
RUTLAND & DISTRICT PÉTANQUE LEAGUE SEASON 2024 Rules

- 1. A Team will consist of a maximum of 6 players in any League Match.*
- 2. In each League Match teams will play two Games/Legs of triples. The total number of games/legs per League Match will therefore be four*
- 3. All League Matches shall be played to B P A rules and all League Ends/Legs will be played to 13 points. Please note that there is NO strict rule as to how the boule is thrown - safety is the prime requirement.*
- 4. Teams playing away will play on the same piste or lane throughout the League Match where this is practicable.*
- 5. a. Prior to the start of any League Match, the Home Team Captain must explain to his/her opposite number any "local" rules appertaining to "out of bounds" etc*

*b. When two legs of a match are being played on adjacent pistes, either Captain may stipulate that the two playing areas be divided by a length of string.
It is the responsibility of the home captain to arrange this.*
- 6. Scorecards*
 - a. Names (Initials & Surname) of all the players taking part in a League Match must be printed in the place provided on the scorecard.*
 - b. It is the responsibility of the Home team captain to submit the result via the league results website before 6.30pm the next day.
www.petanqueresults.com/rutland*
 - c. It is the responsibility of Home Team Captain to retain the completed & signed fixture results cards/sheets until the end of the season.
This may be required in the event of any query.*
 - d. **Contact:**
Steve Knight 07926096412 oakhammember@gmail.com
George Cook 07836 707360 george.cook6@btinternet.com*

***Results Website :** <https://active-results.com/rutland/index.php>*
- 7. Each team must appoint a Captain for each League Match. This appointment need not be the same member for all League Matches.*
- 8. League Match Captains will be responsible for agreeing the scores and results of each League Match.*
- 9. If there is a dispute concerning the rules of play etc. during a league Match, it will be the responsibility of both Captains to report the matter to the*

League secretary. If no eventual agreement can be reached the decision of the League Executive will be final.

10 League positions

One League point will be awarded per League game/leg won, whether home or away. Team positions in the League will be decided by:

- a. Number of games/legs won*
- b. If two or more teams have gained equal game/leg points then the points difference will decide.*

11. Penalty sanctions.

- a. Under normal circumstances all League Matches will start at 7.30 pm or within ten minutes of that time*
- b. If play has not commenced by 7.40 pm because one or more players have not arrived, the opposing captain can ask for penalty sanctions.*
- c. The non-offending Captain can ask the opposing Team to commence play although his Team is incomplete. In this case the remaining players of the incomplete Team may only play their own boules and those of the absent player(s) are forfeit. **Late arriving players may join their team when the end in progress has been completed.***
- d. Should no player from the opposing Team appear by 7.40 pm the non-offending Captain may claim one leg. After a further interval/delay of 10 minutes he may claim a further leg and subsequent legs after intervals of 10 minutes until the 4 legs have been claimed. For each leg claimed, a score of 13-7 should be recorded.*

12.Players

- a. Any player who has played for a CLUB at any time during a season may not play for any other Club during that season except with the approval of the League Executive.*
- b. In Cup Semi-final and Final matches any player in a team must have played for that club in at least three matches - League or Cup - during that season prior to the match being played.*
- c. In Cup games, if a Club has two teams entered in the Cup but does not have room to play both matches at home if so drawn, then the first team drawn will play at home and the second team drawn will play away.*
- d. Where a player has been barred by a Landlord from that Landlord's premises it is the responsibility of the club to which he belongs to field a team(s) acceptable to the host venue. i.e. the club must obtain confirmed acceptance that the player will be allowed to attend and play at the host venue before that player is picked to play.*

e. Each Team may substitute one player in each triple, only at the changeover between the two sets of triples matches.

13. Postponement and Abandonment of Matches

Captains are expected to take a common-sense approach to ensuring that their team turns out each week and to organise teams far enough in advance in order that problems do not occur. Where there are difficulties in raising a full squad of 6 players, it is possible for a team to field fewer than 6 players. The reduced team will play fewer boules but still have a chance of gaining points, rather than having all legs awarded against them. Remember that a squad of only three has a chance of winning two legs. The normal rule applies of two boules per player for triples and, in Cup Matches, three boules per player for doubles. (Therefore, if you are playing with only 5 players in a league match then one team will have 3 players with 2 boules and one team with 2 players with only 2 boules.)

- a) All matches should be played on the date given in the League Fixtures List, if a team needs to re-arrange due to non-availability of the venue, match should be played on earliest available date (matches can be played on days other than Tuesday by arrangement)*
- b) Where team A fails to play a match, the match will be awarded to the opposition team B with a score of 4 legs to team B and 0 legs to team A, with the points score being 13 points to team B and 7 points to Team A for each of the legs. In addition, 2 legs will be deducted from the team which has caused the match to be cancelled.*
- c) Where a team fields only 3 players and only 2 legs are played, the unplayed legs will be deemed to have been lost by the team responsible with points score of 13 points to 7 points.*
- d) The two captains may agree to abandon a match because of exceptional circumstances, i.e. danger of a thunderstorm/lightning, snow on the piste, flooded piste or failure of floodlighting. The completed legs scores at the point of abandonment will stand unless both captains agree to re-arrange the fixture, either wholly or in part, **within 3 weeks of the date of the original fixture.** Captains can agree to:
 - replay the fixture in full*
 - re-commence with the scores at the point of abandonment*
 - recommence at the start of the second leg if the first leg has been completed**
- e) Where an abandoned league match has to be completed at a later date a team may introduce different players with the agreement of the opposing captain.*

13. League Tables/Results are posted on the Rutland League results website:

<https://active-results.com/rutland/index.php>

14. Where any club knowingly submitted incorrect results/scores for a match that club would be deducted 8 points and the opposition also would be deducted 8 points should they have knowingly agreed to the incorrect score(s) being submitted.

If you have any comments or complaints, please contact Steve Knight or George Cook as soon as is possible and we will endeavour to cure the problem!

RUTLAND & DISTRICT PÉTANQUE – CUP KNOCK-OUT RULES

30.11.2014

GREENE KING CUP & TURNER PLATE RULES

1. *a. All clubs will be required to enter the Cup Competition unless they indicate their withdrawal on the Registration Form*

b. All clubs knocked out in the first round or preliminary round(s) will be required to enter the Turner Plate Competition.
At the AGM Jan 2007, it was decided on the following interpretation:
After discussion it was confirmed that the Rule 1b was to be interpreted that should a team withdraw or forfeit that match in the preliminary or first round of the Greene King Cup then that team also forfeited their right to play in the Turner Plate. Only teams who played in the preliminary or first round of the Cup and lost/were knocked out would be eligible for the Turner Plate
2. *Matches will be decided by a random draw with the first team out of the "hat" being the home team. In the event of there being 2 or more teams from 1 club and the club cannot play more than 1 game on their piste then the first team drawn from that club will have the Home fixture if applicable and the further team(s) will be "Away". This will only apply should both or all Teams from 1 club be drawn as "Home" fixtures.*
3. *There may be a requirement for preliminary rounds to be played if the numbers of teams is "uneven".*
4. *Matches will be between 6 players on each Team and consist of 2 triples followed by 3 doubles games/legs.*
5. *The teams will name their triples and doubles teams before the commencement of play and these will be strictly adhered to.*
6. *The principle of being "cup-tied" is applied to all Cup and Plate games/matches - i.e. once a player has played in a Cup or Plate match (this particularly applies to Clubs who may have more than one team) at any time during a season may not play in the Cup or Plate for any other Team, even if that team is part of the same club, during that season. This overrides Normal League rules. Also in Cup Semi-final and Final matches any player in a team must previously have played for that team in at least three matches - League or Cup - during that season prior to the match being played.*
7. *Normal League Rules will apply to scoring, "local" rules, commencement of play, etc.*
8. *Cup and plate games will be played to a maximum of 11 ends with the exception of the finals which will be first to 13*

RUTLAND & DISTRICT PÉTANQUE LEAGUE

LEAGUE CONSTITUTION

approved at AGM 2005
amended at AGM 2011 & AGM 2018

CHANGES in red accepted at the AGM 2018

1. The official name of the league is **The Rutland and District Pétanque League.**
2. **The aims of the League** are:
 - a. To foster and encourage the playing of pétanque within the area controlled by the League.
 - b. To organise an Inter-Club League and to run competitions on behalf of club members.
3. **The Executive and the League Committee**

- a. The Executive of the League is to be elected at the AGM and comprise:
 - Chairman
 - League Secretary
 - Treasurer
 - **Fixture Secretary**
 - **Or as deemed by the Executive**

(Any member of the Executive may hold one other office) The quorum for a meeting of the Executive is two. The purpose of the Executive is to deal with the day to day running of the league.

- b. The Committee of the League shall consist of the Executive plus one voting member from each division. The purpose of the League Committee is to be consulted on issues where the Executive deem it is appropriate.
- c. All Members of the League Committee shall be bone-fide members of a club affiliated to the League.
- d. All Members of the Executive and the League Committee shall be elected at the League AGM. Nominations will be invited when the Notice of the AGM is sent out. Election to the Executive and the League Committee shall be on a show of hands at the AGM.
- e. The League Committee will be convened as necessary by the **Chairman or** Secretary. Controversial issues which cannot be decided/resolved through e-mail or telephone discussions will be referred to a formal meeting of the League Committee.
- f. Minute and Records of each meeting shall be kept by the Secretary

4. **General Meetings**

- a. The Annual General Meeting of the League shall be held not later than December 31st in each year. Each club will be given 21 clear days' notice – either by telephone, e-mail, fax or in writing to a recognised team representative.
- b. All propositions, either from teams or individuals, must be submitted in writing to the League Secretary in time for those propositions to be circulated with the Agenda for the Annual General Meeting or any Extraordinary General Meeting.

This includes proposals to change or introduce new League Rules.

- c. AGM's and General Meetings shall be open to all members of teams belonging to the League.

Only one Vote per Team at meetings, using a show of hands.

- d. Extraordinary General Meetings (EGM's) can be called at any time by:
 - a. the League's Executive giving 21 days clear notice as in 4(a)
 - b. a syndicate of at least one quarter of member clubs giving 7 clear days notice to the League Executive to call an EGM and the League Executive must call an Extraordinary General Meeting on or before the expiry of that notice, giving all teams 21 clear days' notice as in 4(a).

5. League Funds

- a. *An affiliation fee of the Clubs wishing to be Members of the League shall be levied each year. The amount of this fee shall be decided at the AGM and shall apply until the next AGM.*
- b. *A record of all incoming monies and expenditures shall be maintained by the Treasurer, who shall produce a record of income and expenditure at the AGM*
- c. The League's Financial Year shall run from October 1st to Sept 30th of the following year.
- d. The League's funds shall be deposited in a recognised financial institution.

- 6. The **Executive has the right to withhold/withdraw membership** to any team. There will be fourteen days in which to appeal to the League Committee (once formed).

7 Annual Registration and fixtures

- a) Registration forms will be made available by the League Secretary no later than January 1 each year.
- b) No registration will be accepted unless and until the Secretary **[or appointed officer]** has received a completed registration form and the necessary fee.
- c) All registrations must be received together with the fee on or before March 1st of each year. It will be at the absolute discretion of the League Committee as to whether any registrations received after this date are accepted.
- d) The secretary and chairman will decide the most appropriate format of divisions, having discussed the issues with members of the other **executive & consultative committee**.
- e) Each team will play all other teams in their division twice – once at home and once away – unless the home team have unavoidable problems with venue (e.g. pub is closed for renovations) and they wish to play their fixture(s) on a 2-away games principle by mutual agreement.
- f) In a year when a smaller new division is appropriate to accommodate new teams, teams in that division may play each other four times – twice home and twice away. To avoid rejecting applications from new teams it may be necessary to adjust the number of teams in the established divisions.