

ICS Petanca Rules

There are many rules for petanca, different in various countries and even between groups locally. Because of this, we will use one set of rules.

THESE ARE THE RULES USED BY THE ICS!

The best way to avoid people standing around waiting for other games to finish is to have timed games rather than first to 13.

The timekeeper blows a whistle or similar and everyone ends play together, with whatever score they have, be it 3 or 33. The team then plays the next team and after all the matches the scores are added together to determine the winner. It is proposed that games are 30 minutes each and that we play 3 games.

Teams are normally 4 people, each with 2 balls. A team captain is elected and one of them picks up the jack (the small ball), and offers both hands to opposing captain. If the chosen hand contains the ball then this team starts, if wrong then the team of the holder starts. The thrower stands with both feet within the throwing circle placed near the edge of the pitch facing the direction of play. The throwing circle should not be moved after the first ball is in play for that game. After each game the next game starts from the opposite end.

The game starts when the whistle is blown. It is important with a timed game that all teams have equal time to score points!

The first player throws the jack, which must land at least half way down the pitch and not closer than half a metre to the edge. We have agreed that if the initial throw of the jack does not meet the requirements mentioned, that it can be “encouraged” with a kick by a player.

The thrower then throws the first ball. Assuming that it stays on the pitch it is obviously the closest. (if it goes out the second ball is thrown). The other team then throws their balls (a player can throw up to 2 balls only before the next player has a turn, see below as to when a player may have more than 2 balls). This team continues to throw until they have a ball closest to the jack at which point the other team tries to get closest. Once a team has thrown all of their balls, regardless as to whether they are closest, the other team throws the rest of their balls.

The balls in a team that are closest to the jack are counted until a ball from the opposing team is found to be next closest. This stops the count. For example if team A has the first 3 balls closest and team B has the 4th closest, team A scores 3 points. No points for B. The only exception is when both teams have a ball equidistant then one point each is scored. Any other equidistant balls do not count towards the score.

If a ball is thrown and it goes out of play (crosses the pitch boundary or hits the edge) it is removed from play. Preferably before it rolls back and hits any other balls! Any balls that have been moved like this can be replaced as near to their original position as possible with the agreement of the captains. Hitting any other balls before going out is ok, and no repositioning is needed.

If the jack is knocked out of play the game is null & void and starts from the same end again with the original thrower.

The game ends when the whistle is blown. Any ball in the air is valid.

Some people insist that the ball is thrown with the back of the hand upwards. As many of us have mobility issues we do not insist on this. As long as it is thrown under arm (the club cannot afford hard hats) you can throw any way in which you feel comfortable.

If there are only 3 people on a team then this team has 2 extra balls and they take it in turn to throw these but, as mentioned above, no more than 2 balls can be throw sequentially