

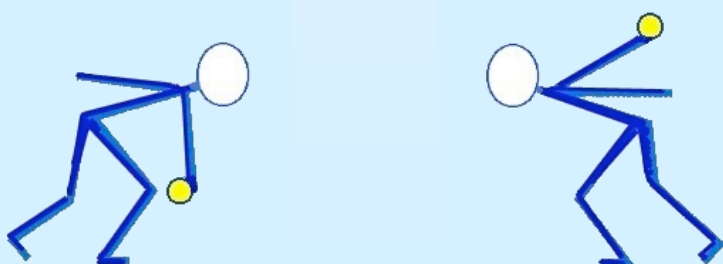


FÉDÉRATION INTERNATIONALE DE BOULES

Membre de la **Confédération Mondiale des Sports de Boules**
Reconnue par le C.I.O.

 **English**

***Règlement Technique
International
● Abrégé ●***



PREAMBLE

In 34 articles, “l’**abrégé**” describe the most important rules of modern bowling and throwing games.

For more information, consult the entire **International Technical Regulations (R.T.I.)** who, in 57 articles - included the 34 of the “**abrégé**”, with the same numbers - contain all rules of the “**boule lyonnaise**”.

Commission Etude et Formation Commission du Règlement Technique International

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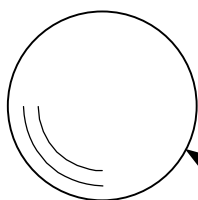
CHAPTER 1

MATERIALS

AREA OF THE GAME

Art. 1 - The bowls

The bowls used must rigorously follow the protocol set out by the F.I.B.



weight between 900 gr. and 1200 gr.

diameter between 90 mm. and 110 mm.

Children (14 and Under) and women players can use smaller and lighter bowls :

- minimum diameter : 88 mm.
- minimum weight : 800 gr.

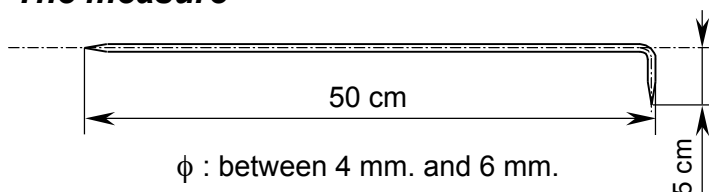
Art 2 - The jack



diameter between 35 mm. and 37 mm.

It is of wood

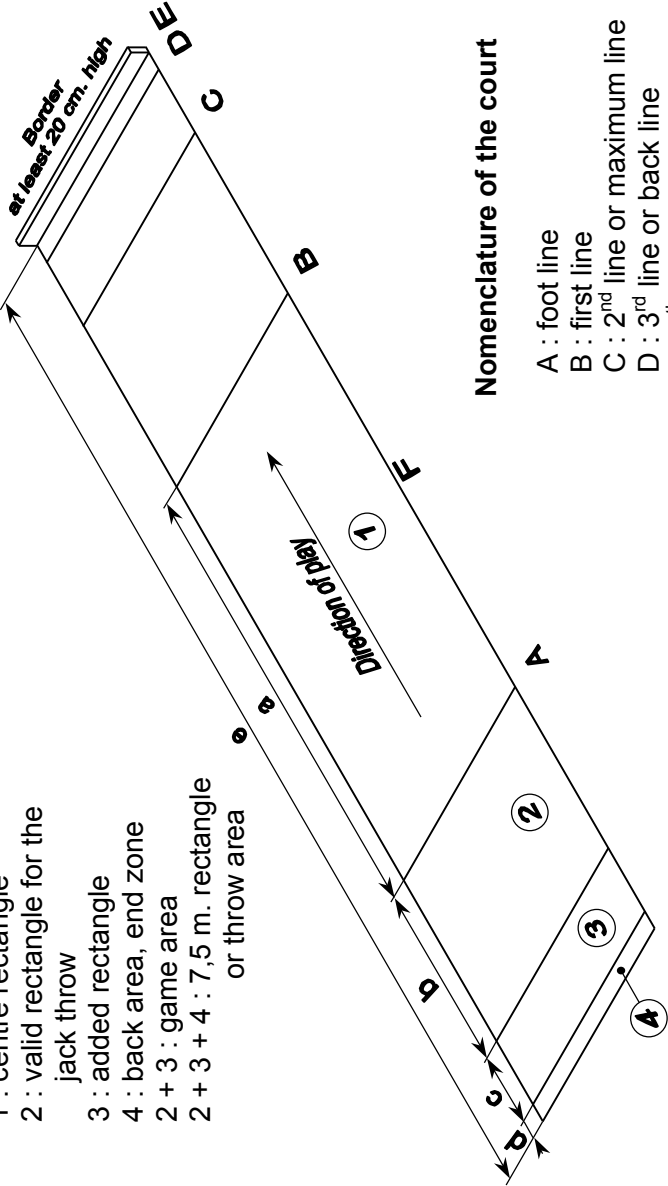
Art. 3 - The measure



Art. 4 - The court

Areas of the court

- 1 : centre rectangle
- 2 : valid rectangle for the jack throw
- 3 : added rectangle
- 4 : back area, end zone
- 2 + 3 : game area
- 2 + 3 + 4 : 7,5 m. rectangle or throw area



Nomenclature of the court

- A : foot line
- B : first line
- C : 2nd line or maximum line
- D : 3rd line or back line
- E : 4th line or end line
- F : Sideline

Specifications of the court

	a	b	c	d	e
Seniors and under 18	12,5	5 m	2 m	0,5 m	27,5
Women	12,5	3,5 m	3,5 m	0,5 m	27,5
Under 14	11,5	4 m	1,5 m	2 m	26,5

With between 2,5 m. and 4 m.

CHAPTER 2

THE GAME

Art. 5 - Aim of the game

The aim of the game is to place one's bowls as near as possible to a target which is called the jack. The opponent, in his turn, attempts to place his bowls nearer to this jack or to remove the bowls that prevent him from doing so.

Art. 6 - Method of playing

At the beginning of the game the team, which has won the jack, delivers it and then plays its first bowl. Subsequently, the team which does not hold the point, must play until it regains the point by bowling or throwing. If, after the bowling or throwing by a player, there are no bowls left in the court, the opponent team will play. When a team has delivered all its bowls, the other team plays on and attempts to score further points by bowling or throwing, if necessary, at the bowls in its way. It can also throw at the jack.

If the jack is out of play (regular or accepted throw) while in the court there are still bowls belonging to both teams, the game will be played again in the same direction. In this case the jack is thrown by the team that had originally thrown it. In all other cases the game will start again in the opposite direction.

Art. 7 - Scoring

When the bowls have all been played, one team scores a point for each of its bowls that are nearer the jack than the nearest bowl of the opposing team. A team may accept the points conceded by the opponent without playing all its bowls.

If the jack is out of play (regular or accepted delivery) and the bowls in the court belong to only one team, this team scores one point for each bowl not yet played.

The jack will be thrown by the team that scored.

If neither team scores, the jack will be thrown by the team that had originally thrown it.

Art. 8 - Points to be made - Duration of the match

The number of points must be between 7 and 13.

The maximum duration of each match may never be less than one hour and not exceed 4 hours.

Art. 9. - The winning team

The team which wins the match is the one which:

A. First reaches the specified score within the maximum time allowed, when such time has been specified.

B. At the end of the specified time (the end being played is terminated) has the highest score.

If a tie situation occurs at the end of the maximum specified time, and if the regulation of the competition does not provide for a tie, a Supplementary End is played with a jack which cannot be cancelled nor taken out of play.

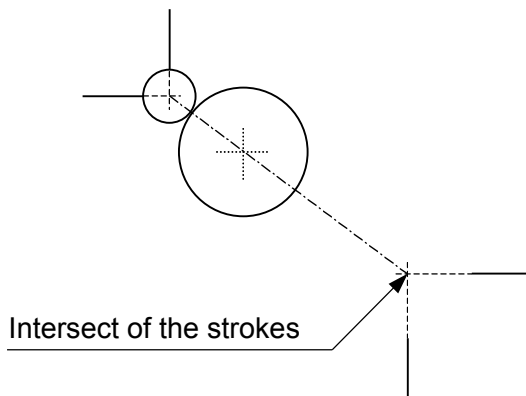
C. Supplementary End with Jack which cannot be annulled nor taken out of play

Rule : When the jack goes out of play following a thrown delivery (designated or non-designated jack), or following a bowled delivery, or their consequences, it must be replaced in its original position, no matter the circumstances.

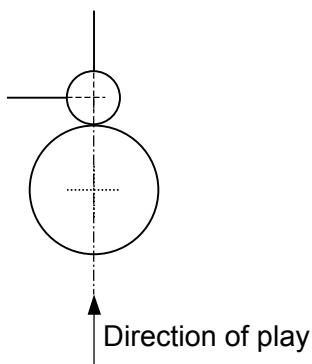
CHAPTER II

Special Case: if a bowl occupies the position of the jack (either totally or partially), it will be placed on the following mode :

1. The occupying bowl is a bowl of the match:



2. The occupying bowl is the bowl which has been played:



If one of the bowls of the match prevents the authorized positioning of the occupying bowl, this latter will be placed in contact with the jack in the nearest possible previous position, but without shifting any of the bowls of the game.

If after the supplementary end, scores are still equal, the winner will be decided by the Bowling Test.

