue</i>	specified	For example, <i>les sanctions prévues à l'Article 35</i> – "the penalties specified in Article 35". In the FIPJP's official English translation, <i>prévue</i> and its cognates are rendered variously as "outlined", "described", "defined", "provided for", "set out".
<i>dispositions</i>	provisions	As in "... subject to the provisions of Article 9."

contestation disagreement
For example *Pour éviter toute contestation...* – "To avoid all disagreement..."

contestation can be translated in a variety of ways as: questioning, dispute, argument, contention, protest, disagreement.

In Article 8, we translate *le droit de contester* as "the right to challenge". To challenge the validity of a thrown jack is to request that the game be paused and that a measurement be made to verify the validity of the thrown jack.

le jet the throw
as in *le jet du but*, "the throw of the jack".
From the French verb *jeter*, "to throw".

respectant comply with
Other translations say "respect" or "observe".
Le joueur ne respectant pas... == Any player who does not comply with...

tâter une donnée to test a landing spot
The word *tâter* has the sense of "to sound out" or "to get a feel for".

précédemment previously
précédemment carries the sense "of previously", "at an earlier time", or "before". The FIPJP translation translates it as "previously". However I think that "earlier" better captures the sense of the term, as in *l'équipe qui avait marqué précédemment*—"the team that scored earlier."

Juniors Juniors
Seniors Seniors
les plus jeunes younger players

In tournaments where there are competitions for different age classifications, Junior tournaments are for players that turn 16 or 17 in the same year as the competition. Seniors are players that are older than Juniors. "Younger players" are players that are younger than Juniors. The FIPJP age classifications are:

Benjamin	under 9 years old within the year
Minim	10, 11, 12 years old within the year
Cadet	13, 14, 15 years old within the year
Junior	16, 17 years old within the year
Senior	18 and over within the year
Veteran	over 60 within the year

REGLEMENT OFFICIELS POUR LE SPORT DE
PÉTANQUE

OFFICIAL RULES FOR THE SPORT OF PETANQUE

Applicable sur l'ensemble des territoires des fédérations nationales, membres de la F.I.P.J.P

Applicable to all the territories of the national federations that are members of the FIPJP

Règlement de jeu adopté par le Comité Exécutif le 4 décembre 2016 pour application au 1er janvier 2017.

Rules of play adopted by the Executive Committee on December 4, 2016, to go into effect January 1, 2017.

DISPOSITIONS GENERALES

GENERAL PROVISIONS

Article 1 – Formation des équipes

La Pétanque est un sport qui oppose:

- 3 joueurs à 3 joueurs (triplettes).

Elle peut aussi mettre face à face:

- 2 joueurs à 2 joueurs (doublettes);

- 1 joueur à 1 joueur (tête-à-tête).

En triplètes, chaque joueur dispose de 2 boules. En doublettes, et en tête-à-tête, chaque joueur dispose de 3 boules.

Toute autre formule est interdite.

Article 2 – Caractéristiques des boules agréées

La Pétanque se joue avec des boules agréées par la F.I.P.J.P. et répondant aux caractéristiques suivantes:

1) Etre en métal ;

Article 1 – Composition of teams

Pétanque is a sport that matches:

- 3 players against 3 players (triples).

It can also match:

- 2 players against 2 players (doubles).

- 1 player against 1 player (head-to-head).

In triples, each player uses 2 boules. In doubles and singles [head-to-head], each player uses 3 boules.

Any other formula is forbidden.

Article 2 – Characteristics of approved boules

Petanque is played with boules approved by the FIPJP and conforming to the following characteristics:

1) To be made of metal.

2) Avoir un diamètre compris entre 7,05 cm. (minimum) et 8 cm. (maximum);

3) Avoir un poids compris entre 650 grammes (minimum) et 800 grammes (maximum).

Les jeunes de 11 ans et moins, dans leurs compétitions spécifiques, ont la possibilité d'utiliser des boules de 600 grammes et de 65 mm de diamètre, à condition qu'elles soient fabriquées dans un des labels homologués.

4) N'être ni plombées, ni sablées.

De façon générale, elles ne doivent ni avoir été truquées ni avoir subi de transformation ou modification après usinage par les fabricants agréés. Il est notamment interdit de les recuire pour modifier la dureté donnée par le fabricant.

[Afin de rendre cet article plus clair, j'ai inséré un nouveau numéro de section (5) ici et déplacé une phrase de l'emplacement marqué §§§ ici.]

5) Le label (marque du fabricant) et le poids doivent être gravés sur les boules et être toujours lisibles. Toutefois les nom et prénom du joueur (ou les initiales) peuvent y être gravés ainsi que divers logos et sigles, conformément au Cahier des Charges relatif à la fabrication des boules.

2) To have a diameter between 7.05cm (minimum) and 8 cm (maximum).

3) To weigh between 650 grams (minimum) and 800 grams (maximum).

§§§

Young people 11 years old or younger, in competitions specifically for young people, may use boules of 600 grams and of 65mm in diameter, on condition that they were manufactured under one of the certified labels.

4) They must not be filled with lead or sand.

As a general rule, they must not have been tampered with, nor have been subjected to transformation or modification after machining by the officially approved manufacturers. It is specifically forbidden to re-temper them in order to modify the hardness given [to them] by the manufacturer.

[In order to make this article clearer, I have inserted a new section number (5) here, and moved one sentence from the location marked §§§ to here.]

5) The label (makers-mark of the manufacturer) and the weight must be engraved on the boules and must always be legible. Additionally, the name and forename of the player (or his initials) may be engraved on them, as well as various logos and symbols, conforming to the [official FIPJP] specifications governing the manufacture of boules.

Article 2 bis – Sanctions pour boules non-conformes

Tout joueur coupable d'une infraction aux dispositions de l'alinéa 4) de l'article précédent est immédiatement exclu de la compétition, ainsi que son ou ses partenaires.

Si une boule non truquée, mais usagée ou de fabrication défectueuse, ne subit pas avec succès les examens de contrôle ou ne répond pas aux normes figurant dans les alinéas 1), 2) et 3) de l'article précédent, le joueur doit la changer. Il peut aussi changer de jeu.

Les réclamations portant sur ces trois alinéas et formulées par des joueurs, ne sont recevables qu'avant le début de la partie. Ces derniers ont donc intérêt à s'assurer que leurs boules et celles de leurs adversaires répondent bien aux normes édictées.

Les réclamations fondées sur l'alinéa 4) sont recevables toute la partie, mais elles ne peuvent être formulées qu'entre deux mènes. Néanmoins à compter de la troisième mène, s'il s'avère qu'une réclamation à l'encontre des boules de l'adversaire est sans fondement, trois points seront ajoutés au score de ce dernier.

L'Arbitre ou le Jury peuvent, à tout moment, demander à examiner les boules d'un ou plusieurs joueurs.

Article 3– Buts agréés

Les buts sont en bois, ou en matière synthétique portant le label du fabricant et ayant fait l'objet d'une homologation de la F.I.P.J.P., en application du Cahier des Charges spécifique relatif aux normes requises.

Leur diamètre doit être de 30mm (tolérance: +/- 1mm). Leur poids doit être compris entre 10 et 18 grammes.

Article 2a – Penalties for non-conforming boules

Any player guilty of an infraction of the provisions of paragraph 4 of the preceding article is immediately excluded from the competition, along with his partner or partners.

If a boule – a boule that has not been tampered with, but is worn, or of defective manufacture – does not pass the official examination successfully, or does not comply with the norms set out in paragraphs (1), (2) and (3) of the preceding article, the player must change it. He may also change the set [i.e. the entire set of boules].

Complaints relating to these three paragraphs and made by players, are admissible only before the start of a game. The latter [the players] have, therefore, an interest in assuring themselves that their boules and those of their opponents comply with the published rules.

Complaints based on paragraph (4) are admissible at any time during the game, but they can be made only between menes. However, from the third mène on, if it turns out that a complaint about the opponent's boules is unfounded three points will be added to the score of the latter.

The Umpire or the Jury may, at any time, ask to see [or: require the examination of] the boules of one or more players.

