

Pétanque

A Guide to Umpiring



by Mike Pegg
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It has long been my aim to provide pétanque umpires with a working tool, a guide to umpiring, to help both new and existing umpires and their federations to better understand the duties and workings of the umpire.

After many long hours of research, reading through over 28 years of my personal umpiring journals and collating all the information taken from a variety of sources, I have at last put together this Guide to Umpiring.

The guide is designed to assist the candidates in their chosen career and encourage the uniform training and assessment of umpires.

It answers questions you ask yourself from "How to use the umpires measure" to "How to become an umpire" and includes guidelines, explanations of some key rules, self-management and accreditation details.

The guide is not set in stone, by its very nature it must be updated with the latest information allowing you to keep up to date with the application of the rules of our sport.

I hope you will share your comments and suggestions with me so that I may continue to develop and bring this guide to life. Please send them by email to petanqueumpire@icloud.com and if you have some questions, I will endeavour to answer you as quickly as possible.

None of this would have been possible without the support of my wife Marie and the hours she committed to reading the numerous early drafts. My thanks to friends Signe Hovind, John and Rose Thatcher for their help with the proof reading and Patrick Grignon, International Umpire (FFPJP), for his support and invaluable contributions.

I hope you find this guide to umpiring helpful and I wish you every success in your umpiring career.

• SOURCES •

GUIDE DE L'ARBITRAGE

(Fédération Française de Pétanque et de Jeu Provençal)
Patrick Grignon / Lucette Coste / William Roux

UMPIRE DEVELOPMENT

World Bowls

SELF MANAGEMENT

Australian Sports Commission

MENTAL PREPARATION

Sports Officials UK

RULES FOR THE SPORT OF PÉTANQUE

Fédération Internationale de Pétanque & Jeu Provençal

ARTWORK

(pages 48 & 49)

Klaus Eschbach

updated following the adoption of new rules by the FIPJP Executive, December 2020

A Guide to Umpiring

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A fault must never benefit the person who committed it.

You have to learn to understand and you have to understand to learn.

Knowledge is only valuable if it is shared.

Code of Umpiring

The umpires undertake to respect consistently and completely with the rules set out in this Code.

They must show respect, encouragement, assistance and support for each other in a spirit of cooperation and undertake, in all good faith, to adopt a sincere, faithful and honest attitude.

Obligations:

1. Umpires undertake in particular to:
 - behave in an exemplary manner and be worthy representatives of umpiring;
 - wear the official uniform of an umpire;
 - participate each year in mandatory and continuing education;
 - participate in meetings organised by the Umpiring Commission;
 - coordinate their activities by sharing their resources and skills as well as their experiences;
 - communicate and share their knowledge, know-how and experience to the entire umpiring discipline;
2. Each umpire undertakes to be available to the organisers, players and the media in accordance with the ethical framework to which they are bound.
3. The umpire undertakes to develop the educator approach to umpiring.
4. The umpire must actively participate in the cohesion between members of the umpiring discipline, organisers and officials for the sport of pétanque.
5. Each umpire must provide themselves with the means to carry out their tasks in the best physical, psychological and technical conditions.
6. Each umpire undertakes to invest in the dynamics of umpiring and to bring their experience and skills to it while respecting the differences of the others, without any discrimination.
7. An umpire has an obligation to set an exemplary example in all circumstances because they must never forget that they represent the image of the sport and their federation.

Rights:

8. Each umpire has:
 - access to information and training,
 - the possibility of benefiting from support from their peers or other external resources (psychologist, health professional, legal) and to have debriefings with their colleagues.
9. Each umpire has the opportunity to contribute to the umpiring discipline in its sporting and friendly dimension.
10. The umpire is a source of proposals and feedback available to their federation and its members.
11. The umpire shall be provided with the means to facilitate the implementation of projects and discussions on the role of umpiring.

Limits:

12. An umpire, despite their status and responsibilities, is not responsible for the general safety of a competition, therefore they may exercise their right to withdraw if their physical and/or moral integrity is threatened.
13. An umpire is considered to be an executive, but remains subject to the same rules, code of conduct etc., as any other executive or player. If their licence was to be suspended they would not be able to fulfil the function of umpire, delegate, member of a jury, or be an official involved in a competition at any level.

14. Each umpire must be fully aware of their status, particularly with regard to players, the public and the media, in order to avoid being subjected to “influences” harmful to our sport (pressure, corruption, etc.).

They will therefore adopt a “reserved” and “balanced” attitude, on and off the terrain.

With regard to social networks or any other form of communication, the umpires should not:

- use indecent or insulting language. This includes any inappropriate reference to ethnic origin, colour, race, nationality, faith or religion, gender, sexual orientation or disability,
- post inappropriate photos,
- make derogatory comments about the teams, the umpiring discipline, the sponsors or the governing bodies of the competition,
- post comments challenging any of their colleagues or federation’s decisions.



Definition

“Umpiring: it is the act of judging a situation, ensuring the application of the rules and making decisions based on common rules of the game which should be known to each competitor”.

“a good umpire is not noticed if they are doing their job correctly”

The function of an umpire is identified as an impartial person who must ensure the proper conduct of events and compliance with the rules and other regulations of the sport in the event of an opposition between two competitors. The umpire is an integral part of the sport, they are the guarantor of the rules of the sport.

The umpire is the representative of their federation and must ensure that its statutes and regulations are respected and is responsible for ensuring that the values conveyed by the discipline are also respected.

This authority is reinforced by the award of diplomas certifying the skills necessary to officiate according to the levels of tests involving regulations and duties.

Depending on the level of qualification, the umpire’s skills will be optimised by regular practice and by the need to improve within the framework of the continuous training of umpires.

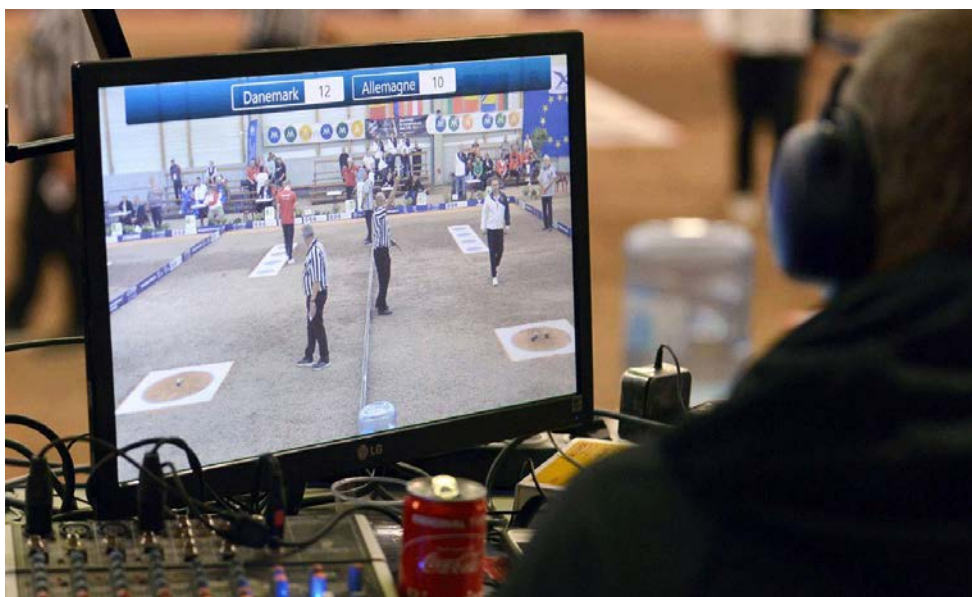
The skills required for umpires have resulted in an increased demand for “professionalism” of the discipline, which generates an obligation for continuous training and the resources (trainers, mentors, examiners) involved.

Pétanque as a top-level sport is gaining media coverage and as a result demands that umpires must be given the means to manage with this growing visibility.

Umpiring is a tough job, and it’s only getting tougher.

A role that undergoes more scrutiny than any other on the terrain, you need a special layer of mental fortification, appreciation for the rules of the sport, and ultimately a love for our sport to succeed as an umpire.

Umpiring is a great way to be involved in pétanque. It gives you the opportunity to give something back to the sport you love, whilst also helping to widen your participation.



Profile

The umpire in pétanque is mostly the player who chooses umpiring to improve their knowledge of the rules and to help their club.

Some will umpire two or three times a year and limit themselves to qualifying to a regional or national level.

Others will make it a career, looking to umpire as often as they can and perhaps qualify as a European and International umpire.

A small number of umpires will take one more step and become involved with the training and accreditation of umpires.

The main profiles would seem to be:

- The young umpire: they start their career in umpiring whilst still at school and take advantage of the responsibilities given to the umpire to better understand the rules of the game.
- The umpire “professional occupation”: their work commitments generate unavailability that require the implementation of adaptation and individualised arrangements (time off from work etc).
- The “retired” umpire: they are the most common of umpires, more often involved in the social side of their club, offering their services both for umpiring and for other responsibilities.

Currently, umpiring in Europe ranges from 16 to 85 years old with the average age for the active umpire being 61 years.



How to become an umpire

To be an umpire or move up to the next grade, you have to:

- be licensed by your federation;
- be between 16 years old minimum and 65 years old maximum in the year.

Normally candidates under the age of 18 are required to have their parent or guardian's written permission and may only officiate at competitions for their own age or younger.

Note: the above conditions are a general guide, federations may impose other age limits or requirements such as a medical certificate.

However, all umpires are required to complete a training course and to take an examination.

An umpire's examination would normally consist of three parts:

1. A timed, written paper consisting, on average, of 18 to 25 questions based on a variety of scenarios and incidents that an umpire is likely to encounter during a game or when officiating at a precision shooting competition.
2. A practical test that consists of 7 measuring exercises.
3. A verbal test, consisting of 3 to 5 questions each based on scenarios or incidents that an umpire is likely to encounter.

Parts 2 and 3 are often combined.

The marking process will take into account:

- The candidate's knowledge of the rules, which is ultimately assessed by the answers they give to the written exam.
- The candidate's performance during the practical exam.
- The candidate's answers given under pressure during the verbal exam.

The total number of points achieved are used to calculate the percentage mark which determines if a candidate has passed or failed and can also be used to determine the successful candidate's grade.



Training of Umpires

National Federations are responsible for the training and examination of umpires within their own countries.

Individuals aspiring to be an umpire should contact either their National Federation or their National Umpiring Commission.

Described below is a sample structure for a National Federation to consider when establishing a training structure and programme for its umpires.

National Federations will have individual issues, such as the geographic spread of the sport within their country, that will need to be taken into account when establishing their programme.

Whilst it is unlikely that all National Federations will go about setting up their programme in the same way, it is probable that the basic structure used for the programme will be similar.

1. The National Federation should form a committee or “National Umpiring Commission” whose duties will include:
 - developing a training structure and programme for umpires,
 - developing and maintaining training material,
 - appointing and training instructors and mentors to conduct the programme,
 - monitoring the progress of the programme,
 - appointing and training examiners to conduct the umpires’ examination,
 - oversee the umpires’ examination,
 - maintaining a register of those candidates who have been successful in the examination,
 - appointing umpires for competitions.
2. The National Umpiring Commission should appoint a suitably qualified, experienced, person in each of their regions to act as the instructor and conduct the training programme on its behalf.

That person will be responsible to the National Umpiring Commission for the training of candidates within their region in the Rules of the Sport of Pétanque, the measuring procedures, the duties of the umpire and how they should be carried out.

The person appointed may choose to enlist the support of other suitably qualified, experienced umpires to help with the training.
3. To make sure that candidates consolidate their understanding of the material taught, the instructor should conduct ‘open book’ continuous assessments on the Rules of the Sport of Pétanque and continuous assessments of the measuring procedures and ability of the candidates throughout the programme.

They should provide the candidates with feedback on their performances during these assessments.
4. On completion of the programme, the instructor should prepare a list of candidates capable of sitting the umpires’ examination.
5. The umpire examination should be conducted by an examiner appointed by the National Umpiring Commission.
6. The National Umpiring Commission should issue those candidates who were successful in the examination with formal accreditation (for example, in the form of a certificate) and record the candidates’ names on the list of umpires qualified to officiate at events held within their own country.