D. Bowling Test - Rules

1. The jack remains at its original position;
2. All the bowls are removed from the court;
3. The team that had delivered the jack bowls a bowl;
4. The Referee sees to marking its position, measures its distance from the jack, then removes it from the court. In all cases the jack must be invariably replaced in its original position prior to measurements being taken;
5. The other team has its turn at bowling and the Referee proceeds to repeat the measuring operations.

The team that has bowled closest to the jack is declared to be the winner. In case of a tie the test is repeated.

CHAPTER 3

RIGHTS AND DUTIES OF PLAYERS

1 - Teams - Playing equipment - Marking - Displacement - Measure

Art. 10 - Team formation

The game is played:

- Singles (1 against 1) with 4 bowls to each player;
- Doubles (2 against 2) with 2 or 3 bowls to each player,
- Triples (3 against 3) with 2 bowls to each player;
- Fours (4 against 4) with 2 bowls to each player.

The formation of a team must remain the same throughout the competition.

Art. 11 - Playing equipment

The players must appear on the court provided with bowls, jack and measure conforming to the rules.

Art. 12.

Marking the lines

The lines must be marked so as to be always adequately visible. Their visibility must be maintained by the team about to play. The players must not erase intentionally the whole or part of a line (except when it is necessary to erase a line in order to mark a throw mark correctly).

Following the delivery of the jack, it is prohibited to touch up the maximum line (second line).

RIGHTS AND DUTIES OF PLAYERS

If doubt should arise due to the line being re-drawn badly (incompletely or not at all), the Referee's decision will always be against the team that has last played since it had the responsibility of re-drawing the lines.

Use of the measure

All lines, marks and throw marks may be drawn with the measure.

The measure is also used to determine points and to estimate distances.

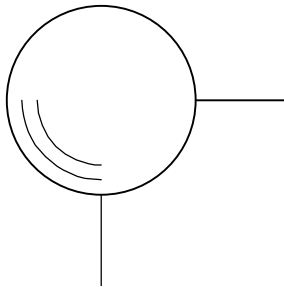
Art. 13 - Marking objects

Bowls

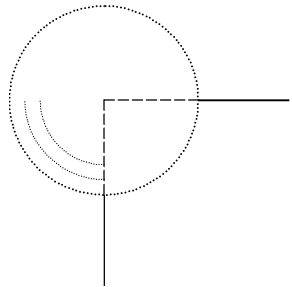
Each team must mark its bowls with two strokes at a 90 degrees angle without any visible orientation lines.

To find the exact position of an object, extend the strokes until they intersect.

Marking
objects



Finding the initial center
for measuring



If the marking does not comply with regulations, when doubt arises due to removal or displacement, then the decision taken will be against the team responsible for the marking.

CHAPTER III

The Jack

The jack is marked by the team which has bowled it or placed it in position, and, if it is moved, by the team which holds the point.

Art. 15 - Who measures and how

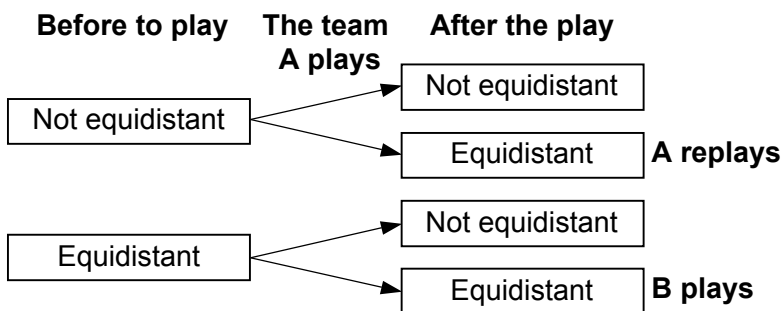
The team which believes it has taken the point must measure. The opponents have the right to check. One or more bowls may be removed temporarily in order to carry out a measurement.

Art. 16 - Objects displaced during measuring

If the team which is measuring displaces one of the objects being measured the point is awarded to the opponents. However, if the team which is measuring moves an object and by doing so the team still has the point, it keeps it. The objects that were moved are placed in their original position.

Art. 21 - Bowls equidistant from the jack

If it is not possible to determine which team holds the point because the two bowls are equidistant from the jack, the team which created the equidistance plays again. If the position is not modified, the other team plays, and so on, until there is no longer any equidistance.



If, at the termination of the end, equidistance remains, the end is void; neither team will score and play is re-started in the opposite direction.

2 - Position of players

Art. 27

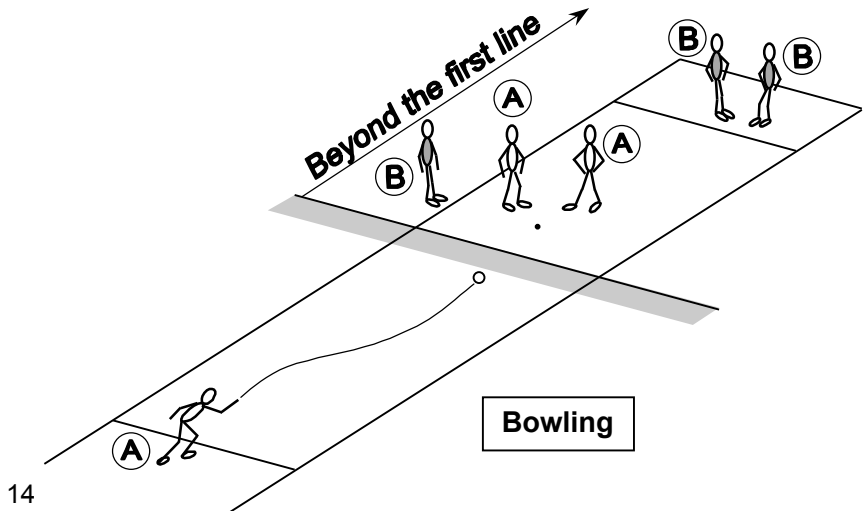
Position of a player during the delivery and their obligation to play

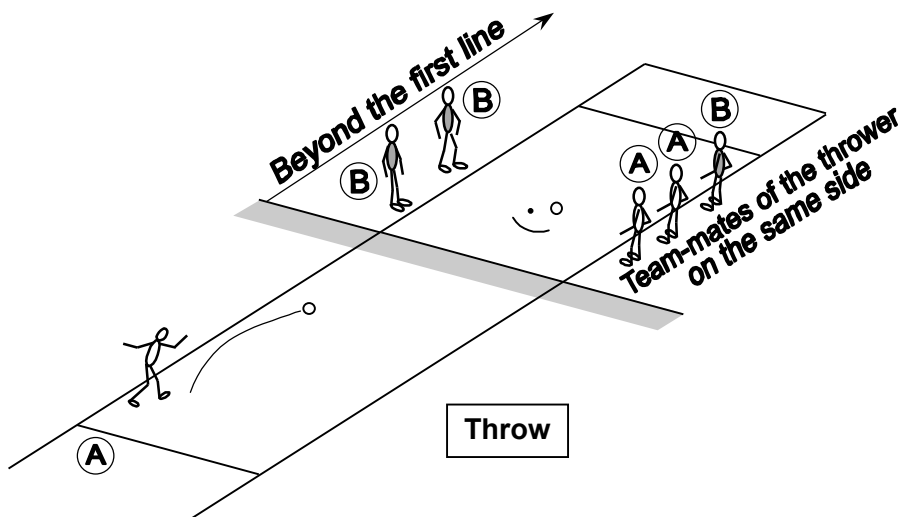
When a player enters the rectangle of 7.50 meter opposite the one where the jack is, he cannot leave it before he has delivered a bowl. In case of infringement, his bowl will be immediately canceled.

During the delivery a player must not place his foot on or beyond the lines of the 7.50-meter rectangle. He may, however, during the throw, place his foot on the "foot line".

Position of the other players

In all cases the players must stand beyond the first line and must not disturb the player in action. At the moment of a throw all players must stand along the side lines, if possible off the court, but always in a line. The team-mates of the thrower will stand in a line on the same side of the court and must not indicate in any way the objects or the cross lines once that the player has started his run up.





CHAPTER 4

REFEREES AND PENALTIES

Art. 31

Decisions of the Referees

The Referee's decision is final. Second Referee's decision is not allowed.

The Referee will indicate fouls with a whistle or by some other signal, and the opposing team will apply the Advantage Rule.

Application of penalties

Referees will signal fouls by use of a whistle or some other means. They will declare the appropriate penalties and see that they are at once obeyed.

The Referee, having determined the gravity of the infringement - according to the list in this article - will signal his intention to apply penalties against the guilty player by using:

- white card for a warning;
- yellow card for an admonishment;
- red card for immediate expulsion.

Two yellow cards, displayed during the same competition, will be automatically followed by a red card.

CHAPTER 5

THE BOWL AND THE THROW

GENERAL RULES

Art. 32 - Objects out of play

Object out of play when stationary

An object is out of play if its central circumference passes beyond the outer limit of the sideline or back line. The jack is also out of play if its central circumference passes the outer limit of the first line.

This may be checked by using a setsquare.

Object out of play when moving

An object is out of play if its centre falls perpendicularly upon or passes beyond the axis of the sideline or the back line. The jack is out of play even if, running back on to the first line, its centre falls or if it touches an obstacle overhanging the court.

A moving object which strikes an object out of play or cancelled is out of play. Likewise, it is similar if it strikes an object, whether or not stationary, situated in a neighboring court.

