

## **FPUSA Rules and etiquette suggestions—based upon discussions with a Club Umpire**

### **When it's your team's turn to play:**

1. Filling a Hole: When it's your turn to play, you or a teammate may smooth one hole made by a previously thrown boule. You may not smooth a ball track or remove an obstacle. Additionally, you may not prepare a landing spot by excessive stamping or leveling nor sweep a wide area, particularly in front of a boule to be shot.
2. Marking the Circle and jack: Mark the circle **before** you throw the jack. Mark the jack before you throw a boule and each time it is moved during play.
3. Foot Faults: Keep both feet entirely within the circle; keep both feet on the ground until your boule lands. I do not attempt to judge whether a player's heel may be extended outside the imaginary cylinder that would be created by vertically extending the circle into a 3-dimensional figure. I would caution a player who is actually standing on the rear of the circle, even though no particular advantage is gained by doing so. The intent of this rule is to avoid a player gaining an unfair advantage by moving closer to the target or moving side-to-side to provide a better path around a defending boule.
4. Time Limit: Take no more than one minute to throw your boule after the opponent's throw has landed and stopped. If a measurement is required, the one minute begins when the measurement is decided. However, if the team spends more than a few seconds looking the situation over or discussing strategy **before** deciding to measure, that time should be deducted from the minute allowed. Players cannot spend an inordinate amount of time between the last boule stopping and the beginning of the measuring process.

5. Jack Knocked Out of Bounds: If your throw knocks the jack out of bounds, the circle should be placed at the location the jack occupied before it was displaced if that place was marked. Otherwise, pick up the circle and carry it to where the jack crossed the boundary line. Apply the rules for counting points when the jack is dead.

6. Picking Up The Circle: If you have played the last boule of the end, pick up the circle, carry it to the other end, and drop it around or behind the jack where it will not disrupt the measuring of boules and the counting of points. (Remember that you are not necessarily the player responsible for the correct placement of the circle—that is the responsibility of the team that won the end and is usually performed by the player who will throw the jack.)

7. Placing the Circle: To start the next end, the circle **must** be placed around where the jack finished in the previous end **unless** (1)the circle would then be less than one meter from any obstacle to throwing--like a wall, sign, etc, or (2)less than 1.5 meters from another active circle or jack, or (3)in an out-of-bounds area, or (4)in another lane or area than the one in which the game was being played. In situations (1) and (2), the circle is placed at the nearest point of relief. In situations (3) and (4), the circle is placed at the position the jack occupied before being displaced. If that position is unknown, it is placed at the nearest point of relief to where the jack crossed into an out-of-bounds area or another lane (or area) than the one in which the game was being played. If teams are unable to agree on where that point is, it is placed at the nearest point of relief from where it eventually came to rest.

Once the circle's valid position has been determined, if the jack could not be thrown to all valid distances, the team that is to throw the jack has **the option** of moving the circle back as explained in Article 7. That is: the player may step back, in line with the previous end's play, without exceeding the maximum distance authorized for the throwing of the jack. This opportunity is offered only if the jack cannot be thrown to the maximum distance in any other direction. If when moving the circle back one would encroach into another lane (or area), one may move it as far as possible in line with the previous end's play, then in parallel with the lane (or area) divider.

8. Measuring: The team that just played makes the first measure, then the other team may measure. Don't intrude on the opponent's measure. If you have doubts concerning their decision, wait until they step away, then step forward and make your own measure. For this purpose, each team must have appropriate measuring instruments. At minimum, each team should have a 2m or longer tape measure. In addition, a 1m folding measure with a sliding extension is highly recommended. If an umpire is called to measure, players must stand at least 2 meters away while the umpire is measuring. In FPUSA Title Tournaments an umpire should not be called to measure if the difference between the contested boules is more than four millimeters. I suggest that umpires should be lenient in enforcing this regulation if players do not evidence the ability to measure to that degree of certainty-- especially if players have limited mobility or eyesight impairments.

### **When it's your opponent's turn to play:**

9. After Throwing and Gaining the Point: You and your teammates must immediately proceed to a valid standing area so that the opponents, now in their 1-minute time limit, have clear room to examine the situation and plan their next play

10.

Where to Stand: Stand beyond the jack, at least 2 meters from the line of play, when an opponent is playing. You may also stand behind the circle—again 2 meters off the line of play--, but standing beyond the jack gives you a better view and prepares you to examine the results of your opponent's throw and plan your next play.

Don't stand anywhere between the circle and the jack. Stand still and don't talk during the regulation time allowed for a player to throw a boule.