Measuring Procedures

1. Measuring Equipment

The National Umpires Commission is responsible for making sure each of its umpires is proficient in the use of the correct measuring equipment such as an umpire’s folding measure, calipers, feeler gauges and both the 3 m and 30 m tape measures.

2. Set up of Measuring Exercises

The measuring exercises which form part of the overall umpire training programme are described in the diagram and table on the following two pages.

The diagram, which is not drawn to scale, provides a pictorial representation of each of the 7 exercises which make up the programme and are often used as part of the umpires practical exam.

The table and accompanying notes provide a description of each exercise (what the exercise entails and how it should be set up) and details of both the prime and alternative measuring equipment which should be used.



Measuring Exercises

1. Equal distant boules using the folding measure



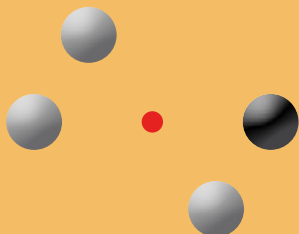
2. Remove the obstacle boule to measure



3. Measure using calipers



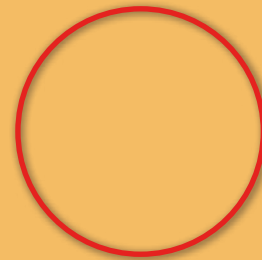
4. Equal distant boules using a 3 m measure



5. Equal distant boules moving the obstacle boule without moving the boule to be measured



6. Equal distant boules using a 3 m measure with assistance



7. Measuring the distance from the circle to the jack



Measuring Exercises

Exercise Set Up	First Choice Equipment	Alternative Equipment
1. Measuring between boules and jack setup an equal distance under 1 m from the jack.	Folding measure.	3 metre measure.
2. Measuring between boules and jack as exercise 1, but with an obstacle boule positioned at half the distance between a boule and the jack.	Folding measure.	3 metre measure. Calipers.
3. Measuring between boules and jack over a distance of less than 9 cm.	Calipers.	
4. Measuring between boules and jack with each boule 80 cm from the jack.	Folding measure.	3 metre measure.
5. Measuring between boules and jack as exercise 1, but with an obstacle boule positioned touching and preventing a boule from rolling.	Folding measure. Wedges.	3 metre measure. Wedges.
6. Measuring between boules and jack setup an equal distance over 1 m from the jack.	3 m measure with assistance.	
7. Measure the distance from the circle to the jack.	30 m measure with assistance.	

Note: The candidate should complete each exercise with the instructor taking the part of the player who asked for the measurement.

The candidate should always check if all boules have been played.

The positions of the boules, jacks and circle should already be marked, but at least one exercise should be without marks.

The candidate should explain how they will proceed during measuring giving a clear explanation of their method and the equipment being used.

During one or more exercises the instructor should stand very close to the candidate, making it difficult for the candidate to move or measure.

Each exercise is designed to test the candidate's ability to deal with the sort of typical measurement asked of an umpire.

3. Measuring

Good measuring techniques are an important part of an umpire's armoury. Be conversant with how to apply the correct techniques when using each individual piece of measuring equipment – particularly those for using a folding measure and calipers.

The following procedures are common to most measures and should be followed where appropriate.

1. Make sure you are asked for your ruling before stepping in.
2. Make sure the players advise you of exactly what requires measuring and ask them to remove surplus boules if the end is over. Do not remove any surplus boules yourself.
3. Secure any boules that may move, due to a touching boule or the nature of the terrain, using wedges.
4. If the boule to be measured is obstructed by another boule touching it, carefully remove the obstructing boule after making sure that its position is marked and the boule to be measured is properly wedged.
5. Always work from the more open side and at right angles to the boule and jack being measured. If possible, avoid working in a shadow.
6. Make yourself comfortable and steady before you start to measure.
7. Make sure that your head is directly above the line of measure and make sure that you can see both ends of the measure without overstretching.
8. If the distance to be measured is longer than you can comfortably reach (that is, over one metre), seek assistance from another umpire or, if one is not available, a player. Your assistant should take the boule end and you should take the decision end. If the assistant is a player, give positive and precise instructions of what you want them to do, especially if you need to make an adjustment.
9. When you are moving, walk around the jack and boules instead of in between them.
10. Where the measure is close (that is, calipers or feeler gauges are required) place a white strip of card or plastic on the ground below the points of contact of the measure to increase visibility.
11. Do not move the boules or jack whilst measuring.
12. Always return to the first boule to recheck the measure.
13. Mark on the ground the boule that has the point.
14. Tell the players your decision and leave the terrain, do not enter into a debate about your decision.



4. Measuring equipment

The following is a description of the procedures to be adopted when using the umpires measuring equipment.

Folding measure

The folding measure is ideal if the jack and boule are more than 12 cm apart and it is the preferred measure of the umpire.

Using a folding measure:



1. Make sure you follow the common procedures for conducting a measure described in section 3 above.
2. Open the measure to the approximate distance whilst holding it away from the boule.
3. Place the rounded end of the measure against the boule to be measured with the slide extended a short distance facing the jack.
4. Lifting the measure away from the boule and jack carefully extend the slide and then reposition the measure and check if the slide is close, but not touching the jack – your aim is to have the tip of the slide 1 or 2 mm from the jack.
5. Check that the measure is straight and accurate.
6. Without altering the setting of the measure, move the measure so that the rounded end is against the next boule to be measured.
7. Check the measure against the second boule by placing the rounded end against the boule and lower the slide end carefully down towards the jack looking to see if the distance (1 or 2 mm) is more, or less than the first boule measured.
8. If necessary, repeat the process until you are confident which boule is the closer to the jack.
9. Clearly indicate to the teams which boule has the point and then leave the lane.



Feeler Gauges

Feeler gauges are ideal where the distance between the jack and boule is very small, for example between 0 and 10 mm. The gauges are a number of blades fixed at one end within a handle. The blades are different thicknesses and you can use them individually or in combination.

Using feeler gauges:



1. Make sure you follow the common procedures for conducting a measure described in section 3.
2. Choose a selection of gauges that seem appropriate to the measure to be made. Start with a selection that has a combined thickness less than the distance to be measured.
3. Steady both hands by resting them on the terrain or support your arm against your leg.
4. Pass the gauges down between the first boule to be measured and the jack using the boule as a firm object and with the flat surface of the gauges facing the boule and the jack. Do not slide the gauges down the jack. Do not force the gauges between the boule and the jack. (Note: The gauges should be on an angle to allow for the nearest points of the jack and boule being at different heights).
5. If the gauges do not pass between the boule and the jack, remove them and reduce their thickness and try again.
6. If the gauges pass between the boule and the jack, remove them and increase their thickness and repeat steps 4 and 5 until there is the minimum of contact with the boule and jack.
7. Without altering the setting of the gauges, move to the second boule and try passing the gauges through the gap between boule and jack.
8. Clearly indicate to the teams which boule has the point and then leave the lane.

Note: It is important when using both feeler gauges and calipers that there are sufficient blades within the feeler gauge to cover the distance of the calipers at their minimum measuring distance. This should be checked by all umpires within their kits.



Calipers

Calipers are ideal where the distance between the jack and boule is short, for example between 10 and 110 mm. There are many types of calipers but basically they have two legs, fixed together at one end by a spring. The preferred calliper has a threaded rod with a thumbscrew for accurately adjusting and fixing the distance between the tips of the legs.

You can use them to measure between the jack and boule, they may also be used when there is a boule between them.

Using calipers:



1. Make sure you follow the common procedures for conducting a measure described in section 3.
2. Kneel on the terrain and set the calipers at a distance that seems appropriate to the distance to be measured. Start with the calipers set at a distance that is less than the distance to be measured.
3. Steady the hands by resting them on the terrain or support your arm against your leg and move the calipers from top to bottom between the jack and boule.

As the boule is the heavier object and less in danger of moving, initial contact should be made with the boule and not the jack.

Note: The measure is made from the nearest points on the boule and jack so the calipers must be held at an angle.

4. Remove the calipers from between the boule and jack to make any adjustment to the setting.
5. Open the calipers gradually and repeat steps 3 and 4 until the minimum of contact is made with both boule and jack.
6. Without altering the setting of the calipers, check the other boule(s).
7. Clearly indicate to the teams which boule has the point and then leave the lane.



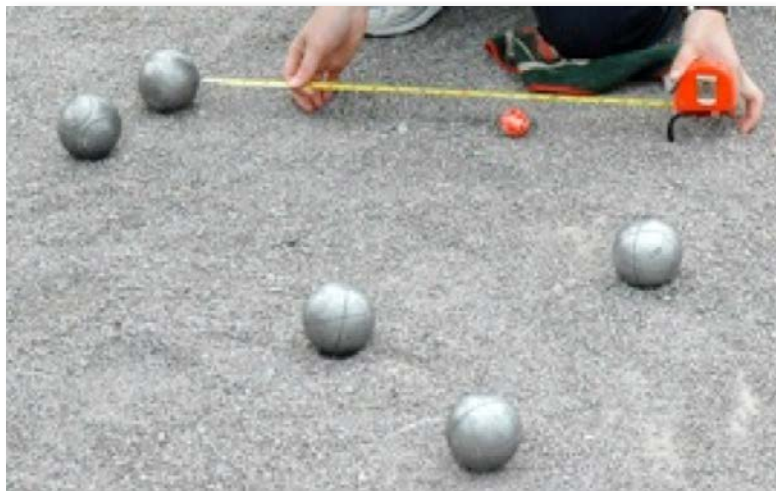
Measure - 3 metres

The 3-metre measure may be used as an alternative to the umpires folding measure for measuring distances over 1 m. Most 3 m measures will have an automatic rewind so care must always be taken when rewinding the measure.

Using a 3-metre measure:



1. Make sure you follow the common procedures for conducting a measure described in section 3.
2. For measurements over 1m have the end of the measure held by another umpire, or a player. If your assistant is a player make sure they place the end of the measure against the boule correctly.
3. Open the measure out to a distance slightly greater than that to be measured.
4. Place the end of the measure against the boule to be measured and carefully lower the measure so that it is extended and directly over the jack.
5. Check that the measure is straight and accurate.
6. Looking directly over the jack take the measurement to the edge of the jack nearest to the boule.
7. Without altering the setting of the measure, move the measure so that the end of the measure is against the next boule to be measured.
8. Carefully lower the measure so that it is extended and directly over the jack and check to see the difference in the measurement from the first boule.
9. If necessary, repeat the process until you are confident which boule is the closer to the jack.
10. Clearly indicate to the teams which boule has the point and then leave the lane.



Tape Measure - 30 metres

You would normally use the 30-metre measure to check the distance from the circle to the jack. The measurement must be taken from the inside front edge of the circle. It is better practice to use a measure that rewinds manually as it is less likely to cause harm or move a boule/jack than one which has an automatic rewind.

Using a 30-metre measure:



1. Make sure you follow the common procedures for conducting a measure described in section 3.
2. Have the end of the 30-metre measure held by another umpire or a player. If your assistant is a player check that they have placed the end of the measure correctly on the front inside edge of the circle.
3. Walk towards the jack unreeling the measure but maintaining a slight tension on it.
4. Making sure that the measure is straight and tight hold it over, and just past, the jack.
5. Looking directly over the jack take the measurement to the edge of the jack nearest to the circle.
6. Inform the players if it is the correct length, or not.
7. Quickly rewind the measure as you leave the lane.



The Umpire's Bag

The basic contents:



Bag



Whistle



Wedges



Jack



Kneeling Pad



30 Metre Measure



Feeler Gauges



3 Metre Measure



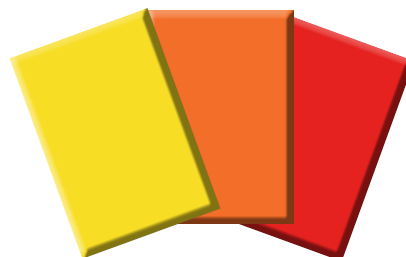
Calipers



Folding Measure



Stop Watch



Penalty Cards

Guide for Umpires

The basic umpire's duties are defined in article 40 of the Rules for the Sport of Pétanque. This section expands on the article and gives umpires guidance on how they should perform their duties prior to and on arrival at the venue, prior to the start of the tournament, during play and on completion of the tournament.

