

Changes and clarifications in the 2009 Rules of the Game in order of appearance

Article 3 there is now **one size** for Jacks – **30 millimeters**, and an allowable tolerance of **plus or minus 1 mm** (to take into account paint thickness, manufacturing defects and the occasional ding or dent).

N.B. FPUSA has banned the use of the plastic-resin jacks (exactly 31 mm) for safety reasons.

Article 5 now requires a minimum gap of **1 meter** between the court boundary (dead-ball line or string) and solid barriers if there are any (wood, concrete etc.) *This was previously 30 centimeters.*

Article 5 also provides for the use of **games with a preset time limit.**

Article 6 is modified to further adapt to the use of rigid prefabricated throwing circles.

Article 6 clarifies that throwing circles may be cleared at any time during the round.

Article 7 specifies that circle-to-jack measurements are to be made from the circle's **interior edge.**

Article 7 has removed the requirement that the throwing circle be drawn a meter within a playing area boundary (dead-ball line). In other words the circle may be drawn right against a boundary if need be.

Article 7 makes it clear that **all three** of a team's throws of the jack (if needed) are to be completed within one minute.

Article 9 clarifies one situation when a jack is dead, and adds another. The first is to make it clearer that when playing marked courts end-lines are dead. The second is in the case of **timed games on marked courts: all lines marking the court are dead-ball lines.**

Article 10 a change now allows the team about to play to fill **any** one hole, and only one, that was caused by the impact of a boule played at **any time previously** (not just the last boule played as was previously the rule).

Article 13 specifies that in the event of a voided and then replayed round, **the team that put the jack into play gets control of the jack.** Formerly this went to the team that had last scored (or won the toss). As always, play of the first boule rests with the team that last scored (or won the toss).

Article 14 clarifies interference by adding “diverted” in the case of a jack in motion after being hit.

Article 14–2 adds the words “in the authorized playing area” to identify a player in the game at hand.

Article 14–2c clarifies that the jack be placed no further than the maximum playable distance.

Article 17 clarifies intent by exchanging marked terrain with **assigned court.**

Article 18 adds that all marked-court end-lines are dead-ball lines.

Article 18 adds a provision for timed games on delineated courts: all lines are dead-ball lines.

Article 19 clarifies interference by adding “diverted” and “diverted accidentally” to particular cases.

Article 20 restates that all three tries to throw the jack are **together** allowed one minute total.

Article 26 the first paragraph was formerly part of Article 22.

Article 28 specifies that in the event of a voided and then replayed round, **the team that put the jack into play gets control of the jack.** Formerly this went to the team that had last scored (or won the toss). As always, play of the first boule rests with the team that last scored (or won the toss).

Article 30 a slight change in wording clarifies that any complaints must be made to the Umpire **before** the game ends.