

BOULE

Venue

Main Sports Field

Organising Table

Derby Merlin 998

Registration

10:00

Start Time

11:00

Each Area will enter a team of three. Each team will use the Boule provided by the Organisers. Each player will have two Boule, creating a maximum scoring opportunity per end of 6.

The first round will be on a league basis with each team playing each other, the top two teams in each league going through to the second round. Two points will be awarded for a win, one point for a draw. In the event of a tie league positions will be decided on points difference during the games, i.e. points scored minus points conceded. If the point's difference is equal, the result of the match between the two teams concerned is consid-

Rules cont'd...

The players will score all the earlier matches. Competitors must wear smooth soled shoes or training shoes. Treads or heels will not be allowed on the playing area. Placings down to 16th to be determined on the basis of progress in the knockout part of the competition, games won and thereafter on the basis of points won.

Games will commence by tossing a coin to see which team goes first. A player of the team winning the toss selects a starting place and scratches a circle in the ground. He then tosses the cochonnet (jack ball) a distance of from six to ten metres within the designated playing area; however, it is technically invalid if it ends up less than half a metre (1 1/2 feet) from any obstacle. If this occurs, the cochonnet is returned and the player throws again. If the cochonnet lands shorter than 6m or longer than 10m, the same applies. The player has 3 attempts to land the cochonnet before the turn is forfeited to the other team. The game proper starts when a player of the first team, standing with both feet together within the circle, throws a boule and attempts to place it as near as possible to the cochonnet, preferably between him and the cochonnet. The second team must then play until at least one of its boules is closer to the cochonnet than the first team's boule. This can be accomplished either by more accurate placing of a boule, or by shooting the adversary boule out of the game by impact. Assuming the second team achieves this before running out of boules, the first team then plays until successful or out of boules, and so on alternately until all the boules of both teams have been played. If the cochonnet is displaced, the game continues unless the cochonnet either goes outside an agreed perimeter, or cannot be seen from the circle. In that case the round is annulled and re-started; however, if the cochonnet is knocked away when one team has thrown all its boules and the other team still has boules in hand, the team with the Boules in hand earn one point for each one that it has not played. When both teams have thrown all their boules, the round is complete and the points are determined. The winning team receives one point for each boule closer than any boule of the opposing team (Thus the maximum possible score in any one round is normally six). A player of the team winning the round again throws the cochonnet and another round begins.

The format of the event will be dependant on the number of teams entering on the day of the competition and the organisers reserve the right to alter the rules of the event and the format on the day.

The Event Convenor will act as referee and settle any disputes that may arise.

Mitch Robinson, NSW 2008 Sports Convenor, will perform final arbitration