All effects resulting from an object which is gone out of play are canceled.

Art. 34. Validity of the delivery of the jack

The delivery must be made within 20 seconds from the termination of the end. It is valid when the jack comes to rest into the valid rectangle opposite the one from which it was thrown.

If the first delivery is not regular, the team throwing the jack has the right to a second delivery unless some infringement has been signaled by the Referee.

After two irregular attempts, the opposing team may place the jack in the valid rectangle as it wishes, but at a distance of at least 50 centimeters from the lines of the rectangle.

Art. 35 - Advantage rule

All irregular contacts are left to the discretion of the opposing team. The opposing team may:

- a. Accept the new situation of the game and decide whether to accept or annul the irregular bowl;**
- b. Demand a general restoration together with the compulsory annulment of the irregular bowl.**

Exception: The non-designated jack must be replaced in its original position.

Art. 39 - Time allowed for playing a bowl

Every bowl must be played within a maximum time of 45 seconds which starts from the time when:

1. The jack is correctly placed in the court;
2. It has been decided which team shall play;
3. The Referee has taken his decision;
4. The required replacements have been made.

In case of infringement the Referee will immediately cancel the bowl.

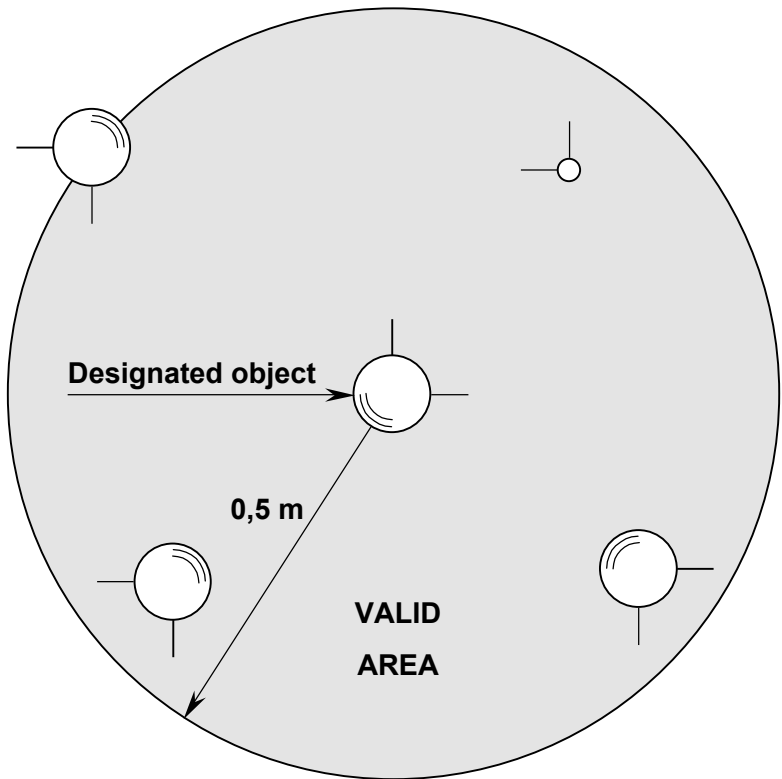
CHAPTER 6

THE THROW

Art. 40 - Designated object

The player who wishes to throw must clearly designate the object at which he is aiming. This object, that can never be a bowl of his own team, define the area in which the throw can be regular.

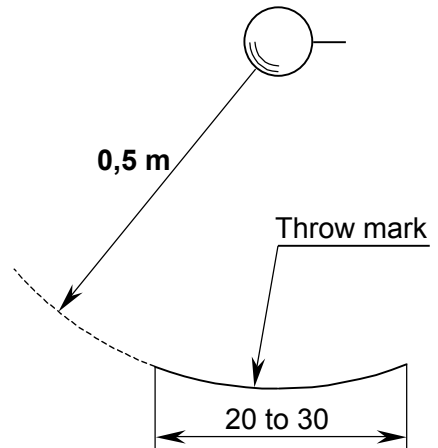
Is only valid the designation made by the player.



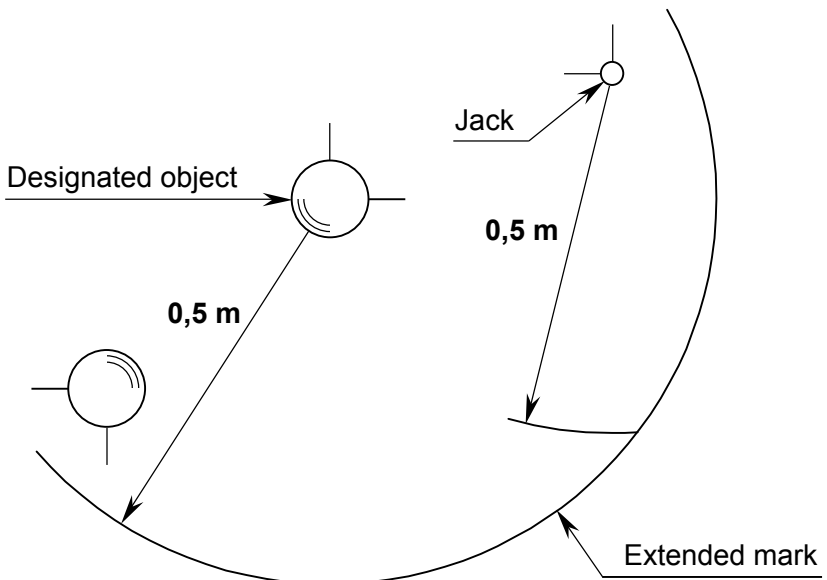
Art. 42 - Drawing the throw lines

A mark will be drawn by the opponents 0.5 meters in front of the designated object. This mark must be curved and from 20 to 30 centimeters in length.

When the designated object is surrounded by other objects, the curved mark must be extended in the necessary direction.



A throw mark must be drawn in front of all the objects situated at less than 0.5 m. from the designated object, providing that such mark is inside the valid area.



CHAPTER VI

If one or more bowls are in the way, they may be temporarily removed.

Every mark which is not challenged before the throw is valid for checking the point of landing.

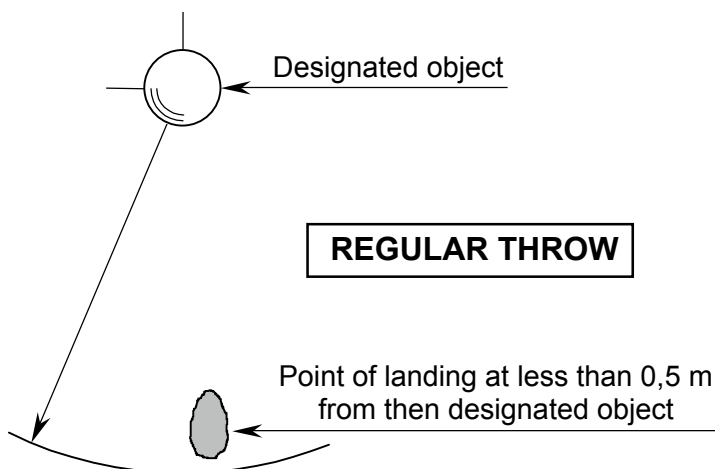
Art. 43 - Regular throw

A throw is regular when all three following conditions are simultaneously observed:

- 1. The point of landing is not more than 0.5 meters from the designated object;**
- 2. The point of landing is not more than 0.5 meters from the object first struck;**
- 3. The object first struck is not more than 0.5 meters from the designated object. This distance is to be measured from the maximum diameter of the objects in question.**

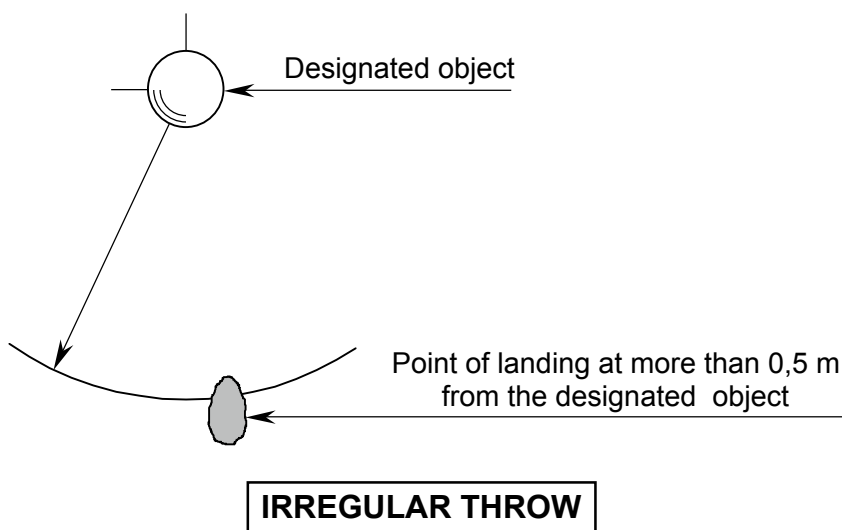
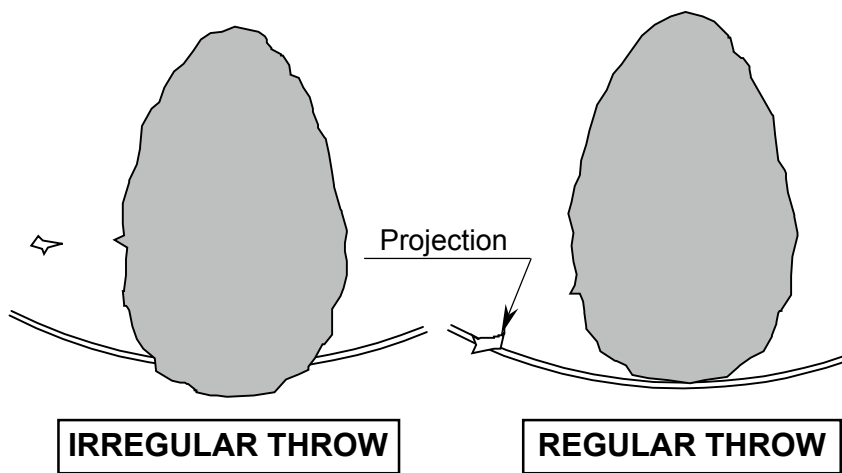
Consequently, if the three above conditions have been fulfilled, the throw is regular.

