



# PÉTANQUE

## Simple Rules

- **Choose a team**

Divide up into two teams. You can play singles with one player on each side, doubles with two players on each side, or triples with three players on each side. With teams of one or two, each player has 3 boules; with teams of 3 each has 2 boules.

- **Select Boules**

Both teams select their boules. Each team's boules should have Groove Patterns that distinguish them from the other side's boules to easily distinguish when counting up points.

- **Who goes first**

Toss a coin to see which side goes first

- **Toss the jack (cochonnet)**

The team that wins the coin toss chooses the starting location and then selects one of their players to throw out the jack. The starting location is indicated by a circle that is 35cm – 50cm in diameter. The circle can be etched in the surface. The player then stands with both feet inside the circle and throws the jack. It must not be closer than 1m from any obstacle.

- **Throw the Boules**

All boules must be thrown from within the starting circle and with both feet on the ground. The player attempts to throw the boule so that it lands as close to the jack as possible. It is okay to hit the jack!

- **The other team**

A player from the other team then steps into the circle and tries to place a boule closer to the cochonnet than their opponent, even if it means knocking the opponents out of the way. **You must throw within 1 minute of your turn starting.** The boule closest to the jack leads or is said to be "holding the point". The other team must continue throwing boules until they take the lead or run out of boules. There is no order that team members must follow when throwing their boules however, they must only throw their own boules, and they must go one at a time from within the starting circle. If they take the lead, then the other teams tries to recover by landing a lead boule.

- **When one team has no more boules**

When a team has no more boules to be played, the players of the other team throw theirs and try to place them as close as possible to the cochonnet.

- **Counting the points**

When all the boules are thrown, the points are counted. The team that has the boule closest to the jack wins the round. In addition, they also receive a point for each boule that is closer to the jack than their opponent's closest boule. Only one team scores points during a round.

- **Starting the next round**

The winners of the previous round draw a new starting circle. This starting circle is drawn around the cochonnet's last position. The winning team then selects a player to toss out the jack from this new starting circle and then throw out the first boule.

- **Winning the Game**

The first team to earn a total of 13 points wins the game. There is not a require number of rounds that must be played.