

EDMONDS PETANQUE CLUB

GENERAL RULES FOR TOURNAMENT AND LEAGUE PLAY

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EDMONDS PETANQUE CLUB

GENERAL RULES FOR TOURNAMENT AND LEAGUE PLAY

ARTICLE I TOURNAMENT ADMINISTRATION

- 1.1 Applicability of Rules and Tournament Management Structure. These Rules apply to the annual league and other multi-day or multi-week tournaments (a “**Tournament**”) that are sponsored by the Edmonds Petanque Club (the “**Club**”). They may be supplemented and amended to the extent desired by the Club’s Board of Directors (the “**Board**”) or by the committee appointed by the Board to oversee the administration of any given event (the “**Committee**”). The Committee shall be chaired by one of its members selected by the Board (the “**Commissioner**”).
- 1.2 FPUSA Rules and Rule Priorities. Except as otherwise noted in these Rules, Tournaments shall be subject to the rules of play of the FPUSA as adopted as of January 1, 2017, as modified by the changes made to the FIPJP rules as of 2021, and, in the event of any unresolved disputes, the rulings of the Committee or a jury appointed by the Board (the “**Jury**”). In the absence of such an appointment, the Jury shall be comprised of the members of the Committee. When a Committee is not created or fails to make or defers to the Board to make any of its decisions under these Rules the Board may do so in its stead. To the extent of any conflicts, the rulings of the Committee, the rulings of the Jury, these Rules, and the FPUSA rules shall be given priority in that order.
- 1.3 Participants to be Club Members. Except as otherwise authorized by the Board or as stated in these Rules, participation in the Club’s Tournaments and any post-season events shall be limited to its members, associate members and friends who are in good standing.
- 1.4 Entry Fee. The fees for participating in a Tournament and any post-season event shall be determined by the Board. Fees for the Tournament shall be paid to the Club at the time of that player’s registration and for any post-season event at a time designated by the Board.
- 1.5 Resolution of Tournament Issues. Tournaments shall be administered by the Commissioner and Committee. Except for disputes referred to a Jury as stated in Section 1.7, the Committee, by majority vote, shall resolve all questions and issues regarding the Tournament, its format, participant eligibility and disqualification, the schedule of play and the length of matches and games, forfeitures, point adjustments, and other details of the conduct of play, and may do so in ways that interpret, apply, expand upon, and vary from these Rules or the FPUSA rules when determined to be equitable and necessary to foster the objectives of the Club and the Tournament. Initial determinations of such matters may be made by the Commissioner, and his or her decisions may be appealed by those affected to the Committee. All decisions of the Committee shall be final.
- 1.6 Umpires. Tournaments may or may not be attended by umpires. When umpires are present and acting in that capacity, they shall have the authority to enforce these Rules and otherwise perform the duties assigned to them in the FPUSA rules, with their rulings subject to the review, confirmation and nullification by the Committee or the Jury.
- 1.7 Referrals of Disputes to Jury. In the event a dispute cannot be resolved by the participants or if any participant disputes the ruling of an umpire, the issue may be referred to the Jury for determination. As a general matter, the Jury may consider any dispute that is not so referred within 48 hours of the conclusion of the match to which it relates to be moot. Any Committee or

Jury member that is involved in the dispute or would be positively or negatively affected in the Tournament by a ruling shall recuse himself or herself from that matter. The decisions of any two of the three Jury members (or the third Jury member when the other two cannot act) shall be final. Jury decisions are not appealable.

- 1.8 Applicability of Liability Waivers. All Tournament play and related activities are a Club function and Club rules and the liability release waivers that have been or are provided to the Club by the members or Tournament participants shall apply to all acts and omissions, including negligence, that occur during or in connection with that Tournament. Participation in a Tournament shall in and of itself constitute that player's agreement that neither the Club nor its officers, directors, agents or employees, nor any member of a Committee or Jury, nor any other Club member or other participant in a Tournament, shall be liable for any personal injury (including death) or loss of or damage to property that may be sustained by that participant or that participant's family members or guests during or in connection with a Tournament; that each participant in a Tournament assumes all risks of such injury, loss or damage; and that each participant shall defend and indemnify all of the foregoing released persons from and against any claims asserted as a result of any such injury, loss or damage.