The throw is also regular when the bowl, without having made previous contact with the ground, strikes an object positioned at not more than 0.5 meters from the designated object.

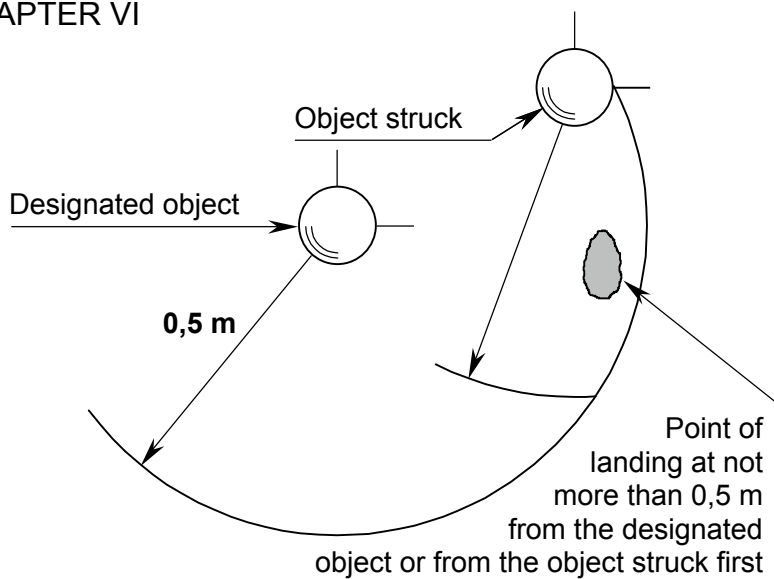


THE THROW

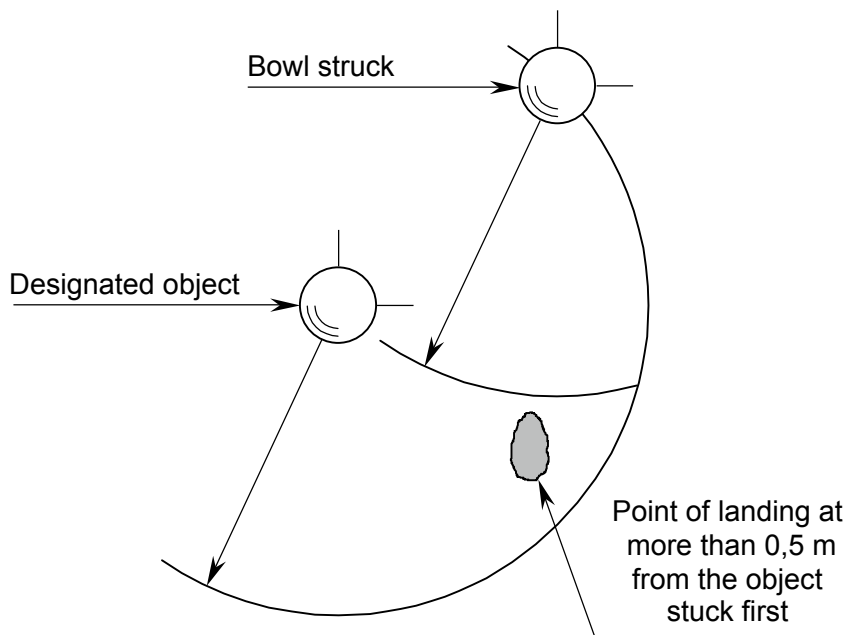
The outer edge of the throw mark must not at any point be modified or erased by the impression left on the ground by the thrown ball at its point of landing. There will be only one impression which, depending on the state of the ground, will be more or less clear.



CHAPTER VI

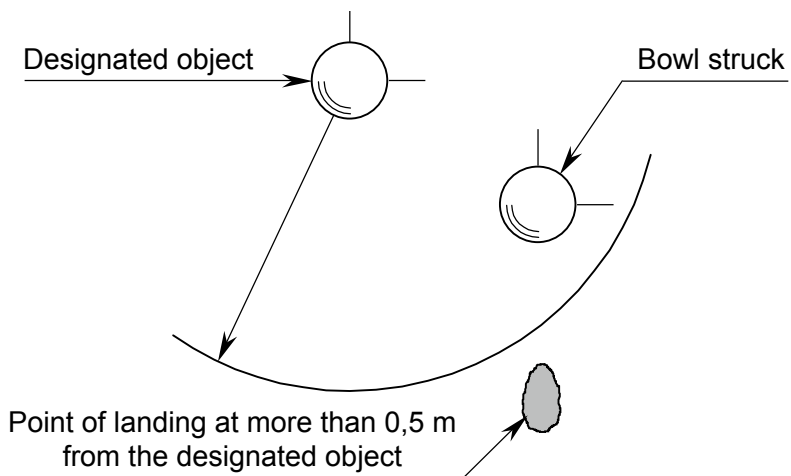


REGULAR THROW

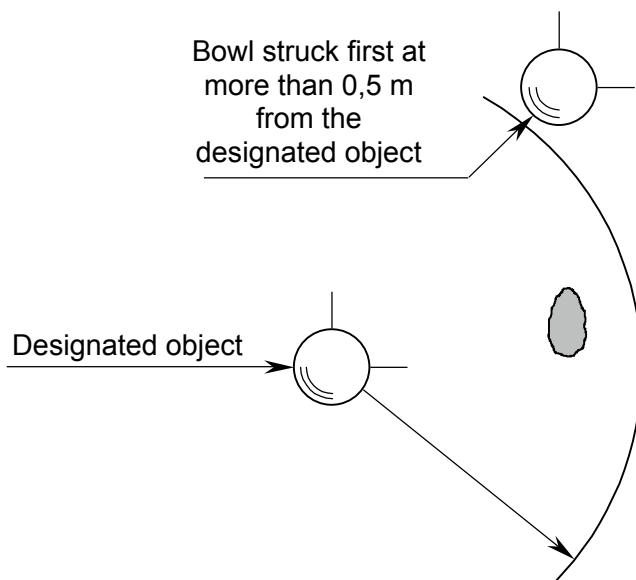


IRREGULAR THROW

THE THROW

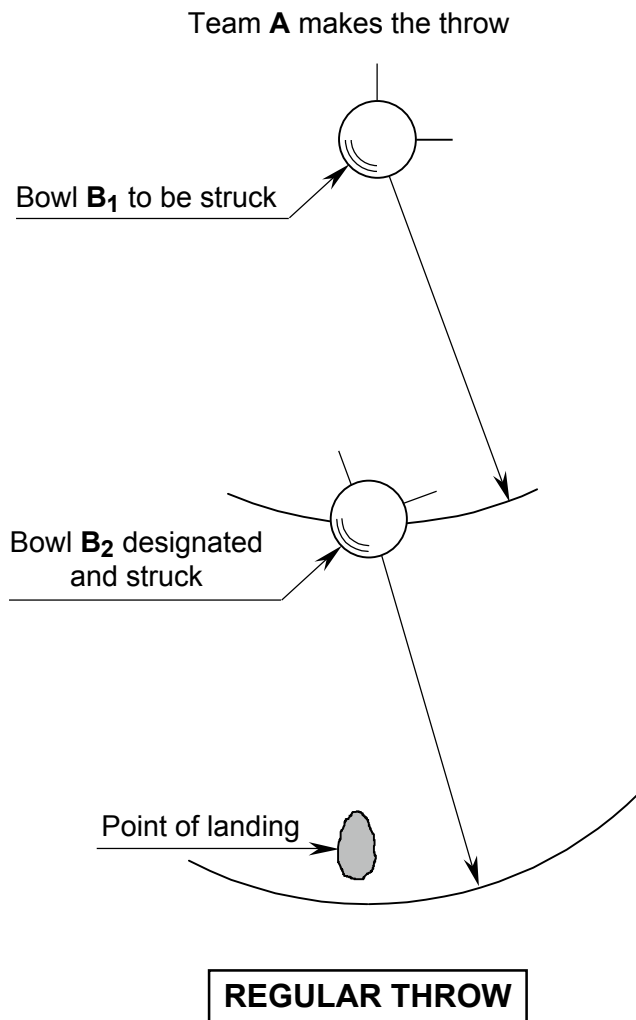


REGULAR THROW



IRREGULAR THROW

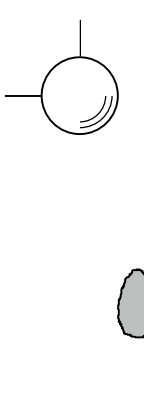
CHAPTER VI



Art. 44 - Throw along the side fine

If the throw bowl is out of play before or at the moment of impact with its target, the throw is void and all moved objects must be restored to their original position by the opponent.