Prior to Arrival at the Venue

- Having accepted the appointment, it is good practice to check the weather forecast for the area concerned and make sure that you have a copy of the Rules for the Sport of Pétanque plus any regulations or specifications relating to the event you are to umpire.
- Always arrive at the venue at least an hour before the tournament is due to start and give yourself sufficient time to conduct the various duties which you need to perform before the start of play.
- Make sure that your dress is smart and tidy and is in line with the conditions of play for the tournament.

On Arrival at the Venue

- Report to the representative of the organisers or federation who is in charge of the tournament and make sure that you know to whom you can report any problems which require attention (for example, the condition of lines defining the boundary and lanes).

Prior to the Start of Play

- Measure the width and length of the lanes of play.
- Check the lines defining the lanes and out of bounds areas are in good order and fixed (Recheck these during the tournament).
- Make sure that the resin circles (if provided) are of a type that are FIPJP approved.
- When you are umpiring a tournament, it is advisable to carry your basic kit in your pockets.

Items that you should be able to comfortably carry in your pockets are the folding measure, whistle, penalty cards, wedges and kneeling pad.

Do not carry items in your pockets that could easily fall out, for example, small coins mixed in with a handkerchief.

Also, do not carry items such as wallets or purses and mobile phones – they should be kept in a secure location such as your bag when you are on the terrain.

The remainder of your kit can be carried in a bag but any items which are not needed when you are called onto the terrain should be left in your bag at the end of the lane.

- During registration check the players are in the correct team kit and licences are in order.
- Supervise the draw by ensuring it is carried out fairly.
- During any introduction or preamble to the tournament make sure that the players are made aware of who you are and that you identify any coaches present.
- Keep your remarks during any preamble to an absolute minimum, confining them to any new information of which the players may not be aware. For example, avoid restating any Rules for the Sport and avoid using phrases which may suggest that you have an officious manner.
- If working with a fellow umpire, establish which clock you will use (if the tournament is being played within time limits) and, in a shared measurement, which of you will make the decision.

During the Game

- Make sure that you remain in the area of the terrain whilst play is in progress.
- Adopt a position from which you can perform your duties and move around the terrain in the most efficient way whilst, at the same time, avoiding any undue disturbance to spectators or players.

- When two umpires are on duty it is preferable that they each work an allocated area, which can be swapped as the tournament progresses.
- Avoid remaining in one position throughout the game.
- Be seen to be moving around the terrain (subject to any restrictions such as spectator seating), to be watching the progress of play and to being alert to what is happening on the lanes.

Your objective is to be in the best position to offer assistance when called upon.

- Whilst the game is in progress, keep alert and try to be aware of everything that is going on.
For example, if you notice that the result of an end is being decided and the players are measuring, move towards that lane so that, if they cannot make a decision and call for the umpire, you are close at hand.
- You should not obstruct a coach or player's view of their game.
- When moving around the terrain, do not disturb a player's concentration by walking behind the head when a player at the opposite end of the lane is preparing to play a boule.
- Where restrictions such as spectator seating or perimeter fencing make it impractical to access a lane directly, make sure that you walk across any adjoining lanes as close to the dead ball line as possible without disturbing the games or players, avoid walking across an occupied lane between the circle and the jack.
- Do not sit down whilst play is in progress. Being seated for any period during play is incompatible with other requirements such as moving around the terrain to be in the best position when called upon.
- Watch a jack being thrown. If it looks short or long, be ready to be called upon to measure the length of jack from the circle or dead ball line.
- When you carry out a measure, first ask the players which boules are to be measured and if the end is over, ask them to remove any boules not in contention, never remove them yourself.
- Wedge any boules which look like they may move while measuring.
- If the players stand over you when you are carrying out the measure, ask them to stand well clear, the rule is 2 metres away from you.

After the Tournament

- For all events, club, department, region etc, the umpire should keep a record of their work in their umpiring journal.
- If there has been an incident, the umpire must write a report and send it by e-mail or by post within 30 days of the incident to the National Umpires Commission with a copy to the President or Chairman of the organisation concerned with the competition (Club, Department, Region, Federation) for possible disciplinary action.
- Promptly submit any expenses claims, including receipts.

General Conduct

- Avoid dominating the proceedings and dealing with the players in an arrogant or overbearing manner.
- Be courteous at all times.
- Do not normally interfere in any situation which arises on the terrain unless requested to do so by a participant in a game. There are times, however, within the rules when you may have to become involved without a request (for example, time keeping).
- Do not engage in conversation with the players unless they want you to.
- Make sure that the walkways are kept clear of extraneous objects (boule bags, articles of clothing, rubbish and so on).
- Remain vigilant at all times.
- Make sure that your concentration is not broken due to getting involved in duties which are outside your concern (for example, updating results at the control table).

- Whilst contact with spectators cannot always be avoided when play is in progress, keep to an absolute minimum conversations with anyone not directly involved in the tournament. Always maintain eye contact with the lanes during any such conversation.
- To ensure compliance with the technical rules of the sport, the umpire is authorised to take the following measures:
 - official warning: yellow card,
 - disqualification of a ball thrown or to be thrown: orange card,
 - exclusion for the game in progress: red card,
 - disqualification from the tournament: red card.
- Subject to the seriousness of the offence, an umpire has the authority to exclude for a game or disqualify from the competition, any player or any team who refuses to comply with their decision

However, for an immediate withdrawal of a player’s licence, the umpire must request a meeting of the tournament jury composed of 3 to 5 members or the organising committee. The jury/organising committee retains the licence.

- In the event of inclement weather, such as heavy rain, any end started must be completed, unless a contrary decision is made by an umpire, who is the only person authorised, after consultation with the jury or organising committee, to make the decision to stop the games or, for the cancellation of the competition in the case of force majeure.

Only the jury or organising committee may decide to permanently stop a tournament.

- Any case not provided for in the rules is submitted to an umpire who can refer it to the competition’s jury. A jury comprises of at least 3 people and at the most 5 people. The decisions taken by the jury are without appeal.



Umpiring Errors

An umpire's error, a decision not accepted by the player, or an incorrect decision due to a lack of knowledge or competence, can lead to a sense of injustice or conspiracy.

Mistakes are part of the game; they must be minimised by regular training and constant questioning.

Although it illustrates a clear lack of skills, it also highlights a lack of knowledge and awareness of umpiring.

The mistake may be due to several reasons that are often coincidental and linked to the umpire's background, such as:

- Stress management.
- An unmanageable emotional level, (emotional sensitivity).
- Incorrect position or location for the situation being observed.
- A superficial knowledge of the regulations.
- Poorly defined body language that reflects uncertainty in attitude or a lack of confidence.

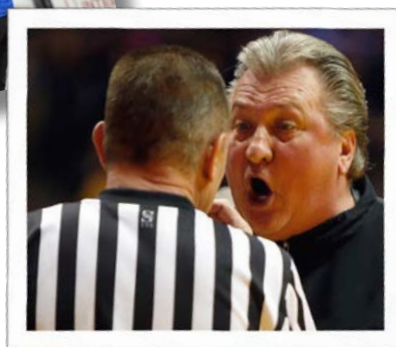
By identifying the causes and their consequences on the development of the game and the outcome, these awareness-raising and improvement measures can be initiated and personalised, such as working on one's body language skills, awareness, knowledge, learning, attitude to the competition, communication and interpersonal relationships, etc.

During training sessions, the objective should be to make the umpire aware of the different aspects of good or bad decision-making, as well as how to remain impartial, how to optimise the decision-making process and how to assert one's judgment.



If only the yellow card was shown to the player!

When presenting a warning or penalty make sure the player can see the card and tell them the reason why you are awarding it.



Don't enter into an argument with a player.

Announce your decision and walk away.



An all too common mistake by players and umpires alike.

Measuring, or trying to measure from the jack to the boule instead of from the boule to the jack!

Umpiring Conditions

Umpiring conditions have several levels depending on the surroundings:

- direct surroundings: the players and the coaches on either end of the lane,
- indirect surroundings: the public, the officials and other umpires of the tournament,
- remote surroundings: the public not concerned by the game or tournament outcome.

The umpire must be aware of, and conscious of, the influence they have on their surroundings.

With the emotional aspect added, the umpire becomes an important player in the evolution of the game and the situations they will have to analyse, judge and manage.

The umpire is a person who needs to take decisions continuously based on his intuition and sensitivity to the game, they must always accept the consequences of their decisions.



Body Language

The umpire’s body language makes it easier for the player to understand a decision and to accept it.

This method of communication may allow, with some degree of flexibility, the management of the umpire’s overall surroundings.

Both visible and legible, the umpire establishes a climate of relative trust avoiding disagreements on the decision they made.

By using the appropriate gestures, the umpire limits the confrontational expression induced by the disappointment or the mistake they may have made.

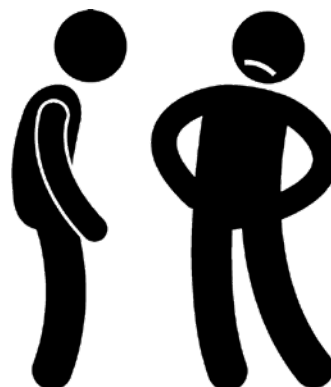
As a result of an improper gesture, the umpire can create misunderstanding which can then generate a feeling of mistrust, due to their hesitant attitude. The movement is often an extension of the thought.

The gesture must help, by its scope, to reinforce the message and clarify the umpire’s assessment.

Short and precise, it must be synchronised with the umpire’s vocal expression and separated from any distracting movements that might hinder understanding.



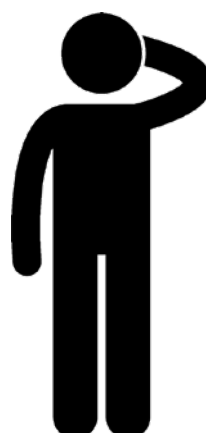
Cooperative



Arrogant



Confident



Doubtful

Positioning and Movement of the Umpire

If the umpire's decision is based on a detailed assessment of the actions seen, it is reinforced by their strategic positioning.

By their positioning, the umpire aims to optimise their actions defined by the movements and locations of the players and other umpires, and to improve their decision making.

- The umpire's position must be appropriate to the layout of the playing area.
- The umpire's position on the terrain must be a factor in the establishment of their authority.
- The umpire's movements must be coordinated with the other umpires, must not hinder the players actions and must be very vigilant in relation to their surroundings.



Umpire's Journal

Most people will have kept a journal at some point in their life whether as a teenager, at work, or during their umpiring activities. Journals take many forms and serve many purposes, from the confession of personal secrets to the recording of business appointments. Some common features of journals are that they:

- Help us remember and to gain a perspective on our lives.
- Help us reflect on ourselves.
- Are individualised and personalised.

The umpiring journal does all these things with the specific aim of improving umpiring effectiveness. This helps make sure that the decisions recorded in the journal translate into action.

The umpire should write up their journal entry on the same day as the tournament - while it is still fresh in their mind. Tips for keeping a journal:

- Keep it simple and to the point.
- Write in note form and use diagrams.
- Describe the performance before evaluating how good or bad it was – be clear and precise as possible.
- Do not forget to record what you did well. Do not just focus on what needs to be improved.
- Evaluation demands explanation. Why was the performance good? Why does it need to be improved? Why would another approach be better?
- Brainstorm solutions – if the problem is clear, but not the solution, write down your ideas, even crazy ones, and see if that helps.
- Try, try again. Strategies can go wrong. Improvement can be slow. Umpires should not be afraid to return to the same behaviour a number of times.



Self Management

Umpiring is a challenging role, at times undertaken in a potentially hostile environment. Umpires need to be of strong character if they are to be able to cope with the umpiring environment in a positive manner. It is important that umpires know their own strengths and weaknesses in order to undertake effective self management.