ARTICLE II MATCH FORMAT

- 2.1 Composition of Matches; Types and Length of Games. Each match shall consist of two games played in a doubles format, each to thirteen points.
- 2.2 No Gender Requirements. Teams may be men's, women's or mixed.
- 2.3 One Team per Participant. A player may only be a member of one team participating in a Tournament or post-season event.
- 2.4 Teams Members to Remain Fixed. Except when otherwise allowed for a specific team by the Committee for good cause, and subject to the use of substitutes as permitted by these Rules, each team shall be comprised of the same players throughout the Tournament and any post-season event.
- 2.5 Retention of Team Compositions. With respect to the same types of select club tournaments that are held annually or on some other periodic basis, players will be encouraged, but not required, to avoid pairing with the same partners in more than two consecutive such events.
- 2.6 Application of Certain Rules of Play. The FPUSA's rule requiring the ensuing throw of a boule to occur within 60 seconds of the coin toss, the throw or placement of the jack or the last throw of a boule or measurement will not be strictly enforced. The FPUSA rules relating to substitutes, late-arriving players, absences during play and the suspension of games shall be superseded by these Rules and if not herein restated shall be considered inapplicable. As stated in Article 6 of the FPUSA rules, the team first throwing the cochonnet in each game shall be determined by a coin flip.
- 2.7 Measurements. When an umpire is not present or readily available and a measurement is disputed or cannot be definitively ascertained, the players may obtain the assistance of any disinterested third party to make a final ruling, including any person playing on another team.

ARTICLE III SCHEDULE OF PLAY

- 3.1 Determination of Tournament Season. A Tournament's season shall be established by the Board. Events such as league play may also include a post-season competition to be held on dates designated by the Board.
- 3.2 Determination of Schedule of Play. Tournament play shall be scheduled by the Committee for the entire season in advance after the number of registrants has been ascertained. Play will typically occur two to four days per week, beginning at a time or times determined by the Committee.
- 3.3 Scheduling Equality. The Committee shall attempt to have teams play as many of the others and with a like number of matches per week as feasible, taking into consideration personal scheduling conflicts that are made known to the Committee as part of the registration process.
- 3.4 Adherence to Schedule. All participants shall make good faith efforts to adhere to their scheduled match times and locations to promote the camaraderie that is often present when multiple matches are held simultaneously.
- 3.5 Notice of Inability to Play. Teams that are unable to play at their scheduled times shall give its opposition as much notice as is practicable before the opposing team arrives at the assigned court.
- 3.6 Obligations to Reschedule. Except as stated for forfeitures in Section 3.7, teams that are unable to play matches or games at their scheduled times shall make a good faith effort to reschedule them with their opponents. That obligation extends to matches where one team has notified the other before the other arrives at the court that it will be unable to play at the scheduled time. In addition, the first time one team forfeits a game or match against another, the team that was prepared to play must make reasonable, good faith efforts to reschedule and play it.
- 3.7 Options to Reschedule. A team that is prepared to play a match or game that is forfeited by the opposing team may agree to reschedule them, but after complying with Section 3.6 for the first of such forfeitures, any such agreement is not required and shall be at the nonforfeiting team's sole option.
- 3.8 Rescheduling of Partial Matches. Once commenced, a match shall be played to completion unless both teams agree to reschedule the incomplete portions.
- 3.9 Rules Applicable to Rescheduled Matches. All of these Rules that govern matches and games, including those related to tardiness, substitute players, forfeitures and how match points are calculated, shall likewise apply to rescheduled matches and games.
- 3.10 Dates and Times of Rescheduled Matches. Subject to the priority of court use stated in Section 4.4, rescheduled matches and games may be held at any time during the Tournament's season.
- 3.11 Reporting of Rescheduled Matches. The date, time and place of all rescheduled matches or games shall be reported to the Commissioner before they take place.
- 3.12 Completion of Matches. All scheduled and rescheduled matches and games must be played and reported within the Tournament season.

**ARTICLE IV
LOCATION OF PLAY**

- 4.1 Locations of Matches. Absent unusual circumstances, the matches shall be held on the petanque courts at the Edmonds Civic Playfield at 6th Avenue North and Bell Street. When necessary to accommodate personal constraints or to facilitate completion of the schedule, some matches may be held on the infield at the Playfield or in Seattle or Bellevue.
- 4.2 Assignments of Courts. The courts and infield shall be assigned by the Committee for the regularly-scheduled matches to be played at the Edmonds Civic Playfield. Any areas of play outside of Edmonds shall be determined by the players of those matches.
- 4.3 Rescheduled Games and Matches. Games and matches at the Edmonds Civic Playfield that are rescheduled shall be played on the courts originally assigned to them.
- 4.4 Priority for Use of Courts. The following priority is to be afforded the use of the petanque courts at the Edmonds Civic Playfield: (1) except for the day or days of any post-season event, which shall be afforded first priority, regular Club play during the Club's scheduled hours established by the Board (currently anticipated to be Wednesdays from 1:30 to 3:30; Saturdays from 10:00 to 1:00 and 1:30 to 3:30; and Sundays from 1:30 to 3:30); (2) Tournament play as scheduled by the Committee for the season; and (3) Tournament play as rescheduled by the participants. All Club members are requested to defer to this protocol during the Tournament season.