Throw or bowled delivery along or near a sideline



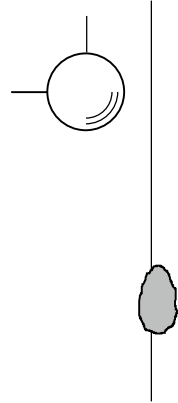
REGULAR HIT

More than half
of the point of
landing is within
the axis of
the line



BOWL PLAYED AND LOST : NO HIT

The axis of the
line is at the
center of the
point of landing



BOWL PLAYED AND LOST : NO HIT

Less than half of
the point of
landing is within
the axis of
the line

Art. 45 - Throw at the jack

Throw at designated jack

If, during an end, the two teams still have one or more bowls to play, the jack may be designated only once by each team. This does not apply when the bowls still to be played belong to one team.

Throw with non designated jack

In all cases - regular or irregular delivery, approved or not approved - the jack which has been moved or is out of play, must be restored to its original position.

CHAPTER VI

In the case that the jack is restored to its original position, and a bowl partially or totally occupies that position, the procedures laid down in art. 9 - Special Case - will come into force.

CHAPTER 7

THE BOWLED DELIVERY

Art. 50 - Conditions of a regular bowled delivery

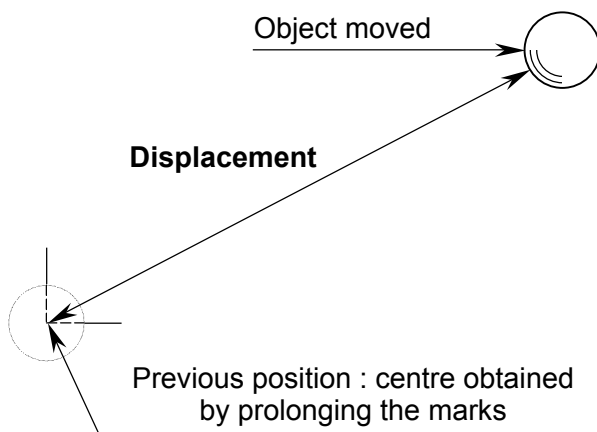
A bowled delivery is regular when:

1. Does not go out of play;
2. Reaches to at least 2 meters from the first line;
3. Does not displace, in any direction, directly or indirectly, any object for more than 0.50 meter.

These three conditions must all be satisfied at the same time.

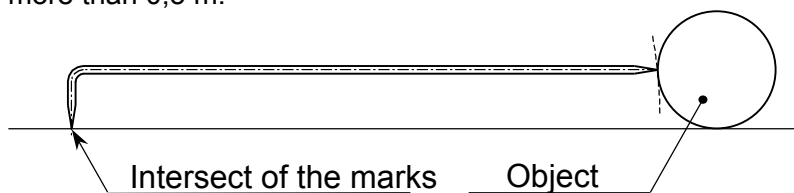
Art. 51 - Measurement of distances

Distances are to be measured in a straight line, starting from the point where the two marks of the moved object join up to the outer limit of that object.

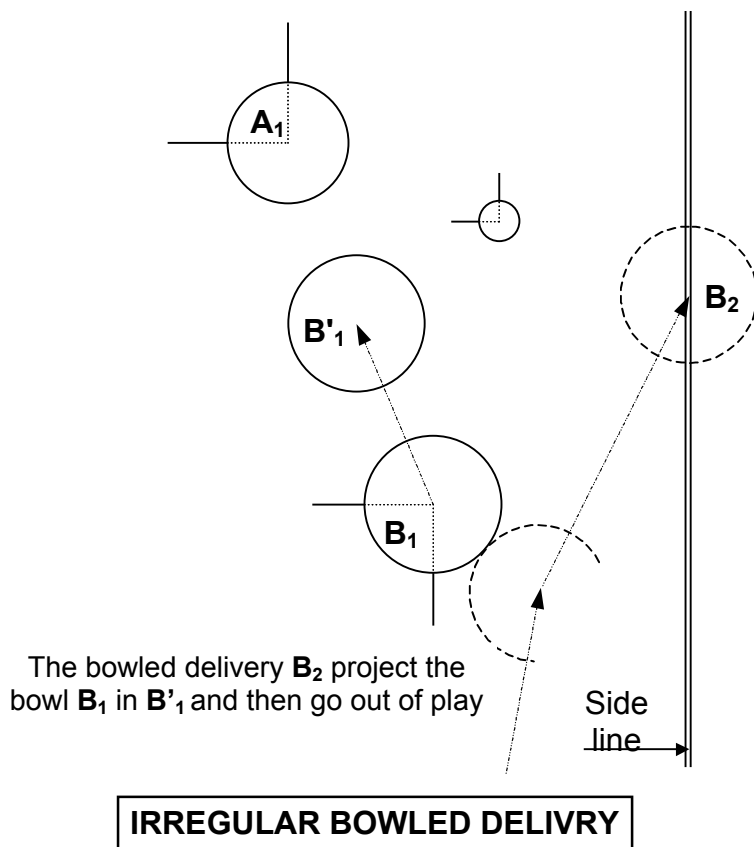


CHAPTER VII

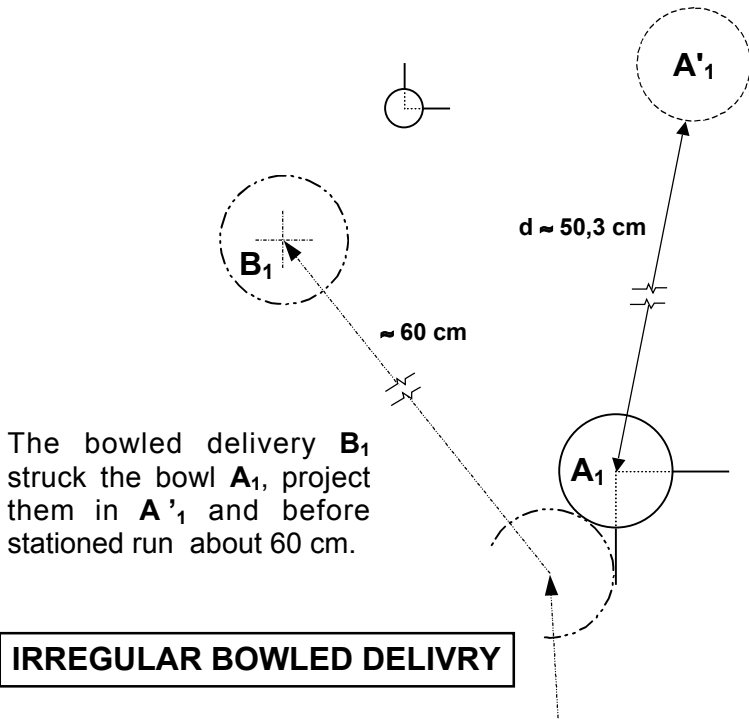
The measure allows to control if the projection of an object is more than 0,5 m.



The distance covered respectively by moved objects are not to be added together.

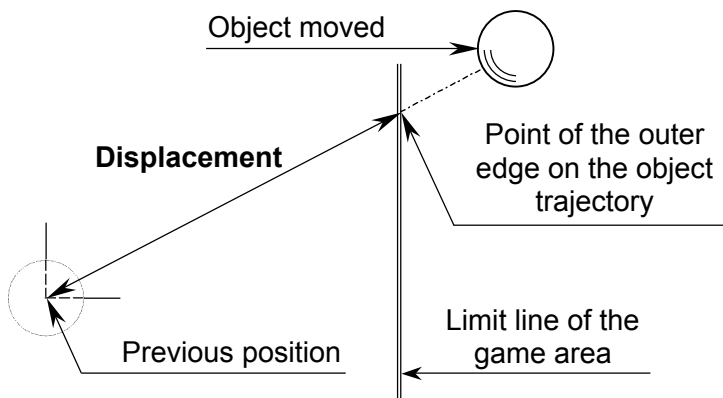


THE BOWLED DELIVERY



Art. 52 - Distance traveled outside the court

The distance traveled outside the court is not calculated. Measurement is limited to the point (outer edge) where the object has crossed the line or has gone out of play without crossing it.



CHAPTER 8

THROWING GAMES

Art. 54 - PRECISION THROWING

Targets

They are placed in the positions indicated in the diagram (see attached figure), and numbered from 1 to 11.

Materials used

During the game the thrower use 4 bowls.

Targets bowls have a 100 mm diameter. They are white and are of synthetic material.

Targets jacks have a 36 mm diameter and they are white. and are of synthetic material.

Obstacles bowls have a 95 mm diameter. They are red and are of synthetic material.

Obstacle jack has a 36 mm diameter. It is red.

The mat (see figure), is made of a synthetic material. It must validate.

