

INTERSTATE CHALLENGE

PFA - Rules for ISC Timed Games

1) PFA Local Rule:

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

2) All games are played to 13 points or within 1 hour + 2 ends (1 extra end if tied) unless 13 points have been reached. At the 1 hour whistle all ends started must be completed. An end is considered as started when the jack has been placed on the playing area in accordance to the rules, article 32.

3) There will be a starting whistle of each round of games and a final whistle at the completion of 1 hour.

4) Game is played on one marked piste, all marking being a dead boule line, Jack going over line is considered "dead", new end to be started. Boule(s) going over the line are considered "dead" and must be removed from the next playing piste.

5) Special rules apply for the throwing of the jack, at the start of each end the team throwing will only have one throw.

If invalid the opponents are permitted to move the circle back in line of play of previous end (Article 7) and place the jack by hand (not throw) at a valid distance of their choice. If in doubt call the umpire.

6) Jack to be valid must be thrown no closer than 1 m to dead boule line (with Piste 4 m wide) or at 0.50 m if instructed by Umpire (Piste under 4 m)

7) Article 31:

Teams absent at the terrain after 5 minutes will be penalised by one point and by a point every 5 minutes from then on.

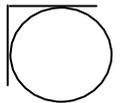
Players must play all of their boules of the end in progress before permission will be granted by the umpire to leave the terrain (toilet break etc).

8) Article 20:

Time allowed to play is strictly 1 minute, **this is to be announced prior to starting the games and no further warnings will be given on this rule.** Players not complying will be penalised as in Article 34, loss of a boule etc.

9) Prefabricated circles:

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



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

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

12) Article 39:

The umpires designated to control the competition are charged to be on the watch for strict application of the rules of the game and the administrative rules which complete them. They have the authority to disqualify from the competition any player or team who refuses to comply with their decision

13) Measuring:

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

14) Colour Cards: will be used by the umpires:

Yellow Card - Warning

Orange Card - Penalty disqualification of one or more boules

Red Card - Disqualification of a player/team for the game/competition.

Note: For Victorian Calendar events the piste marking may be made with paint, and the time maybe varied from 1 hour by Tournament Organiser and Umpire, and be announced before play starts.