Article 3 – Approved jacks

Jacks are made of wood, or of a synthetic material bearing the manufacturer's trademark and having obtained the FIPJP's certification in line with the precise specification relating to the required standards.

Their diameter must be 30mm (tolerance: ± 1 mm). Their weight must be between 10 and 18 grams.

Les buts peints sont autorisés, mais ni eux ni les buts en bois ne doivent pouvoir être ramassés avec un aimant.

Painted jacks are allowed, but neither they nor jacks made of wood may be capable of being picked up with a magnet.

Article 4 – Licences

Pour s'inscrire dans une compétition, chaque joueur ou joueuse doit présenter sa licence ou, selon les règlements de sa Fédération, une pièce prouvant son identité et le fait que il ou elle est membre de cette fédération.

Article 4 – Membership cards

To be registered in a competition each player must present his (or her) license, or, in accordance with the rules of their federation, a document proving their identity, and the fact that he or she is a member of that federation.

JEU

PLAY

Article 5 – Terrains réglementaires

La Pétanque se pratique sur toutes les surfaces.

Article 5 – Regulation terrains

Petanque is played on all surfaces.

Cependant, par décision du Comité d'Organisation ou de l'arbitre, les équipes peuvent être tenues de se rencontrer sur un terrain délimité. Dans cette éventualité, ce dernier doit avoir, pour les Championnats Nationaux et les Compétitions Internationales, les dimensions minimales suivantes: 15m. x 4m.

However, by decision of the Organizing Committee or the Umpire, the teams may be required to play on a marked terrain. In this case, the latter must have, for National Championships and International Competitions, the following minimum dimensions: 15m x 4m.

Pour les autres concours, les Fédérations pourront permettre à leurs subdivisions d'accorder des dérogations relatives à ces minima, sans que les dimensions soient inférieures à 12 m. x 3m.

For other competitions, federations may allow their subdivisions to grant exemptions from these minimum requirements, except for dimensions smaller than 12m x 3m. [*National federations may allow regional competitions to be played on marked terrains as small as 12m x 3m.*]

Une aire de jeu comprend un nombre indéterminé de terrains limités par des ficelles dont la grosseur ne doit pas influencer le bon déroulement du jeu.

A playing area is composed of an indefinite number of terrains defined by strings whose size must not affect the smooth running of the game.

Ces ficelles délimitant les différents terrains ne sont pas des lignes de pertes à part les lignes de fond de cadre et celles des cadres extérieurs. Lorsque des terrains de jeu sont placés bout à bout, les lignes de fond de cadre sont considérées comme lignes de perte.

Lorsque les terrains sont clos par des barrières, celles-ci doivent se trouver à une distance minimale de 1m. de la ligne extérieure des terrains de jeu.

Les parties se jouent en 13 points, avec possibilité de faire disputer celles des poules et de cadrage en 11 points.

Certaines compétitions peuvent être organisées avec des parties en temps limité. Celles-ci doivent toujours être jouées dans des terrains dont toutes les lignes sont alors des lignes de pertes.

Article 6 – Début du jeu et règlement concernant le cercle

Les joueurs doivent procéder à un tirage au sort pour déterminer laquelle des deux équipes choisira le terrain s'il n'en pas été attribué par les organisateurs et lancera la première le but.

En cas d'affectation d'un terrain par les organisateurs, le but doit être lancé sur le terrain imparti. Les équipes concernées ne peuvent se rendre sur un autre terrain sans l'autorisation de l'Arbitre.

N'importe lequel des joueurs de l'équipe ayant gagné le tirage au sort choisit le point de départ et trace ou pose sur le sol un cercle tel que les pieds de tous les joueurs puissent y être posés entièrement.

Toutefois, un cercle tracé ne peut mesurer moins de 35cm ni plus de 50cm de diamètre.

These strings delimiting the different terrains are not dead-ball lines except for the lines at the bottom of the lane and those of the exterior lanes. When the game terrains are arranged end-to-end, the lines at the bottom of the lane are considered to be dead-ball lines.

When the terrains are enclosed by barriers, these must be located at a minimum distance of 1 meter from the exterior line of the game terrains. [*"Barriers" are partitions or barricades for keeping spectators off of the playing area, not wooden sideboards for stopping boules.*]

Games are played to 13 points, with the possibility to play those of leagues and qualifying heats to 11 points.

Some competitions can be organized with time-limited games. These must always be played on terrains where all of the boundary lines are then dead-ball lines.

Article 6 – Start of play and rules concerning the circle

The players must conduct a draw to determine which of the two teams will choose the terrain (if it has not been assigned by the organizers) and first throw the jack.

In case of assignment of a terrain by the organizers, the jack must be thrown on the assigned terrain. The teams concerned may not go to any other terrain without the permission of the Umpire. [*The circle must be placed, and the thrown jack must come to rest, inside the boundaries of the assigned terrain.*]

One of the players (it makes no difference which one) of the team that won the draw chooses the starting place and draws or places a circle on the ground such that the feet of each of the players can fit entirely inside it.

However, a drawn circle may not measure less than 35cm or more than 50cm in diameter.

En cas de cercle matérialisé, celui-ci doit être rigide et avoir un diamètre intérieur de 50 cm (tolérance: +/- 2mm).

Les cercles pliables sont admis à condition qu'il s'agisse de modèles agréés par la FIPJP au regard, notamment, de leur rigidité.

Lorsque l'organisateur propose des cercles réglementaires ou agréés les joueurs sont tenus de les utiliser. Ils doivent également accepter le cercles rigides réglementaires ou les cercles pliables agréés par la FIPJP proposés par l'adversaire. Si les deux équipes en ont le choix reviendra à celle qui aura gagné le tirage au sort.

Dans tous les cas les cercles doivent être marqués avant le lancement du but.

Le cercle de lancement doit être tracé (ou posé) à plus d'un mètre de tout obstacle et à au moins deux mètres d'un autre cercle de lancement utilisé.

L'équipe qui gagne le droit de lancer le but - soit après tirage au sort, soit parce qu'elle aura marqué à la mène précédente - n'a droit qu'à un essai. S'il est infructueux le but est remis à l'autre équipe qui le place où elle veut dans des conditions réglementaires.

L'équipe qui va lancer le but doit effacer tous les cercles de lancement situés à proximité de celui qu'elle va utiliser.

L'intérieur du cercle peut être nettoyé entièrement durant toute la mène mais devra être remis en état à la fin de celle-ci.

Le cercle n'est pas considéré comme terrain interdit.

Where a physical circle is used, it must be rigid and have an internal diameter of 50cms (tolerance: ± 2 mm).

Folding circles are permitted on condition that they are of models approved by the FIPJP, especially with respect to their rigidity.

When the organizer provides regulation or approved circles, the players are required to use them. They [players] must also accept regulation rigid circles or folding circles approved by the FIPJP that are provided by their opponent. If both teams have them [circles] the choice will be made by the team that won the draw.

In all cases the circles should be marked before the throw of the jack.

The throwing circle must be drawn (or placed) more than one meter from any obstacle and at least 2 meters from another throwing circle in use.

The team that won the right to throw the jack – either after the draw or because it scored in the previous mène – has the right to only one attempt [to throw the jack]. If it is not successful, the jack is given to the other team, which places it [the jack] wherever it wants within the conditions specified in the rules.

The team that is going to throw the jack must erase all throwing circles near the one that it is going to use.

The interior of the circle can be completely cleared at any time during the mène, but its state must be restored at its end [at the end of the mène].

The circle is not considered to be out-of-bounds.

Les pieds doivent être entièrement à l'intérieur du cercle, ne pas mordre sur celui-ci et ils ne doivent en sortir ou quitter entièrement le sol que lorsque la boule lancée a touché celui-ci. Aucune autre partie du corps ne doit toucher le sol à l'extérieur du cercle. Tout joueur ne respectant pas cette disposition, encourt les pénalités prévues à l'article 35.

