

Kent Pétanque Association

10/10 Pétanque – Method of Play

Rules of Play

The normal rules of Pétanque apply except that each team has 10 minutes to play their game.

1. You win if you get to 10 points or if your opponents run out of time.
2. The first circle is the only circle and is used for all the ends.
3. Each team comprises 3 persons, two players and a skip who may be interchanged once during a game.
4. The duties of the skip are to agree with the opposing skip which is the holding boule and to operate the clock.
5. At the start of the game each team has 10 minutes set on their clock.
6. When a player from the first team to play enters the circle their clock is started.
7. When a team is declared on, their clock is stopped and their opponent's is started.
8. Measuring is done in one's own time. When not clear the skip of the team that played the last boule makes the measure while his clock is running. If the opposing skip does not agree then they must switch to their clock to conduct the measure. If an independent adjudication is required then the clock is paused until the measure is completed and the holding ball declared.
9. If the team throwing the last boule scores one or more points their clock continues to run until they have played the cochonet and their first boule of the next end.
10. If the team throwing the last boule does not score then their clock is stopped and their opponent's is started. One or more points is agreed and their clock continues to run until they have played the cochonet and their first boule.
11. If there is disagreement on the number of points scored after measuring, pause the clock pending an adjudication.
12. If the cochonet goes dead and both teams have boule to play the clock is paused until the cochonet has been re-thrown. When a player from the team to play enters the circle their clock is restarted.

To preserve your time allocation you are advised as follows.

The skip should make swift decisions on whether you are holding or need to play again – do not spend time walking up and down.

Decide the type of shot to be played without a long debate.

The player throwing the first boule needs to get in the circle and start the end as quickly as possible.

July 2nd 2010