

## 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 all EPA registered clubs, who may enter more than one team, and independent teams, both herein after referred to as 'team(s)', who reside within the geographical boundaries of the Devon Petanque Region.
- 2.2. Any team may terminate its membership by giving notice in writing (by post or email) to the League Secretary. All matches played by such team(s) will be declared null and void and all results will be adjusted accordingly.
- 2.3. Any team that fails to attend two matches will be deemed to have withdrawn from the League, unless exceptional and acceptable reasons are given in writing (by post or email) within seven days of the match(es) missed, to the League Secretary, and all matches played by these team(s) will be declared null and void and all results will be adjusted accordingly.

### 3. REGISTRATION

- 3.1. Teams must register individually on a form supplied annually by the League Secretary.

### 4. SUBSCRIPTIONS

- 4.1. The annual subscription, which is 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 matches will preferably take place during the months of April to September but can be varied by the Devon Region Management Committee when deemed necessary.
- 6.2. Each team must have a minimum of 4 and can use a maximum of 9 players for each match.
- 6.3. A player can only play for one team during the League season.
- 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 all of the triples matches are finished, this game can commence if the players agree and the designated piste is available.
- 6.6. The Home team captain will inform the Visiting team captain of which pistes, duly numbered 1, 2 and 3, will be used for each of the games to be played. This information must be given at least 20 minutes prior to the designated/previously agreed starting time to give the Visiting team the opportunity to practise on the designated pistes for 15 minutes and the Home team 5 minutes to re-prepare the pistes. Any delay caused by the late arrival of the Home team would reduce their piste preparation time and could delay the start time. Late arrival by the Visiting team would reduce their practice time.
- 6.7. To safeguard both teams' interests the recording of the triples and doubles teams will take place before each set of games (triples & doubles) is played. The Home team will record their selection on the scorecard and pass it to the opposing team to record their selection. The scorecard should be folded so that the opposing team cannot see the Home team's selection. Each game will be played on the piste as shown on the scorecard.
- 6.8. The Home team will be responsible for submitting the official score card to the League 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.
- 6.9. Match points will be awarded on the following basis:  
Two points for the winning team (most games won).  
One bonus point for a team winning 5-0, only awarded in respect of matches played and completed.  
One bonus point for a losing team winning 2 games.

6.10. League positions will be decided on the following basis:

- a) Highest total of match points earned
- b) Highest number of accumulated games won
- c) Highest points difference

Should there still be a tie the final positions will be decided by the combined results of the two matches played between them as calculated according to (a), (b) and (c) above.

- 6.11. All matches must be played on or before the last day of the season as advised in the fixture list.
- 6.12. Late arrival. Team(s) must be present at the start of the match and all games will commence at this agreed time.
- 6.13. An incomplete team has the right to start a game without waiting for any absent player(s); nevertheless, the incomplete team does not use the boules of the absent player(s).
- 6.14. 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 a following game.
- 6.15. 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.
- 6.16. Any team not present 30 minutes after the agreed match start time will forfeit their game 13-0 to their opponent.
- 6.17. 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.
- 6.18. Except for exceptional circumstances, as agreed by the League Secretary, rearrangement will not be permitted.
- 6.19. 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 games will be rearranged at the discretion of the League Secretary.



## DEVON PETANQUE

a region of the English Pétanque Association



### 7. DISPUTES

- 7.1. Any dispute between teams with regard to the playing rules (as per clause 5.1) 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. Should the Regional Umpire be a party to a dispute the matter will be referred to the Regional Executive Committee to arbitrate.
- 7.2. All other disputes, if unresolved, should be referred to the League Secretary for adjudication. The League Secretary may refer any matter to the Regional Executive Committee.

### 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. Up to a maximum of nine trophies will be presented to the players of the team winning the League. Additional trophies will be presented, if required, but the cost will be at the team's expense. A perpetual League Trophy will also be presented which they may retain for one year.
- 9.2. The perpetual League Trophy must be returned to the League Secretary one month prior to the next Devon Pétanque Region AGM.