Par exception, les handicapés d'un membre inférieur sont autorisés à ne placer qu'un pied à l'intérieur du cercle. Pour ceux évoluant en fauteuil roulant, au moins une roue (celle du bras porteur) doit reposer à l'intérieur du cercle.

Le lancer du but par un joueur d'une équipe n'implique pas qu'il soit dans l'obligation de jouer le premier.

Si un joueur ramasse le cercle alors qu'il reste des boules à jouer, le cercle est remis en place mais seuls les adversaires sont autorisés à jouer leurs boules.

Article 7 – Distances réglementaires pour le lancer du but

Pour que le but lancé par un joueur soit valable, il faut:

1) Que la distance le séparant du bord intérieur du cercle de lancement soit de:
- 6 mètres minimum et 10 mètres maximum pour les Juniors et les Seniors.
- Dans les compétitions destinées aux plus jeunes des distances moindres peuvent être appliquées.

2) Que le cercle de lancement soit à un mètre minimum de tout obstacle et à au moins deux mètres d'un autre cercle utilisé.

The player's feet must be entirely inside the circle. They must not overlap it, and they must not leave the circle or be completely lifted off the ground until the thrown boule has touched the ground. No other part of the player's body may touch the ground outside the circle. Any player not respecting this rule shall incur the penalties specified in Article 35.

There is one exception. Players with a handicap of the lower limbs are not required to place more than one foot inside the circle. For players throwing from a wheelchair, at least one wheel (that on the side of the throwing arm) must rest inside the circle.

The throw of the jack by a player of a team does not imply that he is required to play first [to throw the first boule].

If a player picks up the circle when there remain boules to be played, the circle is put back in place but only the opponents [players on the opposite team from the player who picked up the circle] are allowed to play their boules.

Article 7 – Regulation distances for the throw of the jack

For the jack thrown by a player to be valid, it is necessary:

[NOTE—The jack must be thrown on the assigned terrain (Article 6).]

1) That the distance that separates it from the interior edge of the throwing circle must be:
- 6 meters minimum and 10 meters maximum for Juniors and Seniors.
- In competitions for younger players, shorter distances may be applied.

2) That the throwing circle must be a minimum of one meter from any obstacle and at least two meters from another circle in use.

3) Que le but soit à un mètre minimum de tout obstacle et de la limite la plus proche d'un terrain interdit. Cette distance est ramenée à 50 cm dans les parties en temps limité, sauf pour les lignes de fond de jeu.

4) Qu'il soit visible du joueur dont les pieds sont placés aux extrémités intérieures du cercle et dont le corps est absolument droit. En cas de contestation sur ce point, l'Arbitre décide sans appel si le but est visible.

A la mène suivante, le but est lancé à partir d'un cercle tracé ou posé autour du point où il se trouvait à la mène précédente, sauf dans les cas suivants:

1) Le cercle se situerait ainsi à moins d'un mètre d'un obstacle.

2) Le lancer du but ne pourrait se faire à toutes distances réglementaires.

Dans le premier cas, le joueur trace ou place le cercle à la limite réglementaire de l'obstacle.

Dans le deuxième cas, le joueur peut reculer, dans l'alignement du déroulement du jeu de la mène précédente, sans toutefois dépasser la distance maximale autorisée pour le lancer du but. Cette possibilité n'est offerte que si le but ne peut être lancé, dans une direction quelconque, à la distance maximale.

Si le but n'a pas été lancé dans les conditions ci-dessus définies, l'équipe adverse le dépose dans une position réglementaire sur le terrain de jeu et elle peut, à son tour, reculer le cercle dans les conditions prévues à l'alinéa précédent si un premier recul par l'équipe adverse n'aurait pas permis un lancement à la distance maximale.

En tout état de cause, l'équipe qui a perdu le but parce qu'elle n'a pas réussi à le placer de façon réglementaire doit jouer la première boule.

3) That the jack must be a minimum of 1 meter from any obstacle and from the nearest edge of an out-of-bounds area. This distance is reduced to 50cm in time-limited games, except for lines at the foot of lanes.

4) That the jack must be visible to a player whose feet are placed at the extreme limits of the interior of the circle and whose body is absolutely upright. In the case of a disagreement about this matter, the Umpire decides, without appeal, if the jack is visible.

At the following mène, the jack is thrown from a circle drawn or placed around the place where it was located in the previous mène, except in the following cases:

1) The circle would be situated less than 1 meter from an obstacle.

2) The throwing of the jack could not be made to all legal distances.

In the first case the player draws or places the circle at the regulation distance from the obstacle.

In the second case, the player may step back, in line with the previous mène's line of play, but without going beyond the maximum distance allowed for the throwing of the jack. This option is available only if there is no direction in which the jack can be thrown to the maximum distance.

If the jack has not been thrown in accordance with the conditions specified above, the opposing team will place it [the jack] in a valid location on the game terrain, and it [the opposing team] may, in its turn, move the circle back according to the conditions specified in the previous paragraph if a first backward movement by the opposing team did not allow a throw [of the jack] to the maximum distance.

In any case, a team that lost the jack because it [the team] wasn't successful in placing it [the jack] in the required fashion should play the first boule.

L'équipe qui a gagné le droit de lancer le but dispose d'une durée maximale d'une minute. Celle qui a gagné le droit de le poser après le jet infructueux de son adversaire doit le faire immédiatement.

The team that won the right to throw the jack has a maximum time of one minute [to throw it]. The team that won the right to place the jack after its opponent's unsuccessful throw must do it immediately.

Article 8 – Validité du lancer du but

Si le but lancé est arrêté par l'Arbitre, un adversaire, un spectateur, un animal ou tout objet mobile, il doit être relancé.

Article 8 – For the thrown jack to be still alive

If the thrown jack is stopped by the Umpire, an opposing player, a spectator, an animal or any moving object, it must be thrown again.

Si le but lancé est arrêté par un partenaire, il est donné à l'adversaire qui doit le placer dans une position réglementaire.

If the thrown jack is stopped by a team-mate [of the player who threw the jack], it is given to the opposing team, which must place it in a valid location.

Si, après le jet du but, une première boule est jouée, l'adversaire a encore le droit de contester sa position réglementaire sauf si c'est lui qui a placé le but en terrain de jeu après échec du jet par l'autre équipe.

If after the throw of the jack, a first boule is played, the opposing team still has the right to challenge the validity of its [the jack's] location unless it was it [the opposing team] that had placed the jack on the game terrain after the failure of the throw by the other team.

Avant que le but soit donné à l'adversaire pour qu'il le place il faut que les deux équipes aient reconnu que le jet n'était pas valable ou que l'Arbitre en ait décidé ainsi. Si une équipe procède différemment, elle perd le bénéfice du lancement du but.

Before the jack is given to the opposing team for them to place it, both teams must have recognized that the throw was not valid or the Umpire must have decided it to be so. If any team proceeds differently, it loses the right to throw the jack. *[A team can't simply decide that it doesn't like the location of the thrown jack and throw the jack again.]*

Si l'adversaire a également joué une boule, le but est définitivement considéré comme valable et aucune réclamation n'est admise.

If the opponent has also played a boule, the jack is definitely considered to be valid and no objection is admissible.

Article 9 – Annulation du but en cours de mène

Le but est nul dans les 7 cas suivants:

1) Quand, le but est déplacé en terrain interdit même s'il revient en terrain autorisé.

Article 9 – Dead Jack during a mène

The jack is dead in the following 7 cases:

1) When the jack is displaced into an out-of-bounds area, even if it comes back in-bounds.

Le but à cheval sur la limite d'un terrain autorisé est bon. Il n'est nul qu'après avoir dépassé entièrement la limite du terrain autorisé ou la ligne de perte, c'est-à-dire lorsqu'il se situe entièrement au-delà de l'aplomb de cette limite.

Est considérée comme terrain interdit, la flaqué d'eau sur laquelle le but flotte librement.

2) Quand, se trouvant en terrain autorisé, le but déplacé n'est pas visible du cercle, dans les conditions prévues à l'article 7. Toutefois, le but masqué par une boule n'est pas nul. L'Arbitre est autorisé à enlever momentanément une boule pour constater si le but est visible.