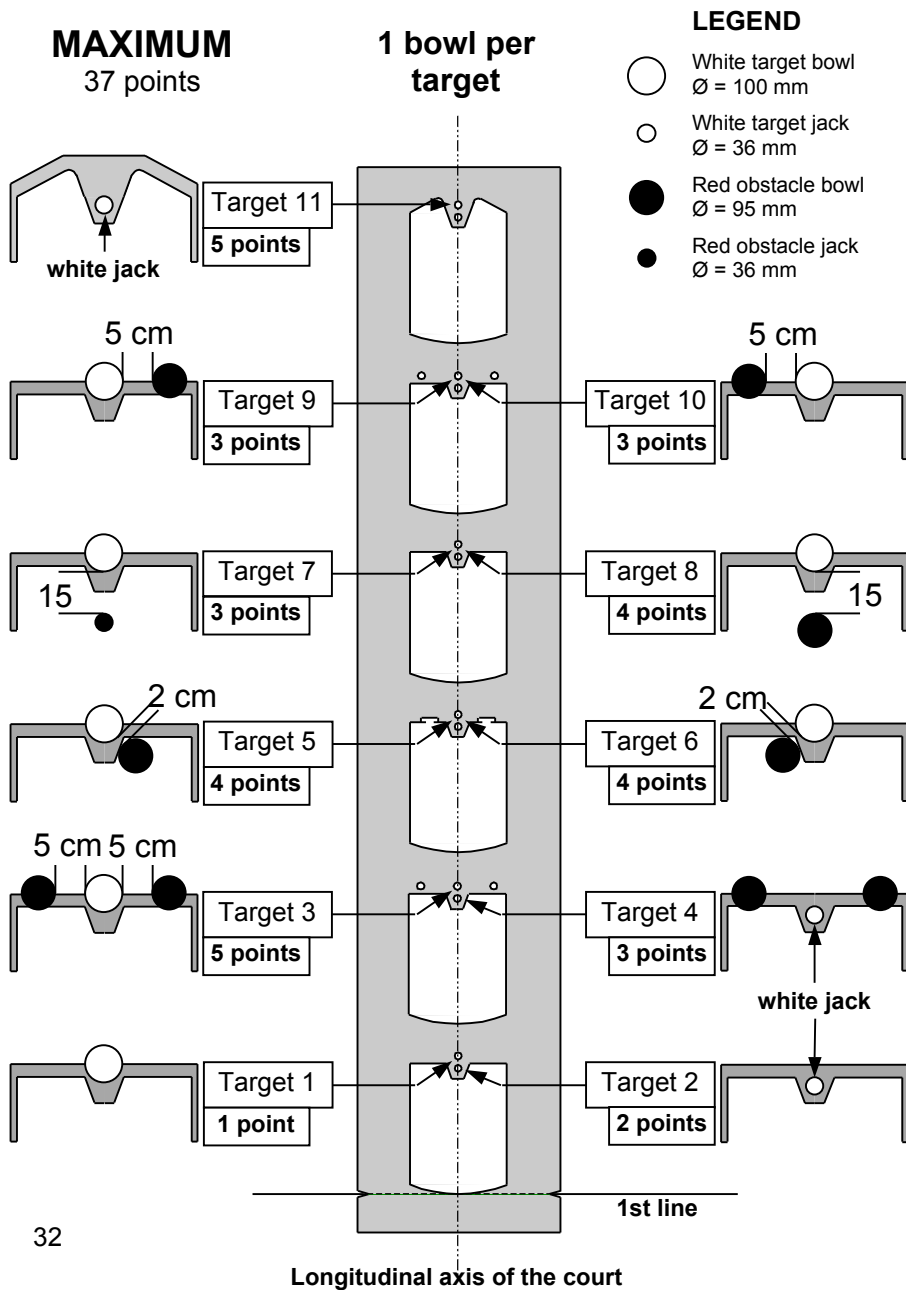
An object-holder is to be provided for objects (bowls and jack) while they are not in use.

Validity of the throw - Scoring

At any valid throw corresponds the number of points showed in the diagram.

THROWING GAMES

Precision throw Seniors and Under 18



CHAPTER VIII

Precision throw Women and Under 14

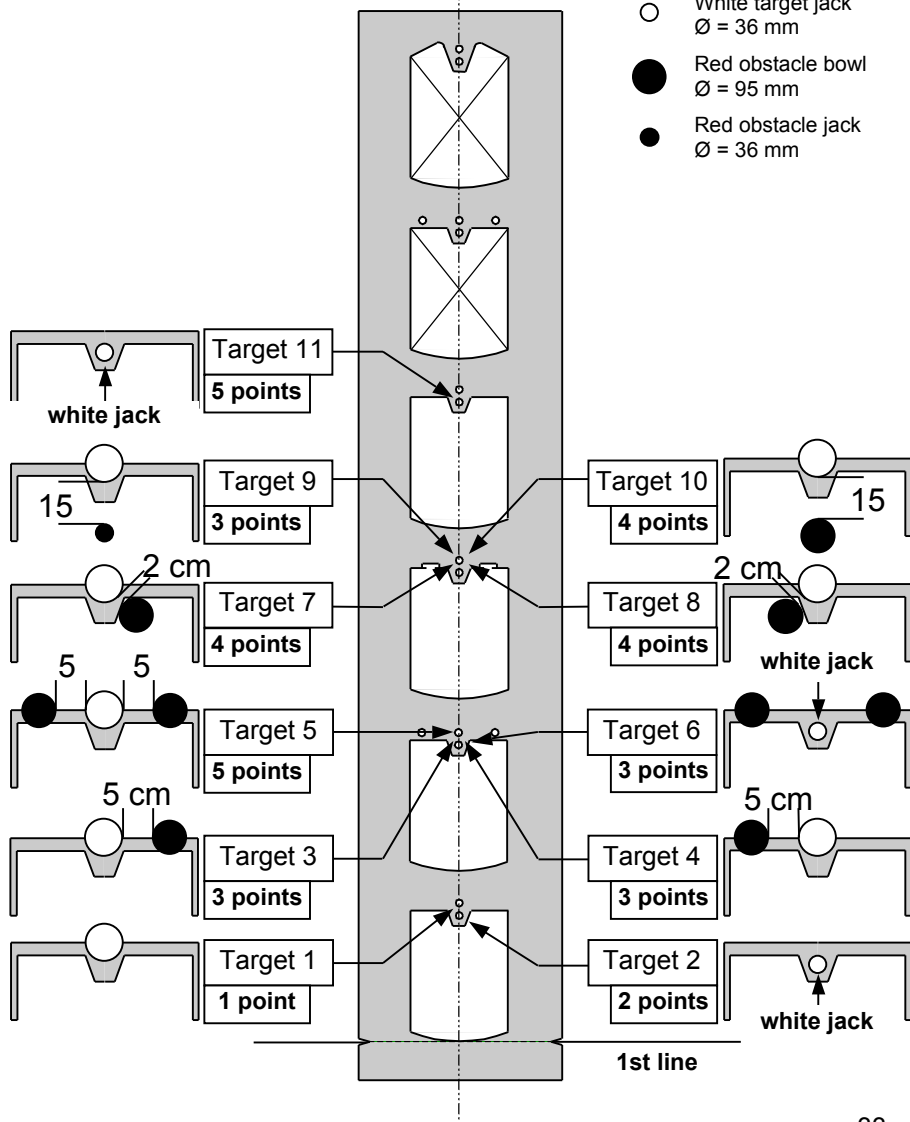
MAXIMUM

37 points

1 bowl per target

LEGEND

- White target bowl
Ø = 100 mm
- White target jack
Ø = 36 mm
- Red obstacle bowl
Ø = 95 mm
- Red obstacle jack
Ø = 36 mm



THROWING GAMES

The point of landing must be entirely into the zone marked out of the mat (with 40 cm and parallel borders). The effects caused by the edges of the mat after the throw must not be taken into account.

The throw is valid when the object regularly hit definitively leaves the hole it occupies on the mat. Furthermore the "obstacle" object must not at all definitively move from its marked positions, or come out of the holes of the mat.

The throw is not valid if the object is moved due to any vibration of the mat.

Rules of the game

Each player must effect a complete series of 11 throws from target 1 to target 11. The players throw, one after the other, one bowl for each target with a maximum time of 30 seconds allowed for each bowl.

In case of error in the order of throwing, the incorrect throw or incorrect throws will be annulled and the game will continue taking it from the normal progression.

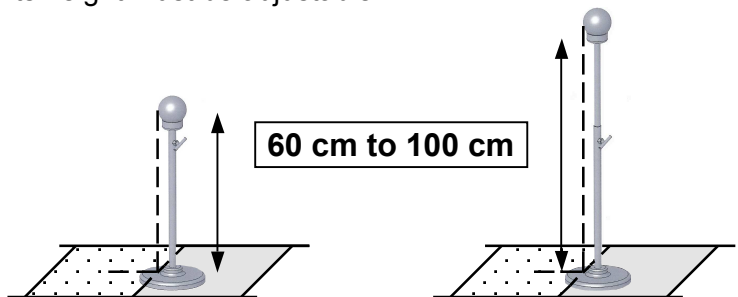
If the regulations of the game do not provide for a tie situation between one or more players:

- a. The game is played over again.
- b. Should there be again a tie situation, the game will be resumed and will continue until the tie no longer exists.

