



EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT PLAYING PETANQUE BUT WERE TOO AFRAID TO ASK!

How many players are in a team & how many Boules do I play with?

Games can consist of singles (3 Boules each), doubles (3 Boules each), triples (2 Boules each)

Who throws the cochonette (Coch) out to start play and what is the order of play?

Either toss a coin, or one player puts the coch behind their back and the other team guesses which hand it's in.

The team who won the "toss" throw out the Coch (to between 6 and 10 metres), then throw the first Boule. Then the opposition throws. The boule closest to the Coch is said to be 'holding'. The non holding team then plays. Play must continue with the non-holding team until all their balls are used or they become "the holding" boule (this will change throughout the ends). Play continues until all 6 Boules from both teams are played. A player has one minute to throw his/her boule

The Circle

The circle must be marked by the player throwing the first boule. It is marked by a horizontal and vertical line at the front and side of the circle. This is to enable the circle to be replaced in the exact position if it is inadvertently removed. The circle can be moved back if there is not enough distance to throw the coch to the maximum distance of 10 metres.

The players feet must be entirely within the circle. The feet must not leave it or be lifted completely off the ground until the thrown boule has touched the ground.

If a player picks up the circle before their team has played all their boules then they forfeit those they have not played. If the opposition team have boules still to play, the circle is replaced and they can continue to play until they have played all their boules.

Where should the coch be positioned?

It must be thrown out, from within the circle without touching or stepping on it, between 6m – 10m and at least 50cms from the back line of a piste/lane. It can also be deemed playable even when resting or covering the side lines as there is no minimum requirement for it's distance from the sideline. (The measurement is taken from the inside rim of the circle). The complete coch must be over the 6m measurement. For a 10 metre measure the closest edge of the coch must be inside or on the limit.

If not within these confines, then the opposition places it on the piste. Do not kick it, drop it or throw it to a new location – it must be placed. The opposition have the right to contest the length after the first boule is thrown. After replacing the coch the first players boule is replayed.



What happens if the coch is shot out?

If during an end the coch is shot out & becomes dead, one of the following 3 cases can apply:

- 1. If both teams have boules to play the end is void and restarted at the opposite end by the team who threw the coch in the previous end.*
- 2. Only one team has boules to play, this team scores as many points as boules that remain to be played.*
- 3. The 2 teams have no more boules in hand and the end is void.*

Why should you always mark the 'Coch'?

When many pistes are being used there is a possibility that a Boule from another game may come into your playing area and move the Coch. The circle may also be moved accidentally by being kicked as a player enters or leaves it. It must be put back into its original place. When the coch is moved during play it needs to be remarked and the original rubbed out. You should also smooth out where the circle was marked.

Filling in a divot

The player playing the next boule is permitted to fill in one divot prior to throwing their boule. This is to replace the stones over the divot and can be done with the feet or hand however it is not permitted to use downward pressure ie stamp on the area.

Where does the next end start?

Place the circle over the Coch at the position of the previous end. It can be moved back only if there is less than 10.5 metres of playing area available ahead.

Where To Stand when you are not throwing?

When a player is in the circle the other players must remain silent. A good habit to get into is to stand just past the coch with the other members of your team. This is the ideal place to gather valuable information about the piste surface and formulate strategy. If your team is in the circle then your own team members can stand anywhere on the piste. The opponents must remain beyond the coch or behind the player in the circle and in both cases at least 2 metres from both the player in the circle or the coch.

How are points scored

A player or team scores points by having one or more of their boules closer to the 'Coch' than the opposition after all boules have been thrown. A maximum of 6 points (3 for singles) can be won by 1 team, only if all their Boule are closest to the Coch. Only 1 team can score in an end. You cannot score by having your Boule in 2nd place! A measure may be required if too close to tell which Boule is closest. Always measure from the centre edge of the Boule to the Couch – not the other way.

The measuring of a point is the duty of the player who last played or someone from their team. If it is the final scoring of an end the opposition will look and advise how many points they will give. These will be picked up and placed away from the remaining boules. If the team who has won the end think they may have further points, they ask to measure the remaining boules to ascertain the next closest.

If a player picks up his/her boules before their team has played all their boules their teams remaining boules are considered dead and cannot be played.

How many points win the game?

First to 13 wins. However, if a timed game is played then the team with the most points wins. In the event of a draw in a timed game, then another end must be played.

How do I write up my score if playing a melee or interclub?

Fill in the appropriate column W for a win or L for a loss. Put your score in 13:11, 8:13 etc then put in the differential. For a 13:11 win this would be +2. For an 8:13 loss it would be -5.