**ARTICLE V
SUBSTITUTIONS**

- 5.1 Rights to Play with Substitutes. During any period in which one team member is absent from or must leave a match, and subject to the limitations stated in this Article, the other team member may elect to play with a substitute.
- 5.2 Substitutes must be Club Members or Club Friends. Substitutes must be members, associates or friends of the Club.
- 5.3 Use of Multiple Substitutes. A team member may use more than one substitute in a match or game; i.e., one player may be substituted for another substitute.
- 5.4 No Substitutes may be Team Members. No person who is a member of any team in a Tournament may be a substitute for any player on any other team.
- 5.5 No Substitutes for Team Members Present. A substitute may not be used for any team member if he or she is present at the court at the inception of a match and so long as that person remains present and is able to play.
- 5.6 No Substitutes for Both Players. Substitutes may not be used simultaneously for both players on the same team.
- 5.7 No Substitute for Both Teams. A person may not play as a substitute for both teams in the same game.
- 5.8 No Substitutes in Simultaneous Games. A person may not play as a substitute in different games simultaneously, but otherwise may play for different teams in different games.

- 5.9 Team Member's Replacement of Substitute. If a missing team member who is able to play arrives during a game for which he or she has been substituted, the substitute must be replaced by that team member as stated in Section 6.9.
- 5.10 Pool of Available Substitutes. The Committee may create a pool of potential substitutes among Club members, associates and friends who are not otherwise able or prefer not to compete as a team member and, to facilitate their use, may provide the Tournament's participants with the name and contact information of the substitutes or of a person who shall retain a list of those wishing to be available for that purpose.
- 5.11 Rules Applicable to Substitutes. The Rules in Article VI pertaining to when matches are to commence and the ceding of points for tardiness shall apply to any substitute as if he or she was the absent team member.

ARTICLE VI TARDINESS

- 6.1 Requirements for Teams Being Prepared to Play. For a team to be considered prepared to participate in a match or game at least one of its members must be present at the assigned court and ready, willing and able to play. However, a team otherwise ready, willing and able to play is excused from going to the court when that team is able to demonstrate that it was notified or otherwise aware that the other team would not be present.
- 6.2 Match Commencement Grace Period. Except when it is known that a player will remain absent, a match may not commence during the first fifteen minutes after the scheduled starting time unless all team members are present.
- 6.3 Forfeiture Grace Period for Matches. If, prior to being present at the court, neither team was notified or aware of the unavailability of the other, each team shall afford the other one hour from the scheduled starting time of the match to field its team at the court, and if the other team fails to be present within that time and the first game in that match is not commenced it will be deemed to have forfeited the match except as otherwise stated in Sections 7.2 and 7.4.
- 6.4 Forfeiture Grace Period for Second Games. If the first game in a match is completed, each team shall afford the other fifteen minutes from such completion within which to commence the second game, and if one team remains ready, willing and able to play and the other teams fails to do so within that period and that game is not played, the team not present shall be deemed to have forfeited that game except as otherwise stated in Sections 7.2 and 7.4.
- 6.5 Forfeiture Grace Period for Games in Progress. If either team abandons or discontinues playing in a game in progress for more than fifteen minutes on one occasion or more than thirty minutes cumulatively in two or more occasions and the other is ready, willing and able to play, and if that game is not completed, the abandoning team shall be deemed to have forfeited that game except as otherwise stated in Sections 7.2 and 7.4.
- 6.6 Disqualification. Any team that fails to adhere to these Rules in any material respect, and any team that forfeits more than three matches or six games, may be disqualified by the Committee or a Jury from participating in the remainder of the Tournament and any post-season events.
- 6.7 Right to Play with Partner Absent. If both players on a team are present at the court but only one on the other, the shorthanded team may elect to play with (a) a substitute as provided in these Rules, or (b) one player until his or her partner or a substitute for that partner arrives and joins the

match, but during the interim that player may only play his or her boules (essentially resulting in that part of that game being two players with six boules against one with three boules).

6.8 Agreement Required When Players are Absent from both Teams. If both teams are missing a player, the match may be played (a) one-on-one (with three boules each) only if both players agree, or (b) with one or both teams using a substitute.

6.9 Entry of Tardy Team Member. If a team member arrives after a match has begun (when the jack has been first thrown), he or she may not take part in that round, but shall join the match in the following round.