Umpires need to develop a philosophy towards their involvement that is in line with the aims of the tournament. Umpires should be aware that their approach to officiating can influence the participants' experience and enjoyment.

Relating to People

One of the most important aspects of the umpire's role is to relate well with participants and others prior to, during and following a tournament.

The adage of 'treating people as you would like to be treated' provides an appropriate model for relating to others in the pétanque environment. The umpire's style and manner will have an impact on the relationship with those they are engaging with.

All participants and others associated with pétanque should be treated with respect and, where appropriate, empathy. The umpire should have an inclusive approach and style, regardless of the participants' gender, race, disability, religion or age.

Each umpire becomes the 'face' of officialdom at tournaments. People often judge all officials by how an individual umpire behaves, hence the need for a professional and responsible approach when dealing with players, coaches and others involved with a tournament.

Presentation

It is important that umpires present themselves in a manner that portrays their role in a positive, professional and respectful manner, including having a clean uniform (including footwear) and a generally neat appearance.

Umpires should be appropriately dressed prior to and following a tournament. People have high expectations of umpires and expect them to present themselves as professionals.

The umpire should be punctual, arriving at the tournament with enough time to prepare. This may include checking team uniform, inspecting boules prior to play, the surface of the terrain, dead ball lines etc.

A well-presented umpire arriving at the tournament is making a statement to the players and others prior to the start of play.

Professionalism

All umpires have a responsibility to promote a professional and positive image of umpiring as an attractive activity to other people. People can expect the umpire to be a person they can trust to control the tournament.

There are a number of expectations of umpires. These include being:

Trustworthy – honest and impartial.

Responsible – have integrity and take the role seriously.

Prepared for the role – prepared physically and mentally for the task.

Competent – have, and are further developing, their skills for the task.

It is important that umpires fulfil these expectations so that they may earn the respect of players, coaches and their umpiring colleagues.

Behaviour and appearance are crucial factors. The umpire's behaviour should be courteous and respectful, including the use of appropriate language.

Umpires should be respectful towards all members of the community; that is, players, coaches, administrators and spectators.

It is important to remember that the tournament in which the umpire is officiating is the most important tournament that day to those participating in it.

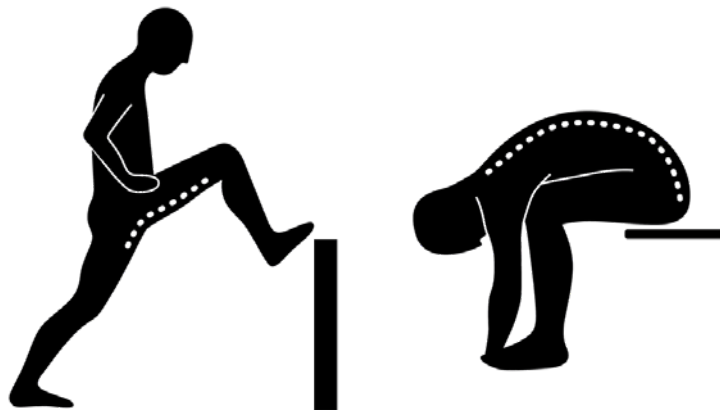
Physical preparation

The physical requirements of an umpire will vary from tournament to tournament. It is advisable to carry out some warming up exercises before a tournament, because the umpire is likely to be standing throughout the day with very few breaks.

Adopting a healthy lifestyle will contribute to all umpires being in appropriate physical condition.



Examples of basic stretching exercise



Mental preparation

What about what goes on in umpire's head? There are a lot of mental and psychological demands of umpires that don't get as much focus as the physical ones. Part of this is because so many of these traits are considered innate or part of who someone is rather than something that can be taught.

Umpires are responsible for making sure that they are mentally prepared for a tournament. This preparation can include:

- developing a basic plan about the approach that will be taken to umpiring the tournament,
- achieving a comfortable mental state prior to a tournament, a degree of anxiety but not over-anxious,
- seeing the tournament as an opportunity rather than a threat,
- developing a positive frame of mind prior to the tournament.

Umpires need to develop several key mental skills, including concentration and pressure control.

Concentration

Concentration is closely related to stress. Without some degree of tension, it can be difficult to concentrate. Tension can bring an increased level of awareness in the body and can increase the ability to concentrate.

Pressure Control

The ability of an umpire to deal with pressure can frequently be linked to how well they can control their levels of anxiety. Controlling anxiety during a game is what can distinguish a good umpire from a great umpire.

Anxiety may also be associated with fear, or more specifically for umpires, the fear of incorrect decisions which lead to unsafe situations. An umpire who experiences anxiety before and during a tournament can experience an elevated level of stimulation and feelings of tension and apprehension.

Feedback

Improving umpiring performance is the aim of most umpires, regardless of the experience and the level at which they work. How umpires improve their performance depends on a number of factors, including:

- Having access to trainers or mentors (experienced umpires).
- Obtaining feedback on their performances from umpires and others.
- Receiving support and encouragement to improve.

Umpires will receive a range of feedback on their performances, from players, spectators, club officials and officiating personnel at every tournament in which they officiate. Much of this feedback, particularly from non-officiating people, will be non-specific; for example, 'You did well today' or 'You missed a call Umpire!'

To improve, the umpire will need to understand the areas that need improvement. This information can come from other umpires, the umpire's mentor, or a senior or more experienced umpire.

It is important that the umpire listens to the feedback that is provided and responds in a positive manner.

What the umpire does with the feedback is crucial in assisting them to improve their performance. Feedback can provoke thought, regarding what might be done in the next tournament and how to improve on areas identified in the feedback.

In discussions with the person providing the feedback, it is important to come up with a number of possible actions (not too many) to implement in the next tournament.

Self-reflection

Another strategy that umpires may employ to improve performance is self-reflection.

This is a process in which the umpire:

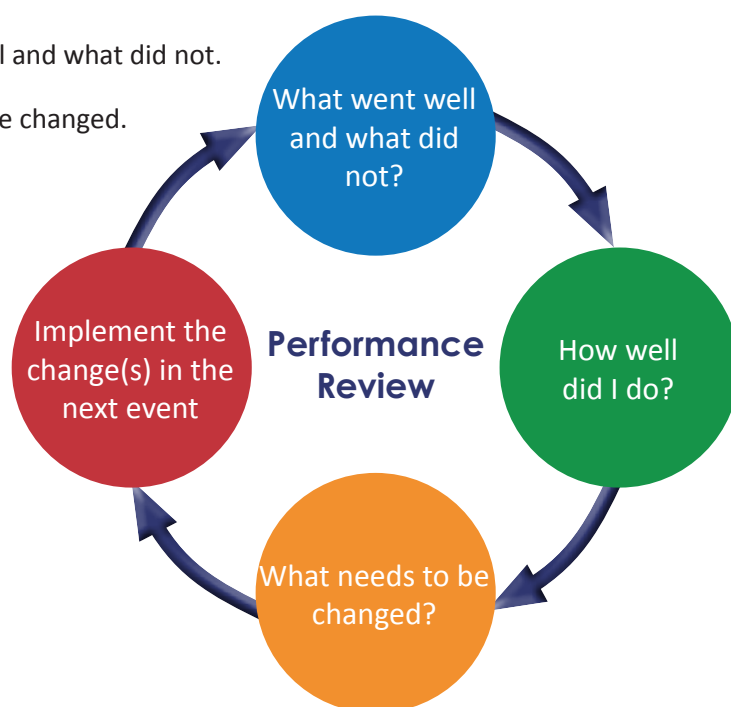
Reviews an action and considers what went well and what did not.

Identifies an aspect of umpiring that needs to be changed.

Develops a strategy for change.

Implements the strategy for change.

Reviews those actions and repeats the process.



People Management

Developing knowledge, skills and attitude.

Not everyone is going to like you, and you're not there to make friends, but that doesn't mean that you can't be respectful.

Good communication helps keep the game flowing and helps the players, coaches, and other officials be clear on what's going on. Treat everyone with courtesy and respect, but with some distance.

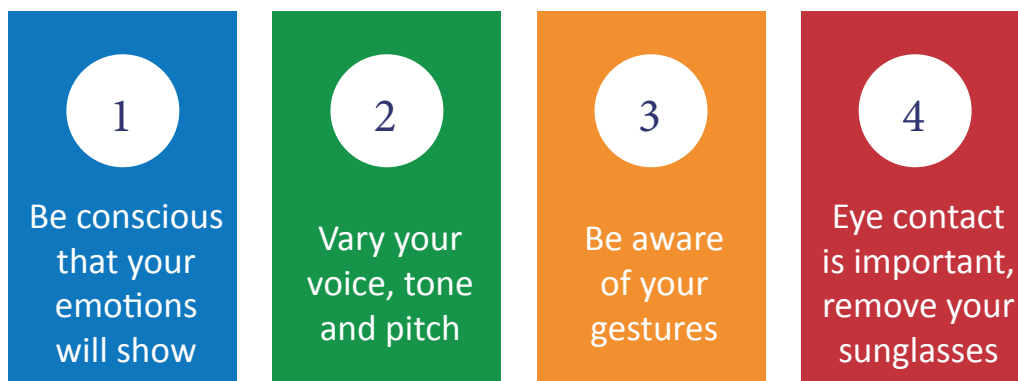
Be receptive to questions, complaints, and attempts to communicate with you, and make sure that you clearly communicate with them.

Communicating effectively

Umpires set the tone for the way in which the tournament will be conducted, including the conduct of players and what will be accepted or tolerated in terms of player behaviour.

An important ingredient in managing people is communication. Good communication is not just about speaking well and delivering clear messages. It is about the quality of the connection between the sender of the message and the receiver.

Effective communication is important for two reasons. Firstly, communication is a process by which planning, organising, leading and controlling are accomplished within a competitive environment. Secondly, communication is the activity that links the tournament.



4 tips for effective communication

In any tournament there will be players with a wide range of communication skills, including players from a non-English speaking background or players with a disability.

Players with a disability may use alternative means of communication such as sign language.

These players usually figure out a way to communicate effectively; for example, many deaf players can lip read, are happy to read written messages or will have a coach who can provide a link between the umpire and the player.

Umpires should be aware that there can sometimes be cultural factors that influence communication. For example, eye contact varies between different groups of people but in traditional, indigenous communities, looking someone in the eye, particularly elders, is considered extremely rude and disrespectful. This may mean that some younger players may not look an umpire in the eye. Rather than not paying attention, they may simply be showing respect for the umpire's position.

Umpires who know that they are going to be working with players on a regular basis who use a particular method of communication should make the effort to learn the key words and phrases appropriate to pétanque.

This effort should result in a better environment for players, coaches and umpires, remember:

- Common sense
- Treat players as people
- Common courtesy

The good communication principles discussed so far apply to all players regardless of age, skill or ability.

Communicating decisions with confidence

It is often said that how the umpire 'sells' their decision is the most important thing. Players and coaches are looking for an umpire who communicates in a confident and decisive manner.

