



Bush Hill Park Club - Pétanque section,
Corner of Abbey Road & Longleat Road,
Bush Hill Park,
Enfield,
Middlesex
EN1 2QP

RULES OF PÉTANQUE

PÉTANQUE TEAM COMPOSITION

- 3 players play against 3 players (triples). In triples, each player uses 2 boules.
- 2 players against 2 players (doubles). In doubles, each player uses 3 boules.
- 1 player against 1 player (singles). In singles, each player uses 3 boules.

No other formula is permitted.

APPROVED PÉTANQUE BOULES

Pétanque boules are:

- Made of metal (usually carbon steel or stainless steel)
- A diameter between 7.05 cm (minimum) and 8 cm (maximum). Players personal preference applies, but it also depends on the size of hands.
- A weight between 650 grams (minimum) and 800 grams (maximum).

The boules may not be tampered with or filled with any substance and will be inspected by umpires prior to official matches.

PÉTANQUE JACKS

Pétanque Jacks are usually made of wood, with a diameter of 30mm and weighing between 10 and 18 grams.

TERRAIN

Pétanque Jacks are usually made of wood, with a diameter of 30mm and weighing between 10 and 18 grams.

RULES

Two teams play against each other.

It is forbidden to touch or remove any item on the terrain (even a twig!). It is permitted to fill any hole made by the previous boule thrown.

Players toss a coin. The winner gets to decide which team will be the first to throw the jack. The winner of the toss is Team 1, with the opposing team being Team 2.

Team 1 chooses the starting point, tracing a circle on the ground that will act as the starting point and place from where boules are thrown. The circle's size must be big enough that the feet of each player can fit entirely inside it. The circle may not measure less than 35cm or more than 50cm in diameter. The circle must be drawn more than 1 metre from any obstacle and at least 1.5 metres from another throwing circle or jack in use.

All players throw their boules from inside this circle during the round. Both feet must be inside the circle and firmly on the ground.

The team score points for having their boule(s) the closest to the jack, so the jack is aimed at with your boule.

Assuming Team 1 (the winners of the coin toss) opt to throw the jack:

- Team 1's first player throws the jack, which must land between 6 metres and 10 metres from the throwing circle. Any less and the game is too easy, any further and it is too difficult.
- Team 2's first player then throws their boule, as close to the jack as possible.
- Team 1 then throws their first boule.
- It can then be determined who takes the point by measuring whose ball is closest to the jack.
- The team who lost the point throw next.
- As a decider, the team scores one point for each of its boules that is closer to the jack than the opposing team's closest boule.
- The circle for the next round is then re-positioned where the jack was on previous the round.

Games are played to 13 points, with the possibility of leagues and qualifiers being played to 11 points. Some competitions can be organised within time limits instead.