ARTICLE VII FORFEITURES

7.1 Definition of Forfeitures. When used in these Rules, the term “**forfeiture**” and its derivatives shall be deemed to refer to one or more of the following circumstances affecting a team that is prepared to participate in a match or game as stated in Section 6.1, and such match or game is not played or completed because:

- (a) The opposing team concedes that match or game to the team prepared to play; or
- (b) The opposing team did not give the team prepared to play notice of its inability to adhere to the scheduled date of their match before the team prepared to play arrives at the court and the opposing team is not present or otherwise ready, willing or able to commence that match within the grace period for matches stated in Section 6.3 or the second game in a match within the grace period for second games stated in Section 6.4; or
- (c) Once commenced, the opposing team abandons play or discontinues playing in that game for either of the periods stated in Section 6.5; or
- (d) The affected team makes a good faith effort to reschedule a match or game as and when required to do so by Section 3.6 and the opposing team fails to do so; or
- (e) If the affected teams fails to make a good faith effort to reschedule a game or match as required by Section 3.6, both teams shall be deemed to have forfeited that game or match.

7.2 Played Rescheduled Matches and Games. Any match or game that is rescheduled and played shall not be considered forfeited.

7.3 Unplayed Rescheduled Matches and Games. If, for any reason other than a subsequent forfeiture, a forfeited match or game is rescheduled but not played or a forfeited game is rescheduled and played but not completed, the original forfeiture of such match or game shall remain in effect.

7.4 Forfeited Rescheduled Matches and Games. If, because of a subsequent forfeiture, a forfeited match or game is rescheduled but not played or a forfeited game is rescheduled and played but not completed, the subsequent forfeiture shall supersede the original.

ARTICLE VIII SCORING

8.1 Points for Games and Matches. Except as otherwise stated in this Article, the winners of each game shall be awarded one point. Additionally, the team with the highest aggregate number of

- points scored in the two games played in a match shall be awarded one point. If the number of aggregate points scored in a completed match is the same for each team, each of them shall be awarded one-half point.
- 8.2 No Points for Unplayed or Incomplete Games. No points shall be awarded for incomplete games or games not played because of inclement weather or any other reasons.
- 8.3 No Third Point for Unplayed or Incomplete Second Game. If one game in a match is completed but neither team is ready, willing and able to play or complete the second and such second game is not played if rescheduled, the team winning the first game shall earn one point but no third point for that match shall be awarded.
- 8.4 No Points for Forfeited Matches. Neither a team that forfeits a match before it commences or before any game in it is completed nor the opposing team shall receive any points for that match.
- 8.5 Points for Partially Forfeited Matches. If a game is completed in a match but the remainder of that match is forfeited, the forfeiting team shall be awarded no points. If the nonforfeiting team won the completed game it shall be awarded one point plus one-half of the third point ordinarily assigned for such match.
- 8.6 Points in Games Ceded for Tardiness. If a team is not ready, willing and able to play because of the absence of both players (or of one player if he or she does not elect to play alone or with a substitute present at the court) fifteen minutes after the scheduled start time, that team cedes one point in the ensuing game to the other team if it prepared to play, plus an additional point in that game for each five minutes thereafter that such team remains absent or unable or unwilling to play.
- 8.7 Points Disregarded for Disqualifications. If a team is disqualified from the Tournament as stated in Section 6.6, all games played by that team shall be void, any points awarded for those matches shall not be counted for or against any team it has played, and none of its scheduled games shall be included in the “available games” referred to in Section 9.2.
- 8.8 Reporting Scores. Both teams shall report their scores and points to the Commissioner within 48 hours after the completion of the match. If only one team submits that report within that period the other team may be precluded by the Commissioner from objecting to his or her acceptance of the reported items.
- 8.9 Publishing Standings. The Commissioner shall publish the teams’ scores and standings via email or the Club’s website periodically throughout the season.

ARTICLE IX RANKINGS

- 9.1 General Ranking Methodology. Upon the expiration of Tournament play, and except as stated in Section 9.2 with respect to teams disadvantaged by their opponents’ forfeitures, the rankings of the teams shall be determined by each team’s number of points earned for games won during the season, including the third point awarded in each match.
- 9.2 Ranking Methodology for Teams Subjected to Forfeitures. If both teams forfeit a match as stated in Section 7.1(e), either or both of them that are not precluded from playing other matches because of their respective opponents’ forfeitures, shall be ranked in the manner stated in Section 9.1. Otherwise, in the event any team plays less than all of its scheduled games because of its opposition’s forfeitures, its rankings vis-à-vis all of the other teams shall be based upon each

team's average number of match points won per its available games, as determined by dividing the total points awarded to that team in all of its matches by the number of its available games. For the purpose of this Article, a team's "**available games**" shall be the number of games for which it was scheduled in the Tournament, less any of those games that were not played because they were forfeited only by its opponent or excluded as stated in Section 8.7.

