

Pétanque rules card

The thirteen rules a friendly game needs

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Starting a game

- 1 Teams are one, two or three players. Three boules each in singles and doubles, two each in triples.
- 2 Toss a coin. The winning team draws a circle 35 to 50 cm across, more than 1 m from any obstacle, and throws the jack.
- 3 The jack must land 6 to 10 m from the inside edge of the circle, and at least 50 cm from any obstacle and from the end of the terrain.

Throwing

- 4 Both feet stay inside the circle, and neither foot lifts completely off the ground, until the thrown boule touches the ground.
- 5 The team that threw the jack plays the first boule.
- 6 After that, the team that is not closest to the jack throws, and keeps throwing until it takes the point or runs out of boules.

Friendly-game summary of the FIPJP rules. Sanctioned play follows the full official text.

Scoring

- 7 When all boules are thrown, the team with the closest boule scores.
- 8 It scores one point for every boule closer than the best boule of the other team.
- 9 The scoring team throws the jack for the next end, from a circle drawn where the jack finished.
- 10 First team to 13 points wins.

Common situations

- 11 A boule is dead once it fully crosses the out of bounds line, and comes off the ground straight away. A boule sitting on the line is still live.
- 12 If the jack is knocked out of bounds while both teams still hold boules, the end is void and replayed. If only one team has boules left, that team scores one point for every boule it still holds.
- 13 When it is close, measure with a tape. The player who threw the last boule, or a team-mate, measures first, and the other team always has the right to measure after.

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