

Rules Refresher

1. Dead ball lines (the strings) mark the out of bounds area. To be out of bounds, a boule or jack has to be completely outside of the string when viewed from above. (Art 9 and 18)
2. Barriers are usually walls hedges or fences that surround the playing area (Art 5)
3. It is permissible to play with a mixed set of boule provided they are all legal.
4. Before starting a new game, you should erase all other nearby circles. (Art 6)
5. Draw the circle – but not nearer than 2m from another circle. (Art 6)
6. The circle can be drawn right up to the dead ball line but must be at least 1m from an obstacle or a barrier. (Art 6)
7. The circle should be between 35cm and 50cm in diameter (many circles are too big) (Art 6)
8. Feet must be completely inside the circle and neither foot should be lifted until the thrown jack or boule has touched the ground (Art 6)
9. The thrown jack must be 6m to 10m measured from inside edge of the circle and at least 1m from any obstacle or dead ball line (Art 7)
10. Don't pick the jack up without agreement (Art 8)
11. Always mark the jack and key boules
12. The jack is dead if there is an 'out of bounds' area between the circle and the jack (eg a large puddle) (Art 9)
13. Responsibility for measuring is with the team who threw the last boule or the jack (Art 25). If you move the boule or jack when measuring then you lose the point. (Art 27)
14. A team only has 1 minute to throw the next boule once the position has been established through measuring if required. (Art 7)
15. Don't pick up a played boule
16. Only your own team mates can stand between the circle and the jack. Opponents must be at least 2m from both the jack and the player and behind both. (Art 16)
17. The next team to play a boule can erase any mark left by one previously thrown boule (not just the last boule) Art 10)

18. You are not allowed to rub out holes or marks between ends (gardening), but you must rub out old circles (Art 10)
19. Draw the new circle round the jack but you can move back in line to permit a throw up to the maximum distance (Art 7)
20. If the **thrown** jack is stopped by **anyone** it must be thrown again and doesn't count in the three throws (Art 8)
21. You only have 1 minute to throw the jack (ie for up to three attempts) (Art 8)
22. If the jack is accidentally moved it is put back provided it is marked. (Art 11)
23. If the jack is stopped by the umpire or a spectator – just leave it. (Art 14)
24. If the jack is stopped by a player (Art 14), then **provided it was marked**, the opponent can either:
 - a. Leave it
 - b. Put it back
 - c. Extend it to a maximum of 20m from the circle
25. Played boules that are stopped or deviated by a spectator or umpire remain where they are. (Art 19)
26. Played boules stopped or deviated by the players teammate are dead (Art 19)
27. Played boules stopped or deviated by an opponent are either left or replayed (the advantage rule) (Art 19)
28. When a boule is shot or hit and is stopped or deviated (Art 19) the opponent can
 - a. Leave it where it stopped
 - b. Place it on an extension line provided it had been marked
29. If you play the wrong boule it is valid but must be replaced immediately (Art 22)
30. If you play a boule from the wrong circle it is dead and anything it has displaced is put back (if marked) (Art 23)

The Top Fifteen Infringements

- ≈ Didn't rub out previous circles
- ≈ Drew the circle too big
- ≈ Drew the circle too close to another in play
- ≈ Didn't draw the circle round the jack from the previous end
- ≈ Stood on the circle when throwing
- ≈ Lifted a foot when throwing before the boule had landed
- ≈ Played the wrong boule
- ≈ Stood in the wrong place when an opponent was throwing
- ≈ Didn't mark the jack or key boules
- ≈ Ignored the 1 minute rule
- ≈ Stopped the thrown jack
- ≈ Gardened the terrain
- ≈ Picked up boules that had been thrown before the end was finished
- ≈ Didn't have the right equipment for measuring
- ≈ Didn't know the rules regarding stopped boules or jack