This conveys a person in control of themselves and the tournament. The contrary style conveys uncertainty. A confident and decisive verbal communication style includes the umpire using:

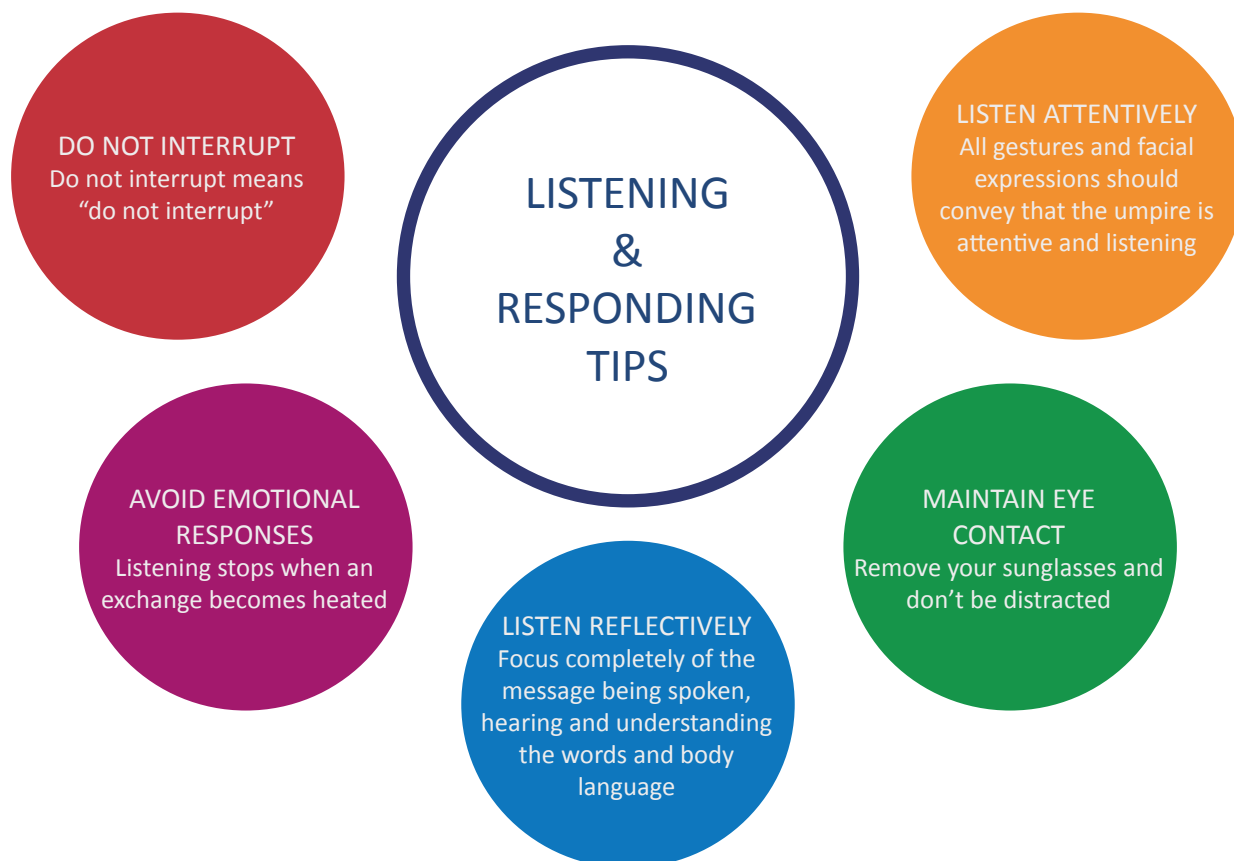
- A clear voice.
- Appropriately chosen words.
- A firm manner.
- Eye contact.
- Sufficient strength of voice to convey the message so that the players are able to hear the decision.

Listening and Responding

When players or coaches approach an umpire with a problem or query, it provides an opportunity to engage in discussion and seek a greater understanding of each other's position, views and understandings.

The strongest influence on the quality and outcome of all communications is the ability to listen effectively. When the umpire listens effectively, they can respond appropriately.

For example, if the message is a plea for help, the purpose is to be helpful so the person will listen and respond with concern. If the message is intended to persuade, the purpose is judgement, so the person listens and responds critically. It is estimated that people screen out or misunderstand the intended meaning or purpose of what they hear in over 70 per cent of all communications. This is the biggest contributing factor to miscommunication.



Barriers to effective communication

While umpires need to be effective communicators to ensure the smooth conduct of the tournament, there are situations where communication with and for others proves very difficult.

There are a number of barriers to effective communication that can be encountered in all contexts, including the umpire environment. These barriers include situations where people

- have different perceptions of words and actions,
- filter information and only hear what they want to hear,
- do not respond to questions,
- look for personal agendas by attempting to “read the other person’s mind”,
- allow emotions to blur the message,
- ask antagonising questions,
- assume ‘I’m right’ position and not be open to other views.

Some responses from umpires contribute to a lack of respect among players, coaches and officials.

Assuming the high ground and responding with an ‘I’m the boss’ attitude, presents barriers which damages the relationship between umpires and others in the pétanque environment.

Conflict

The umpiring environment can be challenging, potentially hostile and competitive.

A tournament with some conflict can be a challenge to a confident umpire let alone an inexperienced one. In most sporting situations, the potential for conflict is ever present.

Good umpiring relies on dealing with threatening behaviour in a professional and positive manner.

Conflict occurs when there is a hostile interaction between two or more people, when there is a disagreement or difference of opinion.

Most conflict situations have these common features:

- high level of emotion,
- differing points of view,
- threats or acts of violence.

Conflict is likely to arise in a number of situations. These include:

- disagreement from players over a penalty because of a lack of knowledge of the rules,
- perceived bias shown by the umpire in the eyes of players / coaches,
- frustration shown by players as a result of their level of performance or the tournament results,
- misunderstanding instructions or rulings from an umpire,
- baiting an opponent to upset their concentration.

The presence of conflict is characterised through:

Verbal – tone of voice, aggressive language, yelling, threatening language.

Non-verbal – gestures, finger pointing, physical contact with another person, threatening behaviour.

There are a number of consequences of conflict in the pétanque environment which include:

- disrupted game,
- unsafe environment,
- tension between teams.

Minimising Conflict

There are occasions when conflict is inevitable; however, developing strategies to minimise conflict is vital.

The following may assist umpires in preventing conflict:

- Prevention is always better than cure! If action is taken early in the tournament, conflict is less likely to occur.
- Make players aware of your presence by reacting immediately to the rule infringements, when appropriate.
- Remain objective, regardless of the prior knowledge of the players or teams you may have.
- Be definite and firm with decisions and communication.
- Look sharp and act sharp – this will gain respect for you as an umpire.
- Do not take criticism personally. Remember that coaches and players are seeing the tournament from a different perspective to the umpire.
- At the beginning of the tournament, provide structure and guidance but also start a dialogue with the players.
- Acknowledge the players' abilities and experience and invite constructive viewpoints from the players.
- Speak clearly and firmly in heated situations. This will indicate confidence in managing the situation.
- Above all else, keep calm.

Resolving conflict

Developing strategies to help deal with conflict in pétanque is vital. The umpire is often called on to manage conflict situations and attempt to resolve them.

It is virtually impossible for umpires to avoid dealing with conflict even when they have implemented prevention strategies.

1. Be professional

Speak clearly and remain composed in heated situations. This demonstrates confidence in managing the situation. Avoid argument or debate and do not try to bluff through with unjustified rulings.

2. Remain calm

Do not over-react. Stay relaxed and adopt a low-key posture / body language. Use objective, neutral language.

3. Address the problem, not the emotions

Try to put aside the emotions of all parties. Emotions inevitably inflame the situation.

By dealing with the facts and the available evidence, the umpire is more likely to be seen as making a fair and appropriate decision.

4. Focus on the person

People are not objects, and they do not like being treated as such. Acknowledge a player with eye contact and use their name if possible. Recognise that they have something to say and do not just dismiss them.

5. Be Fair

Avoid team or individual bias at all costs. Demonstrating integrity is one of the greatest assets of an umpire.

6. Be confident and open

Do not be defensive or try to justify your actions. Clarify decisions when appropriate, based on the facts and the evidence presented.

7. Be firm

Deal with unacceptable behaviour firmly and quickly. Set boundaries in a polite, professional and assertive manner.

Remember 90 per cent of conflict occurs not because of what was said but because of the tone in which it was said!

Dealing with abuse

Pétanque tournaments evoke a lot of emotion and passion from those involved, including spectators.

An umpire who demonstrates a pleasant style, a smile and a calm manner creates a positive environment which can have a positive effect on players, coaches and most spectators.

Spectators and others frequently disagree with umpire's decision and, from time to time, decisions will infuriate spectators and others to the point at which they can become hostile towards the umpire.

This situation can be minimised by the approach the umpire takes to those situations.

It is important that the umpire does not engage with the spectators, no eye contact or verbal response, as this can further incite the aggrieved spectator.

- Umpires should ignore the comments as best they can by blocking them out.
- Blocking out the comments can be achieved by focusing on key aspects of umpiring such as positioning, appropriate equipment and measuring techniques.
- Generally speaking, the comments are not meant personally; they are indications of highly irrational, emotive behaviour being displayed by the players / spectators.
- Failing to ignore the comments can lead to lapses in concentration and an incorrect focus for the umpire, often leading to errors in umpiring.
- Umpires should remain calm. Be aware of the important umpiring areas to focus on during a tournament.
- Umpires should never respond to player / spectator abuse, much as they might like to!

Seeking the umpire's attention and distracting them is one of the aims of an abusive comment.

Necessary "tools" of the umpire!

- **Integrity**

You can't be biased in this business. Your job is to conduct a game regardless of what players, coaches, or spectators feel. Keep your opinions private - don't talk about players or teams that you might see again in the future and don't get into positions where conflicts of interest could end up compromising your on-the-job values. Pétanque may be your passion, but umpiring is your job - keep the two separate, and everyone will appreciate it.

- **Common Sense**

Common sense gets easier with experience. Sure, you have to know the rules, but every game is different, and when a situation arises, you need to know how to handle it. Your knowledge of the rules combined with your experiences on the terrain make a formidable combination when it comes to making decisions on the terrain and thinking of ways to improve your own game.

- **Confidence**

Confidence is as much about how you feel as what you project to everyone around you. Look confident in your body language and happy to be there and other people will see and respect that. You're going to be making decisions that affect games, and that can be a nerve-wracking prospect, but the trick is not letting your nerves, past or present, affect your belief in yourself and your job. Maintain a positive attitude, be firm but respectful, and make your decisions as soon as it's possible to get the full picture to show that you know what you're doing.

- **Consistency**

Players, coaches, and spectators like knowing what to expect, so be reliable and consistent in your decisions. Make sure that your interpretations and decisions make sense in whatever situation you're in and that your decision-making process is as stable as possible. A stable state of mind helps as well when you're dealing with a high-energy situation.

- **Serenity**

A lot of a umpiring success on the terrain is about remaining clam when other people aren't. You need to be able to keep your head on straight in high-pressure situations ranging from a bad reaction from the spectators to an argument on the terrain. Focus on being "in the zone" while you're on the terrain, and leave the reactions of other people out of it. Keep your decisions objective and free from the fear of upsetting anyone, and don't lose control of your own emotions.



Rules Explained

Checking Boules - Article 2

Pétanque is played with boules approved by the FIPJP and they must be:

1. Made of metal.
2. Have a diameter between 7.05 cm (min.) and 8 cm (max.).
3. Have a weight between 650 grams (min.) and 800 grams (max.).

For competitions reserved for players who are aged 11 years or less in the year, they may use boules that weigh 600 grams and are 65 mm in diameter provided that they are made under one of the approved labels.

The trademark of the manufacturer and the weight must be engraved on the boules and must always be legible.

The player's first and last names (or initials) may also be engraved on them, as well as various logos, initials, acronyms or similar detail, in accordance with the specifications relating to the manufacture of the boules.

Boules should be checked at each tournament either by:

- the umpire on his own initiative or,
- the umpire, at the request of a player or,
- a member of the competition but always in the presence of the umpire.

If you cannot clearly see the trademark and/or weight engraved on the boule(s), they are no longer valid.

The umpire should check players boules to ensure the manufactures marks are clear and that the boules have not been tampered with - an obvious sign will be the boules weigh more than they should.

Allowing for the manufacturing tolerances for boule weight, which are no greater than 5 grams and no less than 15 grams of their marked weight, any boule or set of boules weighing more than 5 grams of the engraved value should be checked very carefully.

The procedure for checking boules

When the request is initiated by the umpire:

The umpire informs the player or players concerned that they are going to control their boules.

The umpire stops the game, picks up the boules of the player or team in question and performs the check in the presence of the player or players to whom the boules belong.

During the check, the other players wait at the end of the lane, they must not leave the terrain.

When the request comes from a player or team

The umpire informs both teams of Article 2 of the rules and then stops the game.

The umpire picks up the boules of the player or team in question and performs the check in the presence of the player, or players, to whom the boules belong and a player of the team that made the complaint.

