



Penalties

YELLOW | ORANGE | RED





PENALTIES

Introduction

In the sport of pétanque, there are many offences that can occur in a game situation, for which there are a number of penalties that the umpire can impose.

Faults, such as taking more than one minute to play a boule or throw the jack. The penalty for this fault is a warning (yellow card) to the team concerned.

If such a fault were to be repeated in the same game, the penalty would be the disqualification of one boule (orange card) per player - 3 boules in a triples game - so the seriousness of a fault, the penalty and the effect it can have on a game should not be underestimated.

The following pages are designed to help umpires, coaches and players understand the various penalties available in our sport and how they can be applied.

We hope you find this document useful.

CEP UMPIRING COMMISSION

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WARNING

YELLOW CARD

An official warning (yellow card) must always be presented clearly for the player or team to see.
The umpire must always explain why the warning is given, clearly justifying the reason.

01

Marking the circle

Although any player may mark the circle the responsibility rests with the player who throws or places the jack.

02

Marking the jack

Any player may mark the position of the jack however, the responsibility of marking the jack belongs to the player who threw, placed or moved the jack during play.

In the case of the placed jack, for a second fault during the game the team receives a warning.

03

Play

An official warning is given in the case of a player's first fault in a game, for not observing the rules during a game.

04

Time limit

For exceeding the time allowed to play - 1 minute - the team receives a warning.

05

Bad behaviour

A player who is guilty of bad behaviour or refuses to comply with the umpires decision receives a warning.

An official warning (yellow card) for playing matters will apply for the duration of a game.
An official warning for issues related to behaviour will apply for the duration of the competition

DISQUALIFICATION

ORANGE CARD

Disqualifying a boule (orange card) must always be presented clearly for the player or team to see.
The umpire must explain why the boule is being disqualified, clearly justifying the reason.

01

Boule played

After a second fault, resulting in an orange card, the boule played is cancelled as follows:

1. When a boule that is shot or pointed does not hit any other boule or the jack and remains on the playing area, it is disqualified and must be removed.
2. When a boule shot or pointed, has moved another boule or the jack, it is disqualified and must be removed. Any boule or the jack that has been moved must be put back in place if marked. - If the boules or jack are not marked they remain in their new location and the teams are advised they "must" mark the position of the jack at all times.
The "advantage" rule does not apply.

02

Boule to be played

After a second fault, resulting in an orange card, the next boule to be played is disqualified as follows:

1. A boule that is shot or pointed which does not hit anything on the authorised playing area and goes out of bounds.
To be consistent with the penalty, in this particular case the next boule to be played is disqualified.

During a game, a player may be penalised with disqualification of a boule (orange card) only once.
There is no disqualification of a boule for a fault concerning bad behaviour.

EXCLUSION/DISQUALIFICATION

RED CARD

Exclusion or Disqualification (red card) must always be presented clearly for the player or team to see. The umpire must explain why the player or team is being excluded or disqualified, clearly justifying the reason.

01

Exclusion of the player

After a third playing fault, resulting in an red card, the player is excluded from the game in question.

The player's team may continue to play but they cannot use the excluded player's boules.

02

Disqualification of the team

After a third playing fault resulting in a red card that involves the team they are disqualified from the game and a win is awarded to their opponent.

03

Disqualification of both teams

In a case when both teams have colluded, perhaps to arrange a result or outcome of a game, both teams are disqualified from the competition.

04

Bad behaviour

After a second behaviour issue involving a player or teams, resulting in a red card, the player or team is disqualified from the competition.

The exclusion of a player or disqualification of the team (red card) should only be awarded after a third "playing" penalty in the game. The exclusion of a player or disqualification of the team (red card) should be awarded after a warning (yellow card) for bad behaviour.

THE HANDLING OF CARDS – PLAYING FAULTS AND BAD BEHAVIOUR

Successive playing faults during a game

CASE 1	1st playing fault	Warning (Yellow card)
	2nd playing fault	Disqualify boule played, or to be played (Orange card)
	3rd playing fault	Exclusion from the game (Red card)

The penalties applied for playing faults are valid for the game in question only.

Successive playing faults / bad behaviour

Game			Following games		
CASE 2	1st fault	Bad behaviour	Warning	Playing fault	Disqualify boule played, or to be played
				Bad behaviour	Exclusion from the competition
	2nd fault	Bad behaviour	Exclusion from the competition		

THE HANDLING OF CARDS – PLAYING FAULTS AND BAD BEHAVIOUR

Successive playing faults / bad behaviour

	Game		Following games
CASE 3	1st fault	Playing	Warning
	2nd fault	Bad behaviour	Exclusion from the competition
			Same as Case 1

Successive playing faults and bad behaviour

	Game		Following games
CASE 4	1st fault	Playing	Warning
	2nd fault	Playing	Disqualify boule played, or to be played
	3rd fault	Bad behaviour	Exclusion from the competition
			Same as Case 1

THE HANDLING OF CARDS – PLAYING FAULTS AND BAD BEHAVIOUR

Successive playing faults / bad behaviour

	Game		Following games	
CASE 5	1st fault	Bad behaviour	Warning	Same as Case 2
	2nd fault	Playing	Disqualify boule played, or to be played	
	3rd fault	Playing	Exclusion from the game	

Note: For any playing fault the penalty is only valid for the game in question.

A “warning” (yellow card) for bad behaviour remains valid for the duration of the competition, if a multi-day competition, then up to and including the last day. There is no orange card for bad behaviour !



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