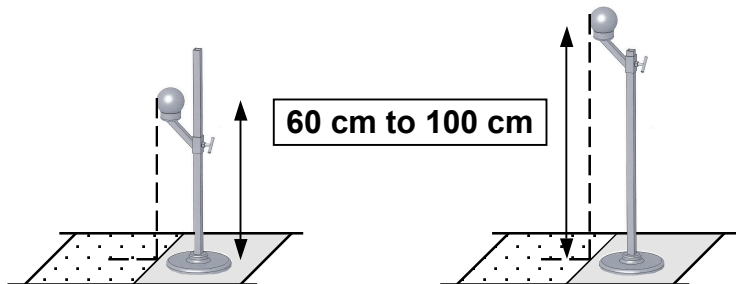
Art. 55 - PROGRESSIVE THROW

Materials used

- a. Bowls used by the thrower: at least 3 bowls.
- b. Targets bowls: they are made of synthetic material and colored white. They have a diameter of 100 mm.
- c. Bowl-stand: Its base must guarantee stability on the ground and:
 - its height must be adjustable:



- they must be placed so that the vertical projection of the bowl is positioned past the 2nd line.

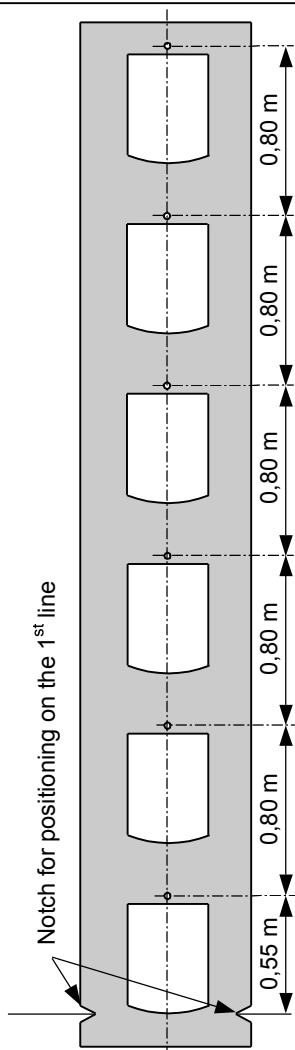


- d. Mats: Four mats are needed for a game between two players. These must be approved.

THROWING GAMES

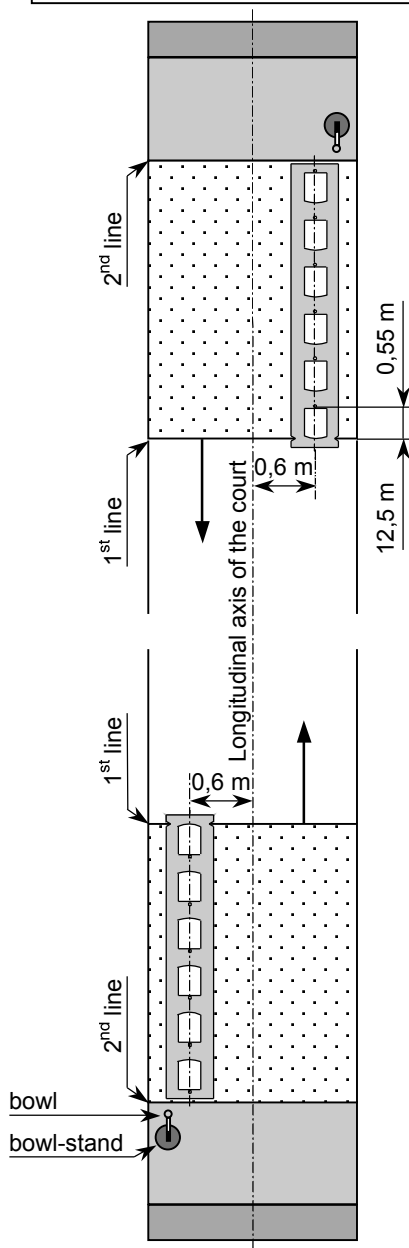
Progressive throw - Seniors and Under 18

1 - Mat cut outs



Length	: 5,20 ± 0,05
Width	: 0,75 m ± 0,05
Thickness	: 6 mm ± 0,5
Minimum weight	: 4,5 kg / m ²
Holes for bowls	: φ 20 mm
Throw zone	: width 40 cm

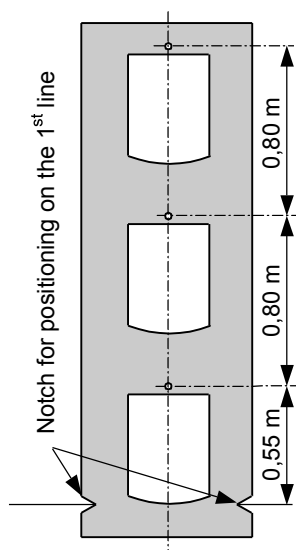
2 - Positioning of the mats



CHAPTER VIII

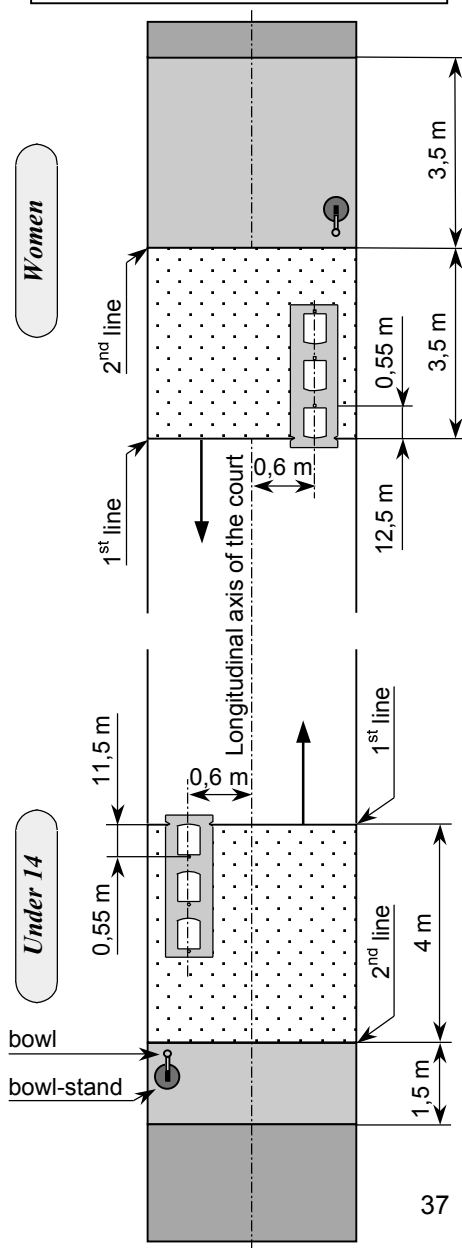
Progressive throw - Women and Under 14

1 - Mat cut outs



Length	: 2,80 ± 0,05
Width	: 0,75 m ± 0,05
Thickness	: 6 mm ± 0,5
Minimum weight	: 4,5 kg / m ²
Holes for bowls	: ϕ 20 mm
Throw zone	: width 40 cm

2 - Positioning of the mats



Concept of the Progressive throw

The game involves hitting regularly and progressively, the first time round, and regressively, the second time round, the greatest number of bowls possible in a given time (1, 2, 3, 4, 5, 6, 5, 4, 3, 2, 1, 2, 3 ...), this time being set out in the rules of the game.

The player throws alternatively first in one direction then in the other direction of the court. He is continually in a state of running.

Only a regular throw (bowl hit in a regular manner) allows for progression to the next target bowl from the closer position to the furthest and vice versa. At both ends of the court there must be two assistants: one gathers the throwing bowl and places it on the bowl stand, the other gathers the target bowl and places it in its appropriate position. These persons may be part of the thrower's team or they may be made available by the Organizing Committee and be accepted by the thrower's team.

N.B. : Upon request of the thrower, the mats may be placed to the left of the court (in the direction of the throw).

Validity of throw

The point of landing must be entirely into the zone marked out of the mat (with 40 cm and parallel borders).

The throw is valid when the target object regularly hit definitively leaves the position it occupies (hole of the mat).

The thrower is obliged to pick up the throwing bowl from the bowl-stand. In no case whatsoever may the bowl be handed to him. If this occurs, the throw is null (where 3 such violations occur, the player is disqualified). Similarly, the throw is null if the Referee notes an incorrect positioning of the target bowl.

Duration of the game – Scoring

CHAPTER VIII

Players, bowls in their hand, will stand behind the 2nd line, waiting for the starting signal. The game starts and ends upon the whistle of the Referee (or other sound signal).

The duration of the game is of 5 or 8 minutes.

Each target validly hit within the time set for the game is worth 1 point. All bowls hit after the end of the game will not be taken into consideration for scoring purposes.

If a tie situation occurs and the Regulations of the game do not provide for a tie, the players who have tied will have to play a supplementary game the duration of which will be limited to half the length of time of the game which resulted in the tie.

Between the two games the players will be allowed to rest for 30 minutes.

Art. 56 - FAST THROW IN PAIRS

This game is played by 2 teams, each team is made up of 2 throwers who take turns in playing (4 consecutive bowls for each of the 2 throwers).

General specifications regarding courts, material used, concept of the game and validity of the throw, time allowed for the game, scoring and incidents are listed in article 55. Only the specifications regarding this game are listed below.

Mats used

These are the same mats used in the single progressive throw on which the positions of the targets must be clearly marked.

Positioning of the target bowl

They remain fixed for the duration of the game.

- 1st and 3rd targets : position n° 4 on the mat.
- 2nd and 4th targets : position n° 2 on the mat.