During the check, the other players wait at the end of the lane, they must not leave the terrain.

When the request is initiated by the umpire or Jury member

The umpire and officials concerned wait for the completion of the first end (as a general rule), then the umpire, in the presence of the official(s), informs both teams that a check will be carried out on their boules.

If it is a competition where there is no delegate or coach, the check should be carried out in the presence of one player from each team.

If it is a competition where there is a delegate or coach, the check is carried out in their presence. Record on the "boule check" form:

- i. The serial number of the boule.

- ii. Its weight and diameter.
- iv. The manufacturer's mark.
- v. The date, time and place of the control.
- vi. The name and licence number of the player to whom the boules belong.

If the request / complaint came from a player include:

- vii The player's name, licence number and address.

In the event that the boules are opened and deemed compliant, the player making the complaint will have to reimburse a set of boules identical to the one checked.

5 ways in which to check boules

1. The boules are weighed with the appropriate scales – household scales will do once a check has been made regarding their accuracy.
2. The boules are placed on a plate called a Boulehonnête.
3. The hardness of the boule is checked.
4. The boules are checked by radiology - checking to see if they are filled with a heavy gas.
5. The boules are opened to check for mercury and cotton wool.



Digital Scales

Used for checking the weight of the boules and as part of the test for boules suspected of having been tampered with - added weight.

The scales must be calibrated and a reference (good) boule tested.

The weight marked on the suspect boule is recorded before being tested.

In each case it is advisable to take a photograph of the test weight, the reference boule and suspect boule being checked.



La Boulehonnête

Used for testing if the boules have been tampered with, for example filling with mercury which can cause the boule to be imbalanced.

The boulehonnête is placed on a stable surface and levelled by using the three thumbscrews.

To begin, a reference (good) boule is tested.

The boule is placed at the edge (see photo) and released to roll naturally across the dished surface of the boulehonnête.

At the same time a stopwatch is started to time how long it takes the boule to stop rolling and the time is recorded.

The same process is used for the boule to be controlled but in this case the test is carried out 3 times to give an average time.

Boules	Good	Used	Suspicious
Patterned	exceeding 20 seconds	18 to 20 seconds	less than 18 seconds
Smooth or Striations	exceeding 50 seconds	30 to 50 seconds	less than 30 seconds

The control table for using the “boulehonnête”.

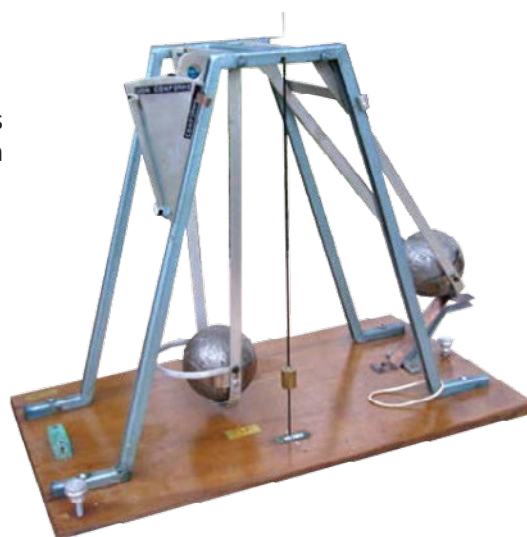
The times contained in this table are given as a guide and should not be applied to boules that have never been used.

Le Balancier

Used for testing the hardness of the boules. The “Balancier” is placed on a stable / level surface and the angle of the basket is set in relation to the boules hardness.

The boules are placed in the two baskets, the boule set at the angle is released, it collides with the other boule pushing the marker to determine the validity of the boules.

As in all tests, it is advisable to test a known good boule and to repeat the tests 2 or 3 times on the suspect boules.



Colouring Boules

I’m often asked by players if it is OK to mark their boules with a coloured pen or paint, so that they can easily distinguish them from others on the terrain. Of course, the answer is yes, it is perfectly acceptable to mark boules in this way.

Perhaps the better method to mark them is to apply a metal paint or permanent marker into the engraving or striations of the boule as this would afford some protection allowing the colour to remain on the boules for a longer time.

Valid Jacks - Article 3

Jacks are made of wood, or of a synthetic material bearing the manufacturer’s mark and having obtained the FIPJP’s approval in line with the precise specification relating to the required standards.



- Their diameter must be 30 mm (tolerance: + or –1 mm).
- Their weight must be between 10 and 18 grams.

Painted jacks are authorised, but at no time must they, or the jacks made of wood, be capable of being picked up with a magnet.

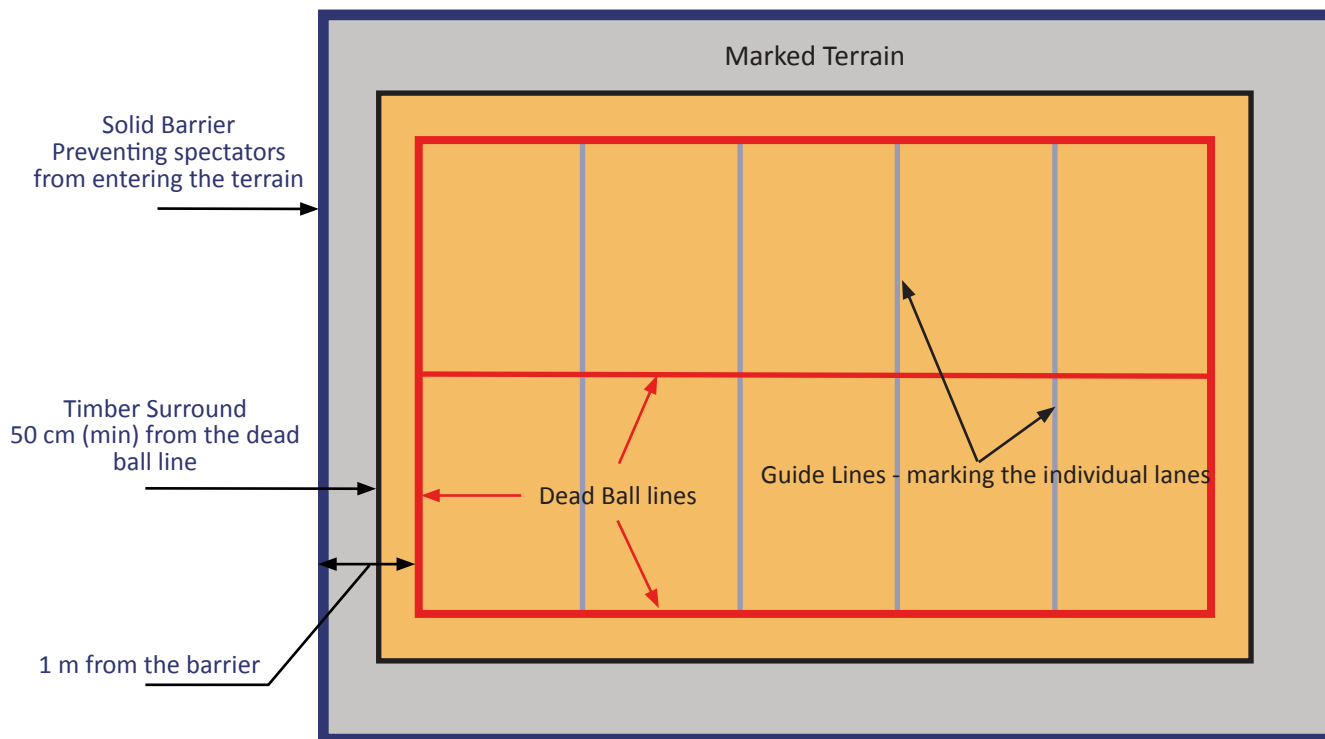
The jacks of a synthetic material which are authorised at the time of writing:

- Jack coloured black with raised OBUT marking
- Jacks produced in various colours and embossed OBUT.
- Jacks bearing the VMS label.

It is important not to forget that to be valid all jacks must weigh between 10 and 18 grams, which may negate many of the synthetic (resin) jacks from competition use.

Marked Terrains - Article 5

In the case of a marked and defined terrain, these must measure at least 15 x 4 metres for National Championships and International Competitions. For other competitions the Federation may permit other dimensions, subject to them not being below 12 x 3 metres.



The lines of the marked terrain define the area (lanes) in which the circle is drawn and the jack is thrown.



If there are barriers, they must be at least 1 metre from the boundary of the field of play
Barriers are normally the fence or wall surrounding the playing area to prevent spectators from entering the area.

Start of play and rules regarding the circle - Article 6

Any member of the team winning the draw chooses the starting point and places or traces a circle on the ground of a size that the feet of each player can fit entirely inside it. However, a drawn circle may not measure less than 35 cm or more than 50 cm in diameter.

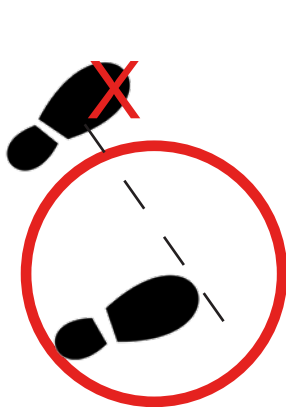
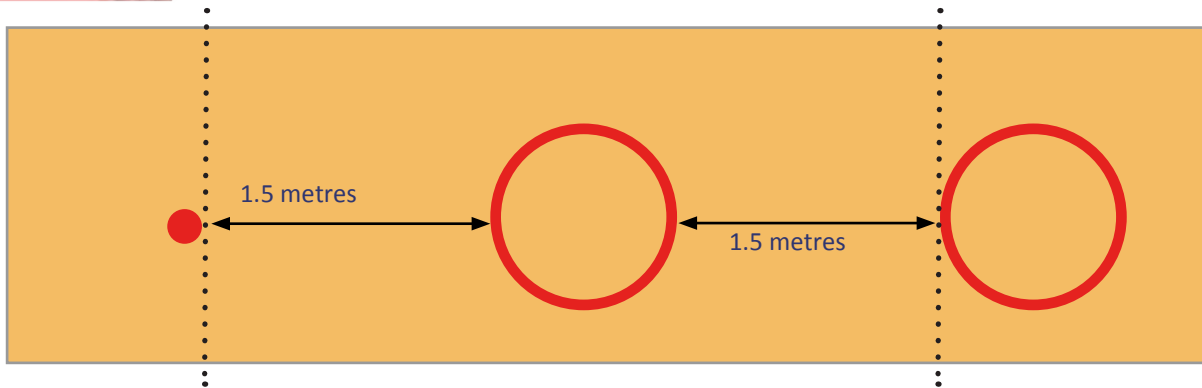
Where a prefabricated circle is used, it must be rigid and have an internal diameter of 50 cms (+ or – 2 mm).

Folding circles are permitted but on condition they are of a model approved by the FIPJP with regard, in particular, to the rigidity. The position of the circle “must” be marked.



only folding circles carrying this mark are approved by the FIPJP

The circle must be drawn (or placed) more than one metre from any obstacle and at least 1.5 m from another throwing circle or jack in use.



The players' feet must be entirely on the inside of the circle and not encroach on its perimeter...

... and both feet must remain on the ground, in the circle until the thrown boule has touched the ground.

As an exception, those disabled in the lower limbs are permitted to place only one foot inside the circle, but the other foot must not be in front of it.



For players throwing from a wheelchair, at least one wheel (that on the side of the throwing arm) must rest inside the circle.

In such cases the player must not position themselves in such a way as to change the line of play.