3) Quand le but est déplacé à plus de 20 mètres (pour les Juniors et les Seniors) ou 15 mètres (pour les plus jeunes) ou à moins de 3 mètres du cercle de lancement.

4) Quand, en terrains tracés, le but traverse plus d'un des jeux contigus au jeu utilisé ou sort en fond de cadre.

5) Quand le but déplacé est introuvable, le temps de recherche étant limité à cinq minutes.

6) Quand un terrain interdit se trouve entre le but et le cercle de lancement.

7) Quand, dans les parties se déroulant en temps limité, le but sort du cadre attribué.

A jack straddling the boundary of the in-bounds area is alive. It is not dead until after having traveled completely beyond the boundary of the in-bounds area or the dead-ball line, that is to say, when it is situated entirely beyond the plumb of this boundary. *[For boules see Article 19.]*

A puddle of water in which the jack floats freely is considered to be out-of-bounds.

2) When, located within the in-bounds area, the displaced jack is not visible from the circle, as specified in Article 7. However, a jack masked by a boule is not dead. The Umpire is allowed temporarily to pick up a boule to declare whether the jack is visible.

3) When the jack is displaced to more than 20 meters (for Juniors and Seniors) or 15 meters (for the younger players) or less than 3 meters from the throwing circle.

4) When on marked terrains, the jack crosses more than one of the neighboring lanes or goes out at the bottom of the lane.

5) When the displaced jack cannot be found, the search time being limited to five minutes.

6) When an out-of-bounds area is situated between the jack and the throwing circle. *[This can happen on a concave terrain.]*

7) When, in time-limited games, the jack leaves the assigned lane. *[This duplicates a rule in Article 5.]*

Article 10 – Déplacement des obstacles

Il est formellement interdit aux joueurs de supprimer, déplacer ou écraser un obstacle quelconque se trouvant sur le terrain de jeu.

Toutefois, le joueur appelé à lancer le but est autorisé à tâter une donnée avec l'une de ses boules sans frapper plus de trois fois le sol.

En outre, celui qui s'apprête à jouer ou l'un de ses partenaires peut boucher un trou qui aurait été fait par une boule jouée précédemment.

Pour non-respect de cette règle, notamment en cas de balayage devant une boule à tirer, le joueur fautif encourt les pénalités prévues à l'article 35.

Article 11 - Changement de but ou de boule

Il est interdit aux joueurs de changer de but ou de boule en cours de partie, sauf dans les cas suivants:

- 1) Il ou elle est introuvable, le temps de recherche étant limité à cinq minutes.
- 2) Il ou elle se casse: en ce cas le plus gros morceau est pris en considération.

S'il reste des boules à jouer, il ou elle est immédiatement remplacé(e), après mesure éventuellement nécessaire, par une boule ou un but de diamètre identique ou avoisinant. A la mène suivante, le joueur concerné peut prendre un nouveau jeu complet.

Article 10 – Displacement of obstacles

It is strictly forbidden for players to press down, displace or crush any obstacle located on the game terrain.

However, the player called upon to throw the jack is allowed to test a landing spot with one of his boules without hitting the ground more than three times. *[A player may test the ground for hardness by tapping it with a boule up to three times. This may be done before throwing the jack, but not before throwing a boule.]*

Furthermore, the player who is about to play, or one of his partners, may fill in a hole that was made by a boule played earlier. *[A player may fill one (but only one) hole made by a boule played earlier in the same game or during an earlier game.]*

For not complying with this rule, especially in the case of sweeping in front of a boule to be shot, the offending player incurs the penalties specified in Article 35.

Article 11 – Changing of jack or boule

Players are forbidden to change the jack or a boule during a game except in the following cases:

- 1) It cannot be found, the search time being limited to 5 minutes.
- 2) It is broken. In this case the biggest part is taken into consideration.

If boules remain to be played, it [the broken boule or jack] is immediately replaced, after measuring if necessary, by a boule or a jack of identical or similar diameter. At the next mène the player concerned can take a complete new set [of boules].

BUT

Article 12 – But masqué ou déplacé

Si, au cours d'une mène, le but est inopinément masqué par une feuille d'arbre ou un morceau de papier, ces objets sont enlevés.

Si le but arrêté vient à se déplacer, en raison du vent ou de l'inclinaison du terrain, par exemple, il est remis à sa place primitive, à condition qu'il ait été marqué. Il en va de même si le but est déplacé accidentellement par l'arbitre, un joueur, un spectateur, une boule ou un but provenant d'un autre jeu, un animal ou tout objet mobile.

Pour éviter toute contestation, les joueurs doivent marquer le but. Il ne sera admise aucune réclamation impliquant des boules ou un but non marqués.

Si le but est déplacé par l'effet d'une boule jouée de cette partie, il est valable.

Article 13 – Déplacement du but dans un autre jeu

Si, au cours d'une mène, le but est déplacé sur un autre terrain de jeu, limité ou non, le but est bon, sous réserve des dispositions de l'article 9.

Les joueurs utilisant ce but attendront, s'il y a lieu, la fin de la mène commencée par les joueurs se trouvant sur l'autre terrain de jeu, pour finir la leur. Les joueurs concernés par l'application de cet article doivent faire preuve de patience et de courtoisie.

THE JACK

Article 12 – Jack masked or displaced

If, during a mène, the jack is suddenly hidden by a leaf of a tree or a piece of paper, these objects are removed. *[Players may remove any object blown onto the terrain by the wind if it blocks the thrower's view of the jack.]*

If a stationary jack is displaced because of the wind or the slope of the ground, for example, it is returned to its original location, provided that it [the original location] had been marked. This also applies if the jack is moved accidentally by the umpire, a player, a spectator, a boule or a jack from another game, an animal, or any moving object. *[For boules see Article 22.]*

To avoid all disagreement, the players must mark the position of the jack. No claim will be accepted *[i.e. accepted by an umpire]* regarding unmarked boules or an unmarked jack.

If the jack is displaced by a boule played in this game, it is valid.

Article 13 – Jack displaced into another game

If, during a mène, the jack is displaced onto another game terrain (marked or not), the jack is still alive, subject to the provisions of Article 9.

If this happens, the players using this jack will wait for the end of the mène that was started by the players on the other game terrain, before finishing their own mène. The players involved in the application of this rule should show patience and courtesy.

A la mène suivante, les équipes continuent sur le terrain qui leur a été affecté et le but est relancé du point où il se trouvait lorsqu'il a été déplacé, sous réserve des dispositions de l'article 7.

At the following mène the teams continue on the terrain that was assigned to them and the jack is thrown again from the place it occupied when it was displaced, subject to the provisions of Article 7.

Article 14 – Règles à appliquer si le but est nul

Si, au cours d'une mène, le but est nul, trois cas se présentent:

- 1) Il reste des boules à jouer à chaque équipe: la mène est nulle et le but appartient à l'équipe qui avait marqué précédemment ou qui avait gagné le tirage au sort.
- 2) Il reste des boules à une seule équipe: cette équipe marque autant de points qu'elle détient de boules à jouer.
- 3) Les deux équipes n'ont plus de boules en main: la mène est nulle et le but appartient à l'équipe qui avait marqué précédemment ou qui avait gagné le tirage au sort.

Article 14 – Rules to apply if the jack is dead

If, during a mène, the jack is dead, one of three cases can apply:

- 1) Both teams have boules to play – the mène is scoreless and the jack belongs to the team that scored earlier or which won the draw.
- 2) Only one team has boules left to play – this team scores as many points as boules that remain to be played.
- 3) The two teams have no more boules in hand – the mène is scoreless and the jack belongs to the team that scored earlier or which won the draw.

Article 15 – Placement du but après arrêt

1) Si le but, frappé, est arrêté ou dévié par un spectateur ou par l'Arbitre, il conserve sa position.

2) Si le but, frappé, est arrêté ou dévié par un joueur situé en terrain de jeu autorisé, son adversaire a le choix entre:

- a) Laisser le but à sa nouvelle place;
- b) Remettre le but à sa place primitive;

Article 15 – Positioning the jack after being stopped

[The corresponding article for boules is Article 20.]

1) If the jack, having been hit, is stopped or deviated by a spectator or by the umpire, it stays where it is.

2) If the jack, having been hit, is stopped or deviated by a player located in-bounds on the game terrain, his opponent has the choice of:

- (a) Leave the jack in its new location;
- (b) Put it back in its original location;

c) Placer le but dans le prolongement d'une ligne allant de sa place primitive à l'endroit où il se trouve, à la distance maximale de 20 mètres du cercle (15 mètres pour les compétitions des jeunes) et de façon à ce qu'il soit visible.

Les alinéas b) et c) ne peuvent être appliqués que si le but a été préalablement marqué. Si tel n'est pas le cas, le but restera où il se trouve.

Si, après avoir été frappé, le but passe dans sa course en terrain interdit pour revenir finalement en terrain de jeu, il est considéré comme nul et il y a lieu d'appliquer les dispositions de l'article 14.

BOULES

Article 16 – Jet de la première boule et des suivantes

La première boule d'une mène est lancée par un joueur de l'équipe qui a gagné le tirage au sort ou qui a été la dernière à marquer. Par la suite, c'est à l'équipe qui n'a pas le point de jouer.

Le joueur ne doit s'aider d'aucun objet, ni tracer de trait sur le sol pour porter sa boule ou marquer sa donnée.

Lorsqu'il joue sa dernière boule, il lui est interdit de disposer d'une boule supplémentaire dans l'autre main.

Les boules doivent être jouées une par une.

(c) Place it on the extension of a line going from its original location to the place where it stopped, up to a maximum distance of 20 meters from the circle (15 meters for competitions for younger players) and such that it is visible.

Paragraphs (b) and (c) cannot be applied except if the location of the jack had been marked previously. If that was not the case, the jack remains where it is.

If, after having been hit, the jack travels into an out-of-bounds area before finally returning onto the game terrain, it is considered dead and the provisions of Article 14 are applied.

BOULES

Article 16 – Throw of the first and following boules

The first boule of a mène is thrown by a player belonging to the team that won the draw or was the last to score. After that, it is the team that does not hold the point that plays.

A player is not allowed to help himself by using any object, nor to draw a line on the ground to guide his boule or to mark his intended landing spot.

When he plays his last boule, he is forbidden to have an extra boule in his other hand.

The boules must be played one by one [one at a time].

Toute boule lancée ne peut être rejouée. Toutefois, doivent être rejouées les boules arrêtées, ou déviées involontairement dans leur course entre le cercle de lancement et le but, par une boule ou un but provenant d'un autre jeu, par un animal, par tout objet mobile (ballon, etc.) et dans le cas prévu à l'article 8, troisième paragraphe.

Il est interdit de mouiller les boules ou le but.

Avant de lancer sa boule, le joueur doit enlever de celle-ci toute trace de boue ou de dépôt quelconque, sous peine des sanctions prévues à l'article 35.

Si la première boule jouée se trouve en terrain interdit, c'est à l'adversaire de jouer puis alternativement tant qu'il n'y aura pas de boules en terrain autorisé.

Si aucune boule ne se trouve plus en terrain autorisé à la suite d'un tir ou d'un appoint, il est fait application des dispositions de l'article 29 relatives au point nul.

Article 17 – Attitude des joueurs et des spectateurs durant la partie

Pendant le temps réglementaire donné à un joueur pour lancer sa boule, les spectateurs et les joueurs doivent observer le plus grand silence.

Les adversaires ne doivent ni marcher, ni gesticuler, ni rien faire qui puisse déranger le joueur. Seuls ses partenaires peuvent se tenir entre le but et le cercle de lancement.

Les adversaires doivent se tenir au-delà du but ou en arrière du joueur et, dans les deux cas, de côté par rapport au sens du jeu et à au moins 2 mètres de l'un ou de l'autre.

Any boule thrown cannot be replayed. However, a boule should be replayed if it was stopped or deviated unintentionally from its course between the throwing circle and the jack, by a boule or jack coming from another game, by an animal, or by any moving object (soccer ball, etc.) and in the case specified in Article 8, third paragraph.

It is forbidden to wet the boules or the jack. *[A player may not moisten a boule so that it picks up dirt and slows down as it rolls.]*

Before throwing his boule, the player must remove from it any trace of mud or deposit whatsoever, under threat of the penalties specified in Article 35.

If the first boule played goes out-of-bounds, it is for the opponent to play, then alternately as long as there are no boules in the in-bounds area.

If no boule is left in the in-bounds area after a shooting throw or a pointing throw, apply the provisions of Article 29 concerning an undecided point.

Article 17 – Behavior of players and spectators during a game

During the regulation time given to a player to throw his boule the spectators and players must observe total silence.

The opponents must not walk, nor gesticulate, nor do anything that could disturb the player. Only his teammates may stand between the jack and the throwing circle.

The opponents must stand beyond the jack or behind the player and, in both cases, to one side of the line of play and at least 2 meters from one or the other.

Les joueurs qui n'observeraient pas ces prescriptions pourraient être exclus de la compétition, si, après avertissement de l'Arbitre, ils persistaient dans leur manière de faire.

Players who do not observe these regulations may be excluded from the competition if, after a warning from the umpire, they persist in their behavior.

Article 18 – Lancer des boules et boules sorties du terrain

Nul ne peut, pour essai, lancer sa boule dans la partie. Les joueurs qui n'observeraient pas cette prescription pourraient être frappés des sanctions prévues au chapitre « Discipline » article 35.

Article 18 – Throwing of the boules and boules going outside the terrain

Absolutely no one may, as a test, throw his boule during the game. Players who do not observe this rule may be hit with the penalties specified in the section on "Discipline" in Article 35. *[A player may not throw a boule and then claim that "It was only a test throw."]*

En cours de mène, les boules sortant du cadre affecté sont bonnes sauf application de l'article 19.

During the course of a mène, boules going outside the assigned lane are still alive except as in the application of Article 19. *[A boule that goes into a neighboring lane is still alive, except in a time-limited game.]*

Article 19 – Boules nulles

Toute boule est nulle dès qu'elle passe en terrain interdit.

Article 19 – Dead boules

Any boule is dead from the moment that it enters an out-of-bounds area.

Une boule à cheval sur la limite d'un terrain autorisé est bonne. La boule n'est nulle qu'après avoir dépassé entièrement la limite du terrain autorisé, c'est-à-dire lorsqu'elle se situe entièrement au-delà de l'aplomb de cette limite.

A boule straddling the boundary of the in-bounds area is alive. The boule is not dead until after having traveled completely beyond the boundary of the in-bounds area, that is to say, when it is situated entirely beyond the plumb of this boundary. *[For the jack see Article 9.]*

Il en va de même, quand, en terrains tracés, la boule traverse entièrement plus d'un des jeux latéralement contigus au jeu utilisé ou sort en bout de cadre.

The same applies when, on marked terrains, the boule completely crosses more than one of the neighboring lanes or when it goes out at the bottom of the lane.

Dans les parties au temps se déroulant sur un seul terrain une boule est nulle dans les mêmes conditions dès qu'elle sort entièrement du cadre affecté.

In time-limited games played on only one terrain, a boule is dead under the same conditions, when it completely leaves the assigned lane.

Si la boule revient ensuite en terrain de jeu, soit par la pente du terrain, soit parce qu'elle est renvoyée par un obstacle, mobile ou immobile, elle est immédiatement enlevée du jeu, et tout ce qu'elle a pu déplacer, après son passage en terrain interdit, est remis en place à condition que ces objets aient été marqués.

Toute boule nulle doit être immédiatement retirée du jeu. A défaut, elle sera considérée comme bonne dès qu'une boule aura été jouée par l'équipe adverse.

Article 20 – Arrêt d'une boule

Toute boule jouée, arrêtée ou déviée par un spectateur ou par l'Arbitre, conserve sa position à son point d'immobilisation.

Toute boule jouée, arrêtée ou déviée involontairement par un joueur de l'équipe à laquelle elle appartient, est nulle.

Toute boule pointée, arrêtée ou déviée involontairement par un adversaire, peut, au gré du joueur, être rejouée ou laissée à son point d'immobilisation.

Quand une boule tirée ou frappée, est arrêtée ou déviée involontairement par un joueur, son adversaire peut:

- 1) La laisser à son point d'immobilisation;
- 2) La placer dans le prolongement d'une ligne, qui irait de sa place primitive à l'endroit où elle se trouve, mais uniquement en terrain jouable et à condition qu'elle ait été marquée.

If the boule then comes back onto the game terrain, either because of the slope of the ground, or because it rebounds off of an obstacle, moving or stationary, it is immediately removed from the game and anything that it displaced after its trip through the out-of-bounds area is put back in its original location provided that those objects had been marked.

Any dead boule must immediately be removed from the game. By default it will be considered to be live the moment another boule is played by the opposing team.

Article 20 – Stopped boules

[WHEN A THROWN BOULE IS STOPPED]

Any boule played, that is stopped or deviated by a spectator or the umpire, will remain at the place where it stopped.

Any boule played, that is stopped or deviated unintentionally by a player to whose team it belongs, is dead.

Any boule pointed, that is stopped or deviated unintentionally by an opponent, can, according to the wishes of the player, be replayed or left in the place where it stopped.

[WHEN A HIT BOULE IS STOPPED]

[For a hit jack see Article 15.]

When a boule shot or hit, is stopped or deviated unintentionally by a player, the opponent may:

- (1) Leave it in the place where it stopped;
- (2) Place it on the extension of a line going from its original location to the place where it is located, but only on the playable area and only on condition that its original location had been marked.

Le joueur arrêtant volontairement une boule en mouvement est immédiatement disqualifié, ainsi que son équipe, pour la partie en cours.

The player purposely stopping a moving boule is immediately disqualified, along with his team, for the game in progress.

Article 21 – Temps autorisé pour jouer

Dès que le but est lancé, tout joueur dispose d'une durée maximale d'une minute pour lancer sa boule. Ce délai court dès l'arrêt du but ou de la boule jouée précédemment ou s'il a fallu effectuer la mesure d'un point, dès que cette dernière a été réalisée.

Article 21 – Time allowed to play

Once the jack is thrown, each player has the maximum duration of one minute to play his boule. This short period of time starts from the moment that the boule or jack played earlier stops [comes to a stop] or, if it is necessary to measure a point, from the moment the latter [the measurement] has been accomplished.

Ces mêmes prescriptions s'appliquent pour le lancer du but.

The same requirements apply to the throwing of the jack. *[The jack should be thrown within one minute of the completion of the agreement of points. See Article 7.]*

Tout joueur ne respectant pas ce délai, encourt les pénalités prévues au chapitre Discipline article 35.

Any player who does not comply with this period of time will incur the penalties specified in the section on Discipline Article 35.

Article 22 – Boules déplacées

Si une boule arrêtée vient à se déplacer en raison du vent ou de l'inclinaison du terrain par exemple, elle est remise en place. Il en va de même pour toute boule déplacée accidentellement par un joueur, un Arbitre, un spectateur, un animal ou par tout objet mobile.

Article 22 – Displaced boules

If a stationary boule is displaced by the wind or slope of the ground, for example, it is put back [in its original location]. The same applies to any boule accidentally displaced by a player, an umpire, a spectator, an animal, or any moving object. *[For the jack see Article 12 {above}.]*

Pour éviter toute contestation, les joueurs doivent marquer les boules. Aucune réclamation ne sera admise pour une boule non marquée et l'Arbitre ne statuera qu'en fonction de l'emplacement des boules sur le terrain.

To avoid all disagreement, the players must mark [the locations of] the boules. No claim will be admissible for an unmarked boule, and the umpire will make his decision based only on the locations of the boules on the terrain.

Par contre, si une boule est déplacée par l'effet d'une boule jouée de cette partie, elle est valable.

However, if a boule is displaced by a boule played in this game, it is valid.

Article 23 – Joueur lançant une autre boule que la sienne

Le joueur qui joue une boule autre que la sienne reçoit un avertissement. La boule jouée est néanmoins valable mais elle doit être immédiatement remplacée, éventuellement après mesure faite.

En cas de récidive au cours de la partie, la boule du joueur fautif est annulée et tout ce qu'elle a déplacé est remis en place.

Article 24 – Boule jouée contrairement aux règles

A l'exception des cas dans lesquels le présent règlement prévoit l'application des sanctions spécifiques et graduées de l'article 35, toute boule jouée contrairement aux règles est nulle et tout ce qu'elle a déplacé dans son parcours est remis en place, si les objets étaient marqués.

Toutefois, l'adversaire a le droit de faire appliquer la règle de l'avantage et de déclarer qu'elle est valable. En ce cas, la boule pointée ou tirée est bonne et tout ce qu'elle a déplacé demeure en place.

POINTS ET MESURES

Article 23 – A player throwing a boule other than his own

The player who plays a boule other than his own receives a warning. The boule played is nevertheless valid but it must be replaced immediately, possibly after measuring has been done.

In the event of it occurring again during the game, the guilty player's boule is disqualified and anything it displaced is put back in place.

Article 24 – Boules thrown contrary to the rules

Except for cases in which these regulations specify the application of specific and graduated penalties in article 35, any boule thrown contrary to the rules is dead, and anything that it displaced in its travel is put back in place, if those objects had been marked.

However, the opponent has the right to apply the advantage rule and to declare that it is valid. In this case, the boule pointed or shot, is still alive and anything it has displaced remains in its place.

POINTS AND MEASURING

Article 25 – Enlèvement momentané des boules

Pour la mesure d'un point, il est autorisé de déplacer momentanément, après les avoir marqués, les boules et les obstacles situés entre le but et les boules à mesurer.

Après mesure, les boules et les obstacles enlevés sont remis à leur place. Si les obstacles ne peuvent être retirés, la mesure du point est faite à l'aide d'un compas.

Article 26 – Mesure de points

La mesure d'un point incombe au joueur qui a joué le dernier ou à l'un de ses coéquipiers. Les adversaires ont toujours le droit de mesurer après l'un de ces joueurs.

Les mesures doivent être effectuées avec des instruments appropriés, chaque équipe devant en posséder un. Il est notamment interdit d'effectuer des mesures avec les pieds. Le joueur ne respectant pas cette prescription encourt les pénalités prévues à l'article 35.

Quel que soit le rang des boules à mesurer, et le moment de la mène, l'Arbitre peut être consulté et sa décision est sans appel. Les joueurs doivent se tenir à au moins deux mètres de lui quand il effectue une mesure.

Cependant sur décision du comité d'organisation, notamment en cas de parties télévisées, il peut être décidé que seul l'arbitre sera habilité à mesurer.

Article 25 – Temporary removal of boules

In order to measure a point, it is permitted to temporarily remove, after marking their locations, the boules and obstacles situated between the jack and the boules to be measured.

After the measurement [has been made], the boules and the obstacles which were picked up are put back in their place. If the obstacles cannot be removed, the measurement of the point is done with the aid of calipers.

Article 26 – Measuring of points

The measurement of a point is the responsibility of the player who last played or one of his teammates. The opponents always have the right to measure after one of these players.

Measurements must be made with the appropriate instruments – each team must possess one. Notably, it is forbidden to make measurements with the feet. Any player who does not comply with this rule will incur the penalties specified in Article 35.

Whatever the position of the boules to be measured, and the time in the mène, the umpire may be consulted and his decision may not be appealed. Players must keep at least two meters from him while he makes a measurement.

However, by decision of the organising committee, especially in case of televised games, it may be decided that only the umpire will have the ability to measure.

Article 27 – Boules enlevées

Il est interdit aux joueurs de ramasser les boules jouées avant la fin de la mène.

A la fin d'une mène, toute boule enlevée avant le décompte des points est nulle. Aucune réclamation n'est admise à ce sujet.

Si un joueur ramasse ses boules en terrain de jeu alors qu'il reste des boules à ses partenaires, ces derniers ne seront pas autorisés à les jouer.