- 9.3 Determination of Tournament Season Champion by Points. The team with the highest number of points (or the highest average points per available game where applicable) at the end of the Tournament season shall be the Tournament season champion.
- 9.4 Determining Tournament Champion by Playoff. If the Tournament season format includes more than one division because of the number of participants, the Committee may devise a way to determine the Tournament season champion through a playoff undertaken prior to or as a part of a post-season event, and in doing so shall incorporate the criteria stated in Sections 9.1 and 9.2 to determine the ranking of the teams in each division.
- 9.5 Ranking Tied Teams. The rankings of teams tied among those that were not subject to its oppositions' forfeitures shall be determined by reference to one of the following in the order listed: (a) each team's total net score ascertained by subtracting its total "points against" from its total "points for," (b) each team's point differential ascertained by dividing its total "points for" by its "points against," or (c) the winner of the games played among the tied teams, with the "points" in parts (a) and (b) of this Section referring to the points scored in games, excluding the points awarded for winning games and the third match points.
- 9.6 Ranking Tied Teams Subject to Forfeitures. When a team's ranking is determined by its averaged points per available game and that ranking results in a tie with another team, the rankings of those teams shall be determined in the manner stated in Section 9.5, except for part (a), each of such team's total net score shall be ascertained by subtracting its averaged "points against" per available game from its averaged "points for" per available game, and for part (b), their point differentials shall be decided by dividing each team's averaged "points for" per available game by its averaged "points against" per available game, with the "points" in said parts (a) and (b) referring to the points scored in games, excluding the points awarded for winning games and the third match points.
- 9.7 Final Tie Breaker. If the methods described in Section 9.5 or 9.6 are insufficient to break a tie, the Committee may elect to declare the tie final or devise another method to determine the rankings of the affected teams.
- 9.8 Use of Rankings. The final standings in Tournament play shall influence the seeding or other aspects any post-season event, including any post-season play that is necessary to determine the Tournament season champion, in a manner decided by the Committee.

ARTICLE X RECOGNITION OF WINNERS

- 10.1 Medals Awarded for League Winners. For the Club's annual league, medals shall be awarded to the Tournament season champion, runner up and third place finisher.
- 10.2 Chris Guitton Cup. The names of the team members of the Tournament season champion shall be engraved on the Chris Guitton Cup.

- 10.3 Awards for Post-season Tournament Winners. Depending on the number of players, it is anticipated that the winners of any post-season tournament shall receive medals or comparable prizes that are in addition to those awarded for Tournament play over the season.
- 10.4 Awards for Other Post-season Events. The Board shall determine the awards to be made for any other types of Tournaments or post-season events.

ARTICLE XI CODE OF CONDUCT

- 11.1 Required Conduct of Participants. Every participant shall comply with all city ordinances applicable to the areas of play and adhere to these Rules, the FPUSA rules, the FPUSA's Code of Conduct, and the decisions of the umpire (if any), the Committee and the Jury and shall attempt to settle any disputes arising with respect to or during matches in a manner reflecting those guidelines and common sense, fair play and courtesy.
- 11.2 Adherence to Sport's Etiquette. Participants shall endeavor to become familiar with and adhere to the etiquette expected of players and spectators associated with petanque tournaments. Such practices include avoiding noise, movement, gestures and other distractions while another player is pointing or shooting; standing outside the courts and opposite or behind the jack or sitting on benches or chairs adjoining the courts when the opposing team is playing; keeping one's boules away from areas where they are likely to be stepped on; and, while not strictly subject to FPUSA's 60 second rule, playing each game at a pace that is as reasonably close to such tempo as practicable.

ARTICLE XII POST-SEASON EVENTS

- 12.1 Post-season Events Optional. On a date or dates shortly following the end of the Tournament season that are determined and announced by the Board or Committee, the Club may hold a post-season event such as a one or two day tournament, the contestants in which shall be limited to the Tournament participants then in good standing (i.e., those who have not been disqualified by the Committee or Jury).
- 12.2 Use of Substitutes in Post-season Events. Substitutes for team members in a post-season tournament or other event shall only be permitted with the consent of the Commissioner or Committee.
- 12.3 Format of Post-season Events. The format for the post-season event shall be determined by the Board or Committee and announced to the persons eligible to participate during the Tournament season.

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