Placing or Tracing the Circle - Article 7

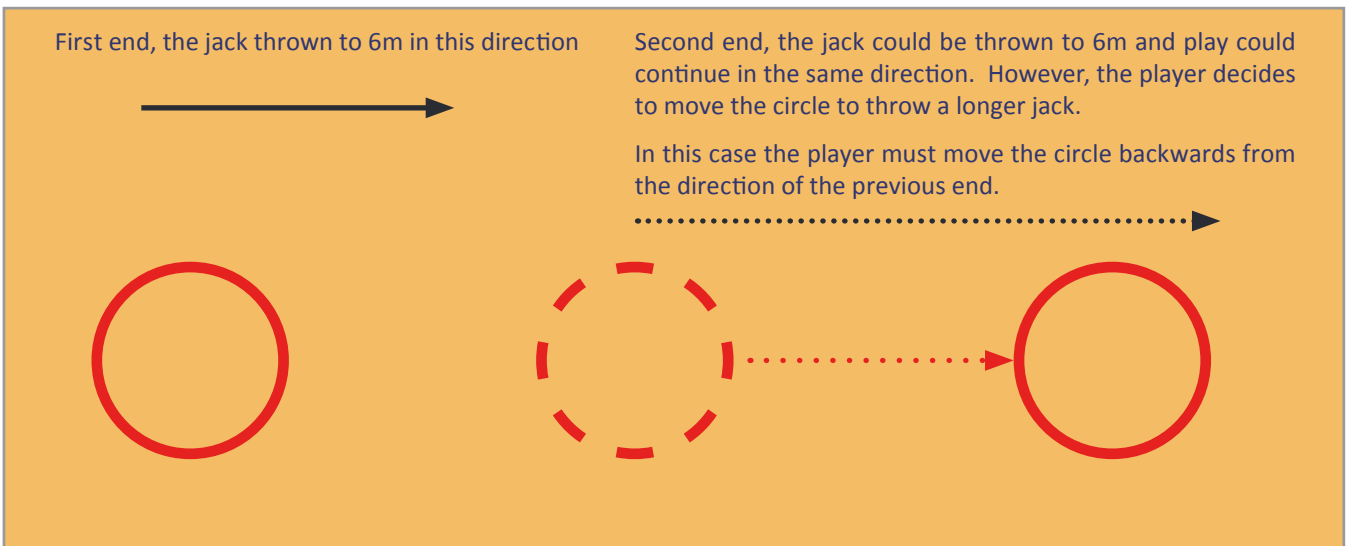
From the 2nd end onwards, the circle is placed or traced around the position of the jack from the previous end.

There are three exceptions to this rule, 1. The circle would be less than 1m from an obstacle, 2. The circle would be less than 1.5m from another circle or jack in use or 3. the jack could not be thrown to all regulation distances.

In many cases it is this 3rd case which players misinterpret, believing that “all valid distances” are those defined for throwing the jack, 6 - 10 m. However, in the case of throwing a jack “all regulation distances” are;

- 50 cm from an obstacle,
- 50 cm from the end line of the lane (dead ball line),
- 1.5 m from another jack or circle in use, and
- between the min/max distances allowed from the circle.

Assuming you can place the circle 1 m from an obstacle and 1.5m from another circle or jack in use, you only need to make sure you can throw the jack to a valid position - this would be 50 cm from an obstacle, from the end of the lane (dead ball line) and somewhere between 6 m (min) and 10 m (max) from the circle - and don't forget, the position of the jack must always be marked!



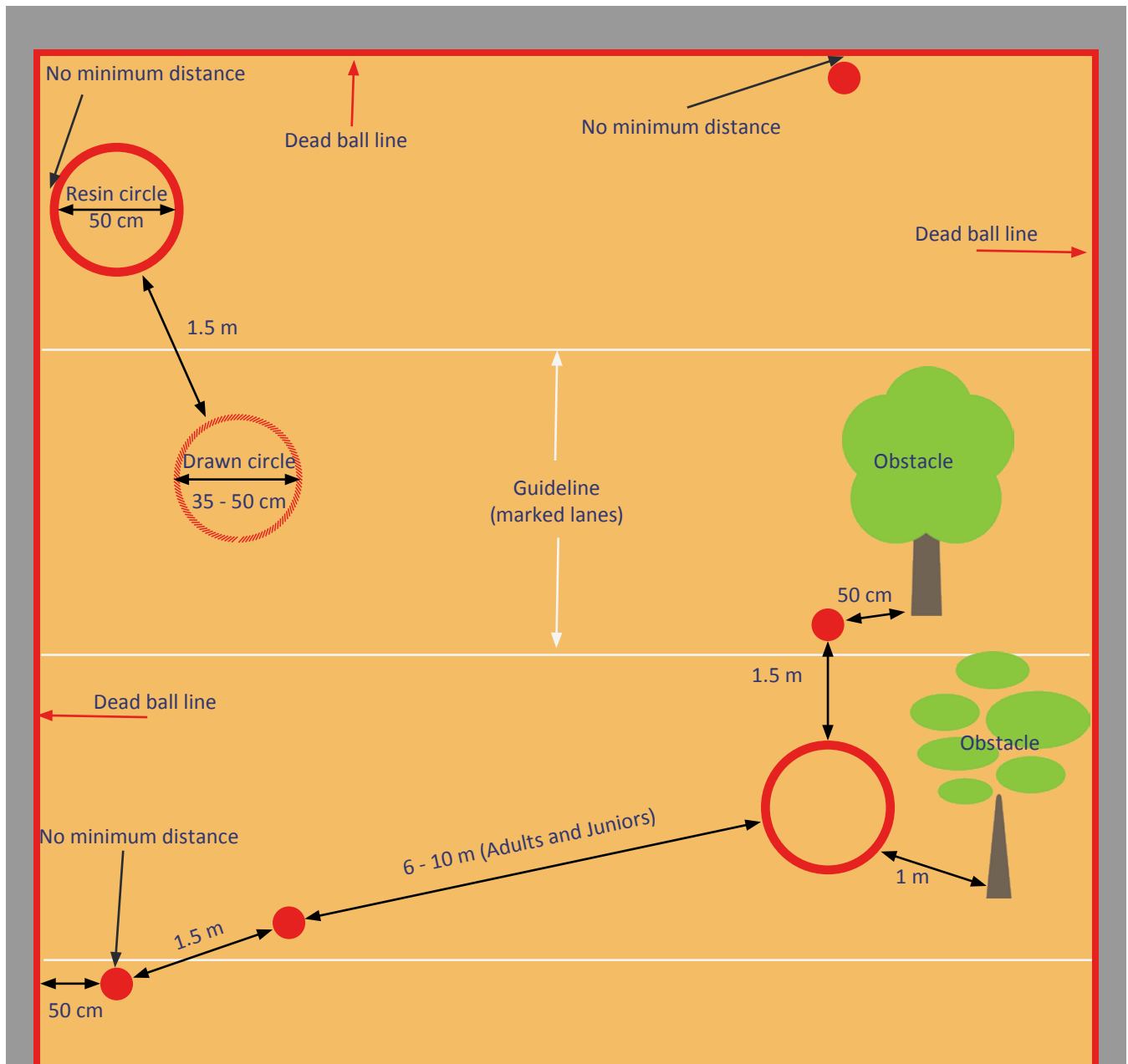
In this example the first end was played to a short jack (6m) allowing the team that won the end to either play another short jack, from the circle (around the jack) and in the same direction as the previous end, or to move the circle in line with the previous end's line of play.

It is not necessary to be able to throw to 10 m, but if you want to move the circle to enable a longer distance in which to throw the jack, you can do this but only if you cannot throw the jack to 10m in any direction.

Definition of an Obstacle

An obstacle, any movable or immovable object, a tree, wall, post, timber surround (frame to stop boules) higher than 25 cm, it is an unlimited list... As a general rule, a player crouching or standing in the circle must be able to swing their arm backwards without touching anything. If they cannot, then the item preventing this action would be considered an obstacle and the circle must be placed one metre away from it.

Distances for the circle and jack



The circle must be marked before a jack is thrown and the jack must be marked initially, and after each time it is moved.

Penalties for not marking the circle and jack

- Not marking the circle - Warning (yellow card) for the player who throws the jack.
- Not marking the jack - Warning (yellow card) for the player who threw or placed the jack.

Penalties for not placing the jack in a valid position

- Warning (yellow card) for the player who placed the jack.

A repeat of the offence, in either of these cases, and the team may be given a warning plus the player who received the previous warning may have a boule disqualified (orange card).

Any player who previously had a boule disqualified would be excluded for the remainder of the game (red card).

Jack, considered dead during an end - Article 9

The jack is dead in the following 7 cases

1. When the jack is displaced into an out-of-bounds area, even if it comes back on to the authorised playing area.

Don't forget, the jack becomes dead only after having completely crossed the boundary of the authorised terrain or the dead ball line.

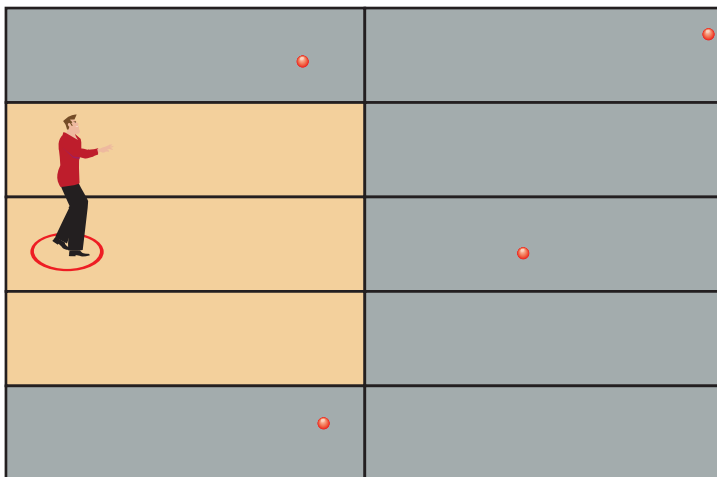
A puddle on which a jack floats freely is considered to be an out of bounds area, so if that area is considered out of bounds it naturally follows that the jack is also out of bounds and is therefore considered to be dead.



2. When, still on the authorised terrain, the moved jack is not visible from the circle.

That does not mean a jack that you can't see just because it is behind a boule. If a boule is masking a jack and the jack appears to have become buried, then the Umpire is authorised to temporarily remove the boule to declare whether the jack is visible.

3. When the jack is displaced to more than 20 metres (for Juniors and Seniors) or 15 metres (for younger players) or less than 3 metres from the throwing circle.



a Jack, displaced into the "greyed" area, is considered dead

4. When on marked out playing areas, the jack crosses more than one lane immediately to the side of the lane in use and when it crosses the end line of the lane.
5. When the displaced jack cannot be found, the search time being limited to 5 minutes.
6. When an out of bounds area is situated between the jack and the throwing circle.
7. When, in time limited games, the jack leaves the designated playing area.



Displacement of Obstacle - Article 10

It is strictly forbidden for players to press down, displace or crush any obstacle whatever on the playing area. However, the player about to throw the jack is authorised to test the landing point with one of his or her boules by tapping the ground no more than three times. Furthermore, the player who is about to play, or one of his partners, may fill in a hole which would have been made by one boule played previously.



Sweeping or, put another way, dragging your foot across the ground to level the area or to fill a hole, has never been permitted, nor has stamping down or compressing the ground immediately in front of the target boule.

The mark or hole made by a boule is relatively small, perhaps 2-3 cm diameter, sometimes larger on loose gravel. You can fill this mark, but you can't smooth out a much larger area in front of a boule or, for that matter, anywhere else on the terrain.

Masked Jack - Article 12

If, during the end, the jack is unexpectedly obscured by a leaf or piece of paper, remove this object. If the jack is moved under a pile of leaves and becomes invisible, it is considered dead.