Article 28 – Déplacement des boules ou du but

Le point est perdu par une équipe si l'un de ses joueurs, effectuant une mesure, déplace le but ou l'une des boules litigieuses. Si, lors de la mesure d'un point, l'Arbitre remue ou déplace le but ou une boule, il se prononce en toute équité.

Article 29 – Boules à égales distances du but

Lorsque les deux boules les plus proches du but, appartenant chacune à une équipe, sont à égale distance, trois cas peuvent se présenter:

1) Si les deux équipes n'ont plus de boules, la mène est nulle et le but appartient à l'équipe qui avait marqué précédemment ou qui avait gagné le tirage au sort.

2) Si une équipe est seule à disposer de boules, elle les joue et marque autant de points que de boules finalement plus proches du but que la boule de l'adversaire la plus proche.

Article 27 – Picked-up Boules

It is forbidden for players to pick up played boules before the end of the mene.

At the end of a mene, any boule picked up before the agreement of points is dead. No claim is admissible on this subject.

If a player picks up his boules from the game terrain while his partners have boules remaining, they will not be allowed to play them.

Article 28 – Displacement of boules or jack

The point is lost by a team if one of its players, while making a measurement, displaces the jack or one of the contested boules. If, during the measurement of a point, the umpire disturbs or displaces the jack or a boule he will make a decision in an equitable way.

Article 29 – Boules equidistant from the jack

When the two boules closest to the jack belong to different teams and are at an equal distance from it, three situations may exist.

1) If the two teams have no more boules, the mene is scoreless and the jack belongs to the team that scored earlier or which won the draw.

2) If only one team has boules, it plays them and scores as many points as it has boules closer to the jack than the opponent's closest boule.

3) Si les deux équipes disposent de boules, il appartient à celle qui a joué la dernière boule de rejouer, puis à l'équipe adverse, et ainsi de suite alternativement jusqu'à ce que le point appartienne à l'une d'elles. Quand une équipe reste seule à posséder des boules, les dispositions du paragraphe précédent s'appliquent.

Si, en fin de mène, aucune boule ne se trouve en terrain autorisé, la mène est nulle.

Article 30 – Corps étranger adhérent à la boule ou au but

Tout corps étranger qui adhère à la boule ou au but doit être enlevé avant la mesure du point.

Article 31 - Réclamations

Pour être admise, toute réclamation doit être faite à l'Arbitre. Dès que la partie est terminée, aucune réclamation ne peut être admise.

DISCIPLINE

3) If both teams still have boules, the team that played the last boule plays again, then the opposing team, and so on alternately until the point belongs to one of them. When there is only one team left with boules to play, the provisions of the preceding paragraph apply.

If, at the end of the mène, no boules remain in the in-bounds area, the mène is scoreless.

Article 30 – Foreign bodies adhering to the boules or jack

Any foreign bodies that adhere to a boule or to the jack must be removed before the measurement of the point.

Article 31 – Complaints

To be considered, any complaint must be made to the umpire. As soon as the game is finished, no complaint can be accepted.

DISCIPLINE

Article 32 – Pénalités pour absence d'équipe ou de joueur

Au moment du tirage au sort des rencontres et de la proclamation des résultats de ce tirage, les joueurs doivent être présents à la table de contrôle. Un quart d'heure après la fin de la proclamation de ces résultats, l'équipe absente du terrain de jeu est pénalisée d'un point, qui est porté au crédit de l'équipe adverse. Ce délai est ramené à 5 minutes dans les parties en temps limité. Passé ce délai, la pénalité s'accroît d'un point par cinq minutes de retard.

Ces mêmes pénalités s'appliquent en cours de compétition après chaque tirage au sort et en cas de reprise des parties à la suite d'une interruption pour un motif quelconque.

Est déclarée éliminée de la compétition, l'équipe qui ne s'est pas présentée sur le terrain de jeu dans l'heure qui suit le début ou la reprise des parties.

Une équipe incomplète a la faculté de commencer la partie sans attendre son joueur absent; toutefois elle ne dispose pas des boules de celui-ci.

Aucun joueur ne peut s'absenter d'une partie ou quitter les terrains de jeu sans l'autorisation de l'Arbitre. En tout état de cause cette sortie n'intrompt ni le déroulement de la partie, ni l'obligation pour ses partenaires de jouer leurs boules dans la minute impartie. S'il n'est pas revenu au moment où il doit jouer ses boules celles-ci sont annulées à raison d'une boule par minute.

Si l'autorisation n'a pas été accordée, il est fait application des pénalités de l'article 35.

Article 32 – Penalties for the absence of a team or a player

At the time of the draw for matches and the announcement of the results of the draw, the players must be present at the control table. A quarter of an hour after the end of the announcement of these results, any team that is absent from the game terrain will be penalized one point which is transferred to the credit of the opposing team. This period of time is reduced to 5 minutes in games that are time-limited. After this period of time, the penalty accrues by one point for each five minutes of the delay.

The same penalties apply throughout the competition after each draw and in the case of a re-start of games after an interruption for any reason whatsoever.

Any team that is not present on the game terrain within an hour of the start or restart of games is declared to be eliminated from the competition.

An incomplete team has the right to start a game without waiting for its absent player; however it may not use the boules of that player.

No player may absent himself from a game or leave the game terrain without the permission of the umpire. In any case his leaving will not interrupt the continued play of the game, nor the obligation of his team-mates to play their boules in the given minute [i.e. the one-minute period that they are given to throw their next boule]. If the player has not returned by the time that he must play his boules, they [his boules] are cancelled at the rate of one boule per minute.

If permission was not given, the penalties of Article 35 are applied.

En cas d'accident ou de problème médical dûment constaté par un médecin il pourra être accordé une interruption maximale d'un quart d'heure. Si l'utilisation de cette possibilité se révélait frauduleuse le joueur et son équipe seraient immédiatement exclus de la compétition.

Article 33 – Arrivée des joueurs retardataires

Si, après le début d'une mène, le joueur absent se présente, il ne participe pas à cette mène. Il est admis dans le jeu seulement à partir de la mène suivante.

Si le joueur absent se présente plus d'une heure après le début d'une partie, il perd tout droit de participer à celle-ci.

Si son ou ses coéquipiers gagnent cette partie, il pourra participer à celle qui suit, sous réserve que l'équipe soit nominativement inscrite.

Si la compétition se déroule par poules, il pourra participer à la seconde partie quel que soit le résultat de la première.

Une mène est considérée comme commencée dès que le but a été lancé quelle que soit la validité du jet. Des dispositions particulières peuvent être prises dans les parties en temps limité.

Article 34 – Remplacement d'un joueur

Le remplacement d'un joueur en Doublette, d'un ou deux joueurs en Triplette n'est autorisé que jusqu'à l'annonce officielle du début de la compétition (bombe, coup de sifflet, annonce, etc.) à condition que le ou les remplaçants n'aient pas été inscrits dans la compétition au titre d'une autre équipe.

In the case of an accident or a medical condition properly documented by a physician, he [the player] may be granted a maximum break of fifteen minutes. If the use of this possibility [of an authorized medical absence] is shown to be fraudulent, the player and his team will be immediately excluded from the competition.

Article 33 – Late arrival of players

If, after a mène has started, a missing player arrives, he does not take part in this mène. He is admitted into the game only at the start of the next mène.

If a missing player arrives more than one hour after the start of a game, he loses all rights to participate in that game.

If his teammate(s) win this game, he may participate in subsequent games provided that the team was registered with him as a member.

If the competition is played in leagues, he may take part in the second game regardless of the result of the first.

A mène is considered to have started when the jack has been thrown regardless of the validity of the throw. Special arrangements can be made for time limited games.

Article 34 – Replacement of a player

The replacement of a player in doubles (or the replacement of a player or two players in triples) is allowed only before the official announcement of the beginning of the competition (gun, whistle, announcement, etc.) and only on condition that the replacement(s) have not been registered in the competition as belonging to some other team.

