

"Players don't knowingly cheat - they just don't know the rules"

Croston & District Boules League

League Rules

1. The game is played by two teams of one, two or three players. In a team of two players each member uses three boules, in a team of three players each member uses two boules. In the singles game each player uses three boules. There must not be more than 12 boules on the ground.
2. Players use metal boules of diameter between 2 3/4 ins (70 mm) and 3 1/8 ins (80 mm). The weight must not exceed 1 lb 12 oz (800 gr). The "jack" or "cochonnet" is wooden and must be between 25 mm and 30 mm in diameter.
3. Hoops are provided to ensure that a standard throwing circle is used. The hoops must be used at all times. Any hoop lost, damaged or vandalised will be the responsibility of the teams to replace.
4. Players of both teams should, whenever possible, arrive at appropriate venues by 7pm in order to commence the match by 7pm, either by playing a singles OR doubles game at the start of the match.
5. Each match will comprise four singles, three doubles games, and one triples game. The singles usually being played first and the triples last, but this can be changed by the home team captain in the event of circumstances that deem it to be necessary.
6. Each doubles team must have at least one player who has not played singles.
7. No player is allowed to play three games in one match.
8. No player is allowed to play in three formats in a match.
9. A minimum of 7 players must be used in a match.
10. The triples must not have two players who have played doubles as a pair.
11. The Home Team Captain selects the player(s) first for each game and the Away Team Captain then chooses his players.
12. A referee from the home team should be appointed to referee each game and the referee's decision shall be final. Upon agreement between the Team Captains, an away team member can referee games if no home team member is available.

13. Team Captain's should ensure that the designated referee is confident and competent to referee in a match. The first team to throw is decided by a single throw at the cochonnet (jack), usually placed by the referee. At the start of a game the player from the AWAY team will be required to throw the first boule for off. The player nearest to the jack goes first. Any player in this team chooses a starting place and should use the rings provided or in the absence of rings may draw a circle on the ground in which to stand. This should be between 1 ft 2 ins (36 cm) and 1 ft 8 ins (50 cm approx.)
14. The player throws the "cochonnet" between 6 meters and 10 meters away. It must not be nearer than 1 meter from any obstacle (wall, tree, etc) at the rear. Due to narrowness of our pitches, it must not be any nearer than 0.5 metres from any obstacle at either side. If the cochonnet lands outside these parameters, it is deemed "dead". The cochonnet is then passed to the opposing team to place within the parameters on the piste. The original player will now continue.
15. The first player then throws his first boule, trying to get it as close as possible to the jack, PLEASE NOTE - players MUST throw/release all boules with the back of the hand uppermost and both feet must remain on the ground together within the circle until his boule has landed.
16. A player from the opposing team steps into the circle and tries to place his boule closer to the jack than his opponent, or by knocking his opponent's boule away. The boule nearest to the jack leads.

note a) When two boules are an equal distance from the jack, the first boule is judged as being nearest because the second boule has not beaten it.
note b) Any boules hitting the sides or rear of the pitch are considered "dead" and must be removed immediately before the next boule is played.
17. It is then up to the players in the team who is not leading to continue until they achieve a leading boule, and so on.
18. When a team has no more boules the players of the other team throw theirs and try to place them as close as possible to the jack.
19. If a Boule is obstructed from hitting the End Side or Middle (*Rope*) by a weed or object that is not an integral part of the Piste, it shall be deemed as dead and taken out of Play.
20. When the two teams have no more boules, the points are counted. The winning team scores one point for each boule nearer to the jack than any of their opponents.

21. Players are allowed to use their own non electronic measures to determine the winning boule(s). In the case of a dispute then the string measure provided by the League or an Umpires Measure must be used. When measuring, the front of the cochonnet must be used and not the centre. The referee determines the outcome of the measurement and informs the players.
22. After each player has played their last boule, a Dead End shall be declared if there is a tie for the nearest Boule to the Cochennet. No point to be awarded regardless of the order in which the Boules were thrown.
23. A player from the team who has won the previous end throws the jack, usually from the place where it was at the conclusion of the last end but again, due to restrictions of our pitches, the jack need not necessarily be thrown from that position and is usually thrown from any position that allows him to comply with rule 7 (above).
24. The winners are the first person or team to reach 13 points.
25. In singles the winner (team) is awarded "one match point" and in both doubles and triples "two match points". A record is also kept of the points scored by each team during each game. These are called "game points". The team which scores the most game points in the match are awarded an extra match point. If the games points are equal, then 1/2 match point is awarded to both teams. The game points are also used to calculate the league positions where two teams have the same number of match points. The maximum match points are 13. Important 2020 AGM amendment - The triples will now only score 2 game points.
26. Results should be recorded and preferably texted by the home team Captain to Mike Greenhalgh on 07718 160880 Results should be sent in by noon on the Wednesday following the match, otherwise a **penalty of two match points will be deducted from the home team total.**

Note: An acknowledgement that results have been received will be sent back to the home team captains. There is nothing to stop away team captains also sending in results which in many instances may help to verify/clarify results.

PLEASE NOTE - It is wise for both team captains to keep a copy of match results just in case the home team captain loses or is unable to send results. In this case, the home team must abide by the results sent in by the away team. If no results are available, no points will be awarded to either team.

27. **Non Payment of League Fees.** For any teams who have NOT paid their League Fees by the committee's designated date, **three game points will be deducted each week until payment is received.** Any issues concerning payment of League Fees should be raised with the Treasurer.

28. *The rules for a league match where one team fails to raise a team on the scheduled date to complete their fixture. Teams can move a date, both Captains must agree to a rearranged date. If the Captains do not agree the game is played on the original Tuesday. If the fixture is NOT fulfilled by both teams then zero points will be awarded. Ideally the League would like the fixture played on the original fixture date. In the event of bad weather both Captains must agree to move the date. Note: Reasonable notice should be given to the Players and the venue. The Landlord should be notified by the home Team Captain of any change of date.*

29. **No Smoking and No Vaping whilst playing the game or refereeing ON THE PISTE.** *If there are any concerns raised during the fixtures, it would be the responsibility of the Team Captains to manage the situation. Note: The committee want to raise awareness, for members to use common sense and we need to consider the impact on our younger players.*

30. **What If? An evenings play is disrupted by bad weather.** Under our current rules, if a match is abandoned before play commences due to bad weather, a new date can be arranged mutually between the Team Captains and where possible reasonable notice should be given to the players and the venue. However; if the match has commenced and is NOT completed on the night due to adverse weather conditions? The fixture should be re-arranged and the match started again from a 0-0 score. No time constraint has been set to re-arrange the match. The Team Captains need to mutually agree on a new date for the match to be played ASAP.

31. Only team-mates may stand between the circle and cochonnet (playing area); opponents must be beyond the jack, behind the circle and to one side or must stand off the playing area.

Updated January 2026