



THE DEVON PETANQUE LEAGUE RULES

1. OBJECTIVES

- 1.1. To organise and run one or more leagues for the playing of pétanque.
- 1.2. To encourage and promote good sportsmanship.
- 1.3. To provide opportunities for clubs and teams to compete in a fair and sporting manner.
- 1.4. To offer the opportunity to further the development of pétanque and the necessary skills associated with the sport.

2. MEMBERSHIP.

- 2.1. Membership shall be open to any club team or teams in the Devon Pétanque Region.
- 2.2. Any Club may terminate its membership at any time by giving not less than one calendar month's previous notice in writing to the Secretary. Remaining matches shall be scored as a 5 – 0 win by the opposing team. Points shall be calculated as an average of the terminated club's points for, up to that time.

3. REGISTRATION

- 3.1. Clubs must register each team annually on the form supplied by the League and Fixtures Secretary.

4. SUBSCRIPTIONS.

- 4.1. The annual subscription, which shall be payable upon registration for the upcoming season, shall be determined by the previous Devon Pétanque Region's Annual General Meeting.

5. PLAYING RULES

- 5.1. The rules of play are as published in the Official International Rules of the Sport of Pétanque as adopted by the EPA and as amended from time to time.
- 5.2. Only competition boules are to be used in all League Matches. In particular, 'Dog' or leisure boules are strictly forbidden.

6. ADMINISTRATION & PLAY

- 6.1. The league will take place during the months April to September (dependent on the number of teams taking part) on a home and away basis.
- 6.2. Each Club team must consist of a minimum 6 to a maximum 8 players for each Match.
- 6.3. Clubs may enter one or more teams in any league. No player can play for more than one team in the same league.
- 6.4. A Match will consist of five (5) games, 2 x triples and 3 x doubles. The 2 triples games will be played first followed by the 3 doubles games.

- 6.5. If the selected players for a doubles game are available before one of the triples is finished, then to help with time management a doubles game can commence.
- 6.6. The home Club team captain will enter their player's details on the scorecard and select the terrain/lanes they will use. To safeguard the teams interests the composition of the Triples and Doubles teams will take place before each game. The scorecard will be folded so that the team captain may complete his side before giving it to the opposing team captain to complete their team selection.
- 6.7. The home team will be responsible for submitting the official score card to the Secretary by post or email within 48 hours of the match being completed. Each captain is responsible for ensuring the correct details are on the card when he/she signs the scoresheet.
- 6.8. One Match point is awarded for each game won, so a team can potentially win with a result of 5-0, 4-1 or 3-2.
- 6.9. The winning team is the one with the most Match points. The teams must play all of their games as the results may prove important in the case of Club Team results being tied.
- 6.10. The following formula will be applied to decide the results:
 - i. Number of Match PointsIf 2 or more Club teams are tied, then:
 - ii. Game Points between the tied teams
 - iii. Points Difference between the tied teams
- 6.11. All matches must be played on or before the last day of the season as advised in the fixture list.
- 6.12. Start Time. It is the responsibility of the Home Club Team to co-ordinate and agree the start time of the match with their opponent. On those occasions when a start time cannot be agreed by the two club teams the League Secretary will be notified and he/she will make a decision that will be final and binding on both teams. In any case, all Matches must be started by 7pm at the latest.
- 6.13. Late Arrival. All Club teams must be present at the start of the match and all games will commence at this agreed time.
- 6.14. An incomplete team has the right to start a game without waiting for its absent player; nevertheless, it does not use the boules of that player.
- 6.15. If after an end has started, the missing player arrives, he/she may not take part in that end, but is only allowed to participate as from the following end. If the missing player arrives more than one hour after the game has started he/she loses all right to participate in that game. He/she may take part in the following game.
- 6.16. Any team arriving 5 minutes after the agreed Match start time will forfeit 1 game point to their opposing team. After this time limit, the penalty accrues by 1 game point for each 2 minutes of continued absence.

- 6.17. Any team not present 30 minutes after the agreed Match start time will forfeit their game 13:0 to their opponent.
- 6.18. If a team has failed to arrive 45 minutes after the agreed Match start time they will be disqualified and forfeit all their games 13:0 to their opponent.
- 6.19. Except for exceptional circumstances agreed by the League Secretary, rearrangement will not be permitted.
- 6.20. Should a Match be suspended due to Force Majeure the League Secretary must be notified within 48 hours. Any games completed will be recorded and any incomplete game will be rearranged at the discretion of the League Secretary.

7. DISPUTES

- 7.1. Any disputes between teams or clubs should be resolved wherever possible by the parties to it. If there is no resolution the dispute shall be referred to the Regional Umpire who will arbitrate it.
- 7.2. The Regional Umpire and League Secretary shall have absolute discretion to determine any issue not covered by these rules.

8. DISCIPLINARY PROCEDURES

- 8.1. Shall be those adopted by the Devon Pétanque Region and applied as appropriate by the Regional Committee.

9. REWARDS

- 9.1. Eight individual trophies will be presented to the winners of the league. They shall also receive the League Annual trophy that will be held by the club for a year.
- 9.2. The League Annual trophy must be returned to the League Secretary no later than one month before the Devon Pétanque Region AGM.