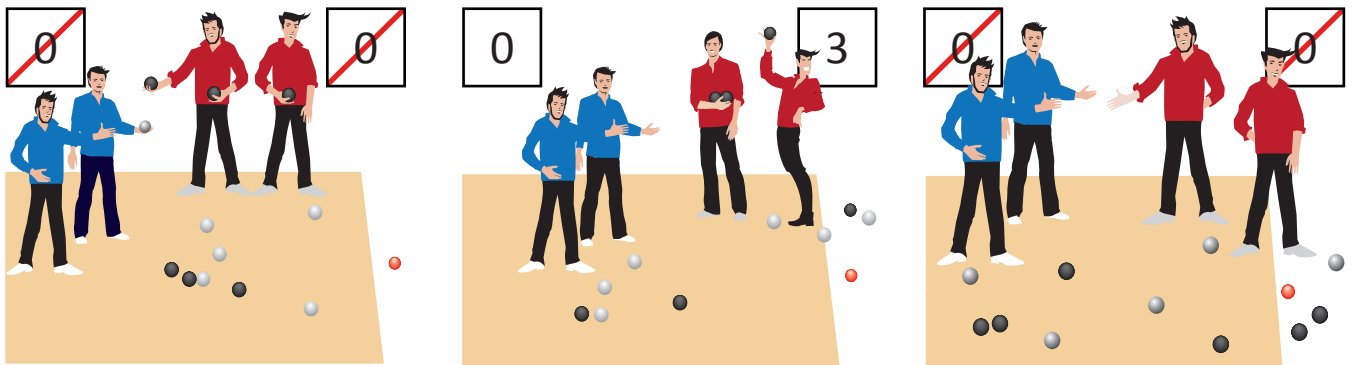
Remember, when it is something that is from outside the terrain that hides the jack, remove it.

When the jack is not visible from the throwing circle, as a result of it being moved, perhaps because it was moved behind a tree, it is considered dead and article 14 applies.

If the Jack becomes dead - Article 14

If, during an end, the jack is dead, one of three cases can apply:

1. Both teams have boules to play, the end is void and the jack is thrown by the team that scored the points in the previous end or who won the toss.
2. Only one team has boules left to play, this team scores as many points as boules that remain to be played.
3. The two teams have no more boules in hand, the end is void and the jack is thrown by the team that scored the points in the previous end or who won the toss.

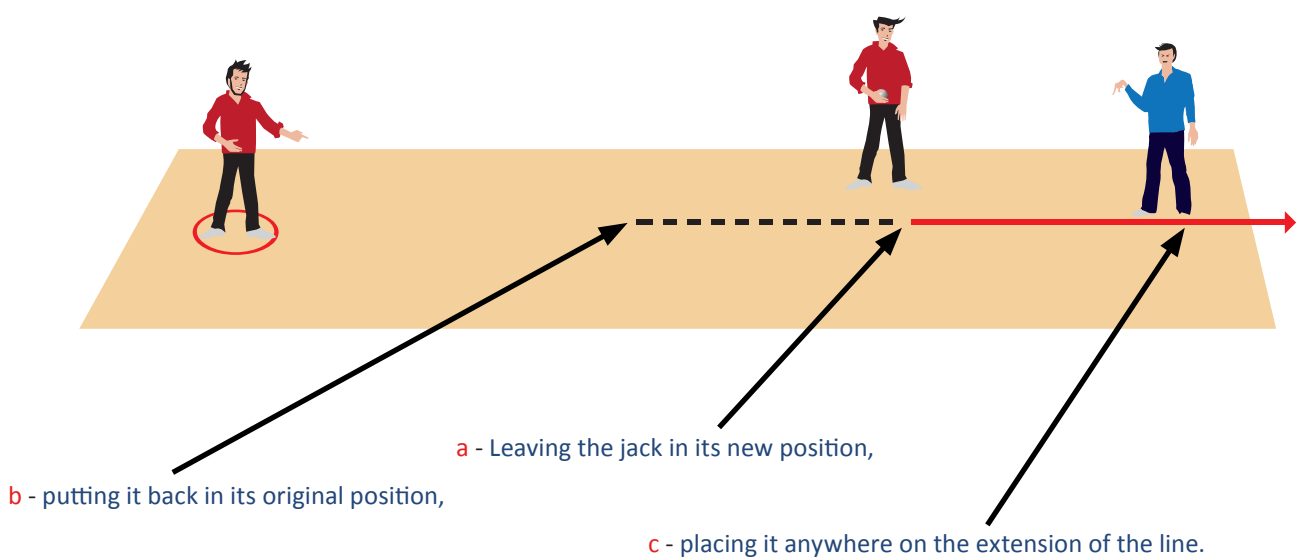


Stopped or Deviated Jack - Article 15

If the jack, having been hit, is stopped or deviated by a spectator or by the Umpire, it remains in this position.

If the jack, having been hit, is stopped or deviated by a player in the authorised playing area, his opponent has the choice of:

- a. Leaving the jack in its new position,
- b. Putting it back in its original position,
- c. Placing it anywhere on the extension of the line going from its original position to the place that it is found, up to a maximum distance of 20 metres from the circle (15 metres for the younger players) and such that it is visible,

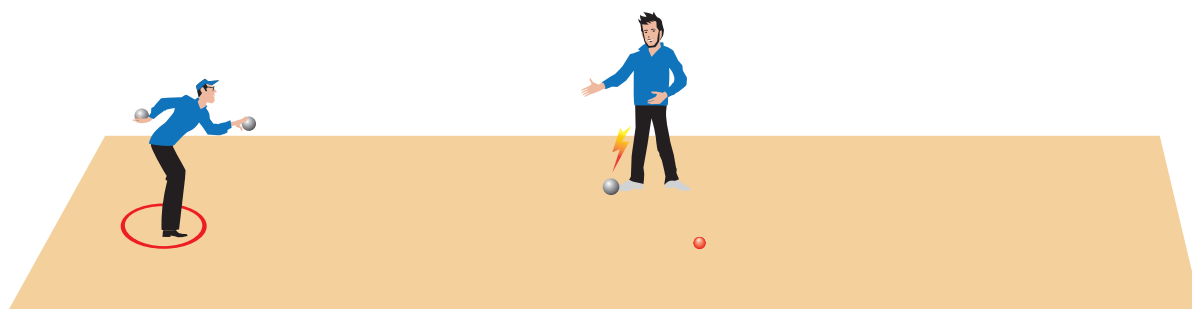


Choices **b** and **c** are only available if the jack's original position was marked. If the jack was not marked, everything remains where it is.

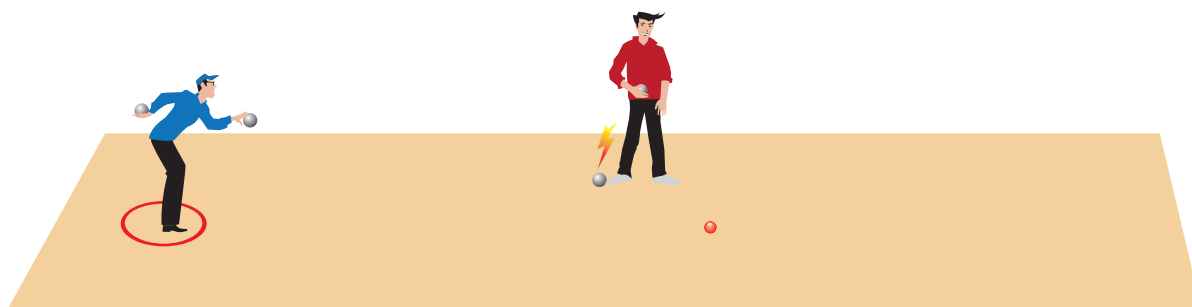
Stopped Boules - Article 20



Any boule played that is stopped or deviated by a spectator or the Umpire, will remain where it comes to rest.



Any boule played that is stopped or deviated accidentally by a player to whose team it belongs, is dead.



Any boule played that is stopped or deviated accidentally by an opponent, can, according to the wishes of the player that threw the boule, be replayed or left where it comes to rest.



When a boule that has been shot, or hit is stopped or deviated accidentally by a player, the opponent may:

1. leave it where it stopped;
2. place it on the extension of the line which starts from the original position it occupied to its stopping point, but only on the playable area and only on condition that it had been marked.

The player purposely stopping a moving boule is immediately disqualified, along with his or her team, for the game in progress.

Displaced Boules - Article 22

If a stationary boule is moved by the wind or slope of the ground, for example, it is put back in its place, provided it has been marked.

The same applies to any boule accidentally displaced by a player, an Umpire, a spectator, an animal or any moving object.

To avoid any dispute, the players must mark the boules.

No claim will be admissible for an unmarked boule, and the Umpire will give a decision only in terms of the position the boules hold on the terrain.

However, if a boule is moved by a boule played in the same game it remains in its new position.



Penalties - Article 35

For non-observation of the rules during a game, the players incur the following penalties

Warning; which is officially marked by the umpire presenting a yellow card to the player at fault.

For exceeding the time limit a warning (yellow card) will be imposed on all the players of the offending team.

If one of these players has already been given a yellow card, the team will be penalised by disqualification of the boule played or to be played.

Disqualification of the boule played or to be played; which is officially marked by the umpire presenting an orange card to the player at fault.

The simple solution to which boule to disqualify is, boule “played” if you award the penalty after the boule was thrown, or “to be played” if you award the penalty before the boule is thrown.

Exclusion of the responsible player for the game, which is officially marked by an umpire presenting a red card to the player at fault.

Disqualification of the team responsible, or in the case of complicity, both teams.

Each of these may also be marked by the umpire presenting a red card to the team at fault.

Remember - The warning is a sanction and can only be given after an infringement of the rules. Giving information to players or requesting they should respect the rules at the start of a competition or of a match is not to be considered as a warning

Accreditation of Umpires

Examination

The examination leading to the accreditation of new umpires is comprised of two parts –one part dealing with the Rules for the Sport of Pétanque and the other with matters related to measuring procedures.

It is advisable to prepare two or three written exam papers as this allows them to be rotated at the discretion of the Umpires Commission (See below for details of the criteria that should be used when setting this part of the examination).

Criteria used for setting the examination

- 1 The part of the examination dealing with the Rules for the Sport of Pétanque would normally consist of 18 to 25 standard questions covering an even spread of topics from across the various sections of the Rules for the Sport of Pétanque.
- 2 The examination will be 'closed book'. It will be conducted on the same occasion as the part of the examination dealing with measuring procedures.
- 3 The examination will include a verbal examination conducted in the presence of two examiners.
- 4 The examination will cover situations that may occur on a regular basis during a game but will not cover the administrative aspects of the sport.
- 5 The examination will not include any questions on domestic regulations (competition rules).
- 6 The examination will not include any questions on topics that may be covered during the part of the examination dealing with measuring procedures.
- 7 The pass mark for the examination will be set by the Umpires Commission and shall reflect the standard set for the grade level in question.

Criteria used for marking the examination

It is advisable for the marking and scoring systems for each part of the examination to be based on the proven system applied for the European Umpire exam which takes into account:

- The candidate's knowledge of the rules, which is ultimately assessed by the answers they give to the written exam.
- The candidate's answers given under pressure during the verbal exam.
- The candidate's performance during the practical exam.

The total number of points achieved are used to calculate the percentage mark which determines if a candidate has passed or failed and can also be used to determine the successful candidate's grade.

The marking scheme employed provides sample answers to each exam question, this ensures the examiners' work is accurate.

The marks awarded are rigorously checked to ensure they remain consistent, fair and to the required standard.

As part of this checking process a number of random samples from the written exam are passed to a third (independent) person to review and to ensure the examiners are applying the marks correctly.

The examination should be conducted by a senior qualified umpire, appointed by the appropriate National Umpiring Commission.

In Conclusion

Most people will consider measuring to be the main part of the umpire's job and it certainly can keep you busy.

You need to be physically capable and able to measure, to know what equipment to use and how to use it. You need to understand your role in a game or competition.

The umpire is the official representative of their federation, they have the authority to take all decisions they deem necessary or useful to ensure that the rules are respected, and the games run smoothly.

An umpire must have a basic understanding of the tasks required of them, before, during and after a game or competition, to have the ability to work with others (umpires and officials) and importantly how to work with the players and their coaches.

Of course, the umpire must have a sound knowledge of the rules and how to apply them.

Every umpire is observed, the higher the grade (rank), the more the need to ensure your behaviour, both on and off the terrain, is irreproachable.

Never criticise the decisions taken by another umpire, even if on that day you are a player or spectator.

Be professional and above all else, enjoy your work!



My key motivation for umpiring

To enable participants to compete within the spirit of pétanque through the effective application of its rules and regulations - what's yours?

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Mike Pegg
International Umpire

UNITED KINGDOM
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