Article 35 - Sanctions

Pour non observation des règles de jeu, les joueurs encourent les sanctions suivantes:

1) Avertissement qui est marqué officiellement par la présentation par l'arbitre d'un carton jaune au fautif. Néanmoins un carton jaune pour dépassement du temps est infligé à l'ensemble des joueurs de l'équipe fautive. Si l'un de ces joueurs a déjà un carton jaune il lui sera infligé la suppression d'une boule pour la mène en cours ou pour la mène suivante s'il n'a plus de boule à jouer.

2) Annulation de la boule jouée ou à jouer qui est marqué officiellement par la présentation par l'arbitre d'un carton orange au fautif.

3) Exclusion du joueur fautif pour la partie qui est marqué officiellement par la présentation par l'arbitre d'un carton rouge au fautif

4) Disqualification de l'équipe fautive;

5) Disqualification des deux équipes en cas de connivence.

L'avertissement étant une sanction il ne peut être donné qu'après constatation d'une infraction. Ne peut donc être considéré comme un avertissement officiel l'information donnée aux joueurs en début de compétition ou de partie qu'ils doivent respecter le règlement.

Article 36 – Intempéries

En cas de pluie, toute mène commencée doit être terminée, sauf décision contraire de l'Arbitre qui est seul habilité, avec le Jury, pour décider de son arrêt ou de son annulation pour cas de force majeure.

Article 35 – Penalties

For non-observation of the rules of the game the players incur the following penalties:

1) A warning, which is indicated officially by the showing by the umpire of a yellow card to the player at fault. However, a yellow card for exceeding the time limit is imposed on all the players of the offending team. If one of these players has already been given a yellow card, he will be penalized by disqualification of a boule during the mène in progress or for the following mène if he has no more boules to play.

2) Disqualification of the boule played or to be played, which is indicated officially by the showing by the umpire of an orange card to the player at fault.

3) Exclusion of the player at fault for the game, which is indicated officially by the showing by the umpire of a red card to the player at fault.

4) Disqualification of the team responsible;

5) Disqualification of the two teams in case of complicity.

A warning is a penalty: it cannot be given except after the finding of an offense [a violation of the rules]. Information that players need in order to comply with the rules, given to players at the start of a competition or a game, is not, therefore, considered an official warning.

Article 36 – Bad weather

In the case of rain, any mène that has started must be completed, unless a contrary decision is made by the umpire, who alone is qualified, with the Jury, to decide on its suspension or cancellation in case of force majeure.

Article 37 – Nouvelle phase de Jeu

Si, après l'annonce du début d'une nouvelle phase de la compétition (2ème tour, 3ème tour, etc.), certaines parties ne sont pas terminées, l'Arbitre, après avis du Comité d'Organisation, peut prendre toutes dispositions ou décisions qu'il juge nécessaires pour la bonne marche du concours.

Article 38 – Manque de sportivité

Les équipes qui disputeraient une partie en faisant preuve de manque de sportivité et de respect envers public, dirigeants ou Arbitres, seront exclues de la compétition. Cette exclusion peut entraîner la non-homologation des résultats éventuellement obtenus, ainsi que l'application des sanctions, prévues à l'article 39.

Article 39 – Mauvais comportement

Le joueur qui se rend coupable d'incorrection et, à plus forte raison, de violence envers un dirigeant, un Arbitre, un autre joueur ou un spectateur encourt l'une ou plusieurs des sanctions suivantes, selon la gravité de la faute:

- 1) Exclusion de la compétition;
- 2) Retrait de la licence ou de la pièce officielle d'affiliation ;
- 3) Confiscation ou restitution des indemnités et récompenses.

La sanction prise à l'égard du joueur fautif peut être appliquée à ses coéquipiers.

Article 37 – New phase of play

If, after the announcement of the beginning of a new phase of the competition (2nd round, 3rd round, etc.) certain games have not ended, the umpire, after consulting with [reviewing the situation with] the Organizing Committee, may make any provisions or decisions that he judges necessary for the smooth running of the competition.

Article 38 – Lack of Sportsmanship

Teams that argue during a game, who show lack of sportsmanship and respect towards the public, the organizers or the umpires, will be excluded from the competition. This exclusion may result in de-certification of the eventual results, as well as the application of penalties specified in Article 39.

Article 39 – Bad behavior

The player who is guilty of inappropriate behavior, or even worse, violence towards an official, an umpire, another player, or a spectator incurs one or more of the following penalties, depending on the seriousness of the offense. [*The word translated as "inappropriate behavior" – incorrection – has connotations of inappropriate, rude, discourteous, or insulting behavior.*]

- 1) Exclusion from the competition.
- 2) Revocation of the license or official membership document.
- 3) Confiscation or restitution of expenses and prizes.

The penalty imposed on the guilty player may also be imposed on his teammates.

La sanction 1 est appliquée par l'arbitre. La sanction 2 est appliquée par le jury.

Penalty 1 is imposed by the umpire. Penalty 2 is imposed by the Jury.

La sanction 3 est appliquée par le Comité d'Organisation qui, sous 48 heures, fait parvenir, avec son rapport, les indemnités et récompenses retenues, à l'organisme fédéral qui décide de leur destination.

Penalty 3 is imposed by the Organizing Committee which, within 48 hours, sends, with its report, the expenses and prizes retained, to the federal organization, which will decide their destination.

En tout état de cause, le Comité Directeur de l'instance fédérale concernée statue en dernier ressort.

In all cases, the Committee Director of the federal organization will make the final ruling.

Une tenue correcte est exigée des joueurs auxquels il est interdit de jouer torse nu et qui doivent notamment, pour des raisons de sécurité, porter des chaussures entièrement fermées protégeant les orteils et les talons.

Proper attire is required of players for whom it is forbidden to play without a top [literally: with nude torso] and who must especially, for safety reasons, wear footwear that is completely closed, protecting the toes and heels.

Il est interdit de fumer sur les jeux, y compris des cigarettes électroniques. Il est également interdit d'utiliser un téléphone portable durant les parties.

It is forbidden to smoke during play, and that includes electronic cigarettes. It is equally forbidden to use a mobile phone during games.

Tout joueur qui n'observerait pas ces prescriptions, serait exclu de la compétition s'il persistait après avertissement de l'Arbitre.

Any player that does not observe these requirements will be excluded from the competition after a warning from the umpire.

Article 40 - Devoirs des Arbitres

Les Arbitres désignés pour diriger les compétitions sont chargés de veiller à la stricte application des règlements de jeu et règlements administratifs qui les complètent. Ils ont autorité pour exclure de la compétition tout joueur ou toute équipe qui refuserait de se conformer à leur décision.

Article 40 – Duties of the Umpires

The umpires appointed to conduct the competitions are responsible for ensuring the strict application of the rules of play and the administrative rules that supplement them. They have the authority to exclude from the competition any player or any team that refuses to comply with their decisions.

Les spectateurs licenciés ou suspendus qui, par leur comportement, seraient à l'origine d'incidents sur un terrain de jeu, feront l'objet d'un rapport de l'Arbitre à l'organisme fédéral. Celui-ci convoquera le ou les fautifs devant la Commission de Discipline compétente qui statuera sur les sanctions à prendre.

Spectators with licenses, or with suspended licenses, who, by their behavior, are the origin of incidents on the game terrain, will be the subject of a report by the umpire to the federal organization. The latter will summon the guilty party or parties before a competent Disciplinary Committee which will decide on the penalties to apply.

Article 41 – Composition et décisions du Jury

Tout cas non prévu par le règlement est soumis à l'Arbitre qui peut en référer au Jury du concours. Ce Jury comprend 3 membres au moins et 5 au plus. Les décisions prises en application du présent paragraphe par le Jury sont sans appel. En cas de partage des voix, celle du Président du Jury est prépondérante.

Article 41 – Composition and decisions of the Jury

Any case not specified in [covered by] the rules is submitted to the umpire who may refer it to the competition's Jury. This Jury is made up of 3 members at least and 5 at most. The decisions taken by the Jury in applying this paragraph are without appeal. In the case of a split vote, the President of the Jury has the deciding vote.