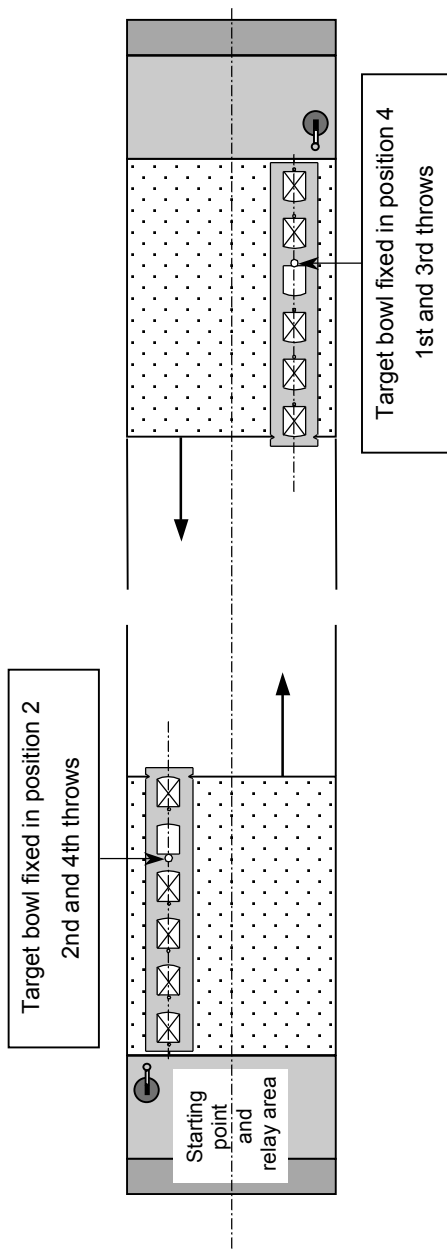
Bowls-stand

Fast throw in pairs : Seniors and Under 18

Each of the two-players team will be provided with 4 bowl-stands.

The mats are to be placed as for the Progressive Throw

Exchange when 4 bowls have been thrown

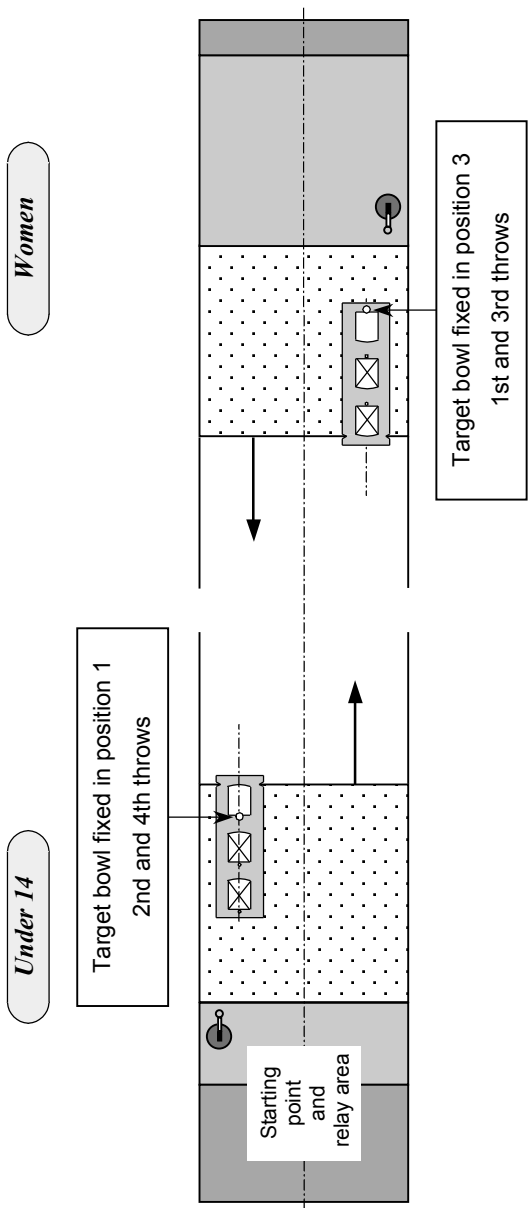


CHAPTER VIII

Fast throw in pairs : Women and Under 14

The mats are to be placed as for the Progressive Throw

Exchange when 4 bowls have been thrown



CHAPTER 9

BOWL THROW GAME

Art. 57

Concept of the game

This game is played one against one (with 4 bowls per player) or two against two, (with 3 bowls per player), with eight ends being played. The players of a team are obliged during the one end to either bowl or throw all the bowls on hand.

The jack is thrown by the same player (or the same team) for two consecutive ends. It remains in the same position throughout that particular end. If it is moved by a bowled delivery, it is replaced in the original position after having noted any possible « biberon ». For a throw, it must be removed by the opponent of the thrower and put back in place afterwards.

If the jack is thrown twice irregularly (see art. 34), it is then placed by the opponent at a distance of not less than 70 cm off the sides of the valid rectangle to be valid.

The target circle is traced as shown in the diagram by the player (or the team) not throwing the jack.

The player (or team) which has bowled the bowl in the fourth end will again bowl the bowl in the fifth end.

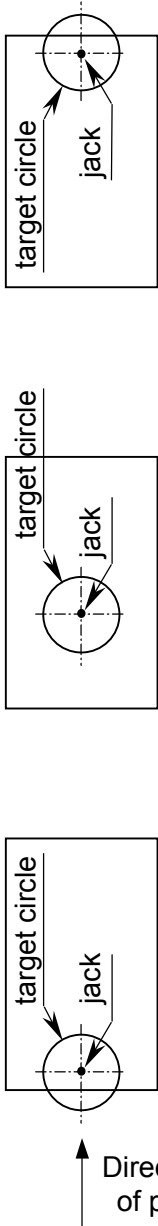
The bowler must place the greatest number of bowls within the target made up of a circle of 1.40 meter diameter, marked on the ground and made as far as possible visible to both players and the audience.

CHAPTER IX

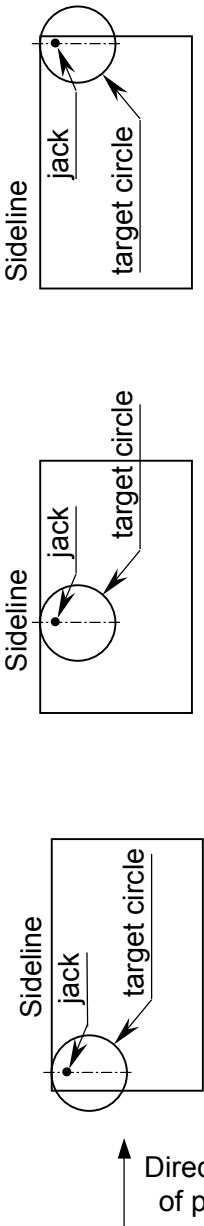
Tracing the target circle

The jack, thrown by the player stops at any one point within the valid. The target circle is traced by the opponent.. Two possibilities may be noted :

A : The jack is inside the centre area of the valid rectangle. The jack is the centre of the target circle.



B : The jack stops along the sideline of the court. The target circle is tangent to the sideline



The jack is fixed : ii it is moved by a bowled or thrown bowl it is put back in its place by the player responsible for moving it.

The player who has been selected chooses whether to throw or to bowl in the first end (inverting this role in the second end and so on), and the jack is delivered.

Bowled delivery

The bowl has validity when it stops within the circle, i.e., if its maximum circle does not go beyond the external limit of the circumference marked on the ground.

A bowl deemed invalid must be taken off the court.

Scoring: Each bowl validly delivered scores 1 point.

A «biberon» : 2 points. A «biberon» is a bowl which stops at not more than 0.50 cm from the jack.

A bowl which moves a jack more than 50 cm and remains within the circle, scores 1 point even in a case of «biberon».

The throw

A player's throw scores when the opponent's bowl, regularly hit, is shifted outside the circle. A bowl which is moved only within the circle is put back in its original position.

After a valid throw the court must be cleared of all bowls.

Scoring: each valid throw is worth 1 point, a stationary within the circle is worth 2 points.

Special cases - remaining bowls

- a. **Bowler**: he will deliver the bowls and earn 1 or 2 points as for the aforesaid conditions.
- b. **Thrower**: if there are no bowls left in the circle, the thrower may:

CHAPTER IX

1. Throw, aiming at the bowl of his opponent put in place of the jack, but never in a losing position;
2. Throw, aiming at the jack, for a maximum of 2 times for each end and scoring 2 points for each regular hit. A throw is allowed to score when the jack, regularly hit is shifted outside the circle. A jack which is moved only within the circle is put back in its original position.

Tie

In the case of a tie situation not being provided for by the regulations of the game, two supplementary ends will be played with one bowl for each player (pairs) and two bowls for each player (singles). The player who has been selected can chooses to either throw or to bowl and the jack is delivers.

We can proceed likewise in case of a new tie situation.

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CORRESPONDANCE TABLE

FRANÇAIS	ITALIEN	English	ESPAGNOL
Boule	Boccia	Bowl, Ball	Bocha
- sans remplissage	- vuota	- hollow	- vacia
- avec remplissage	- piena	- solid	- rellena
But	Pallino	Jack	Balin
- valable	- valevole	- valid	- valido
Carreau	Ferma	Stationary	Chanta
Jet de But	Giocata	Game	Jugada
Jeunes (Under 18)	Allievi (Under 18)	Juniors (Under 18)	Juveniles (Under 18)
Ligne	Linea	Line	Linea
- de perte	- di perdita	- back	- de fondo
- pied de jeu	- