

Rules – time limited games

- ⚽ We have very little time for breaks in between games so please proceed from one game to the next promptly.
- ⚽ The rules regarding teams arriving late and the time limit for playing a shot will be as per FIPJP Rules. Players are asked to be prompt and keep play flowing.
- ⚽ Games will commence at the sound of a whistle. Games should not commence prior to the whistle being blown, but the coin toss may be made before the whistle in preparation.
- ⚽ *All strings are dead ball lines.*
- ⚽ Jacks should be thrown/placed a minimum of 1m from any dead ball line on lanes 1,2,3,6,7 & 8. For lanes 4 & 5 (which are narrower), jacks should be thrown/placed a minimum of 1m from the end strings and 0.5m from the side strings.
- ⚽ If a team reaches 13 points the game is over as normal.
- ⚽ After 55 minutes a whistle will be blown. *The end in progress when the whistle sounds should be completed.* For these purposes, an end is judged to be complete once the final boule has been thrown. Therefore if the whistle sounds after the final boule of an end has been thrown but before the jack has been thrown/placed for the next end, the new end *has already started* and the new end proceeds as normal.
- ⚽ Play continues for a further 2 complete ends unless a team reaches 13 points.
- ⚽ The team who have the higher score at the end of the second additional end win the game and the score is entered as is (e.g. Team A has 11 points, Team B has 9 points – Team A are credited with an 11-9 win).
- ⚽ If the teams are tied after the second additional end, the teams should inform an Umpire and play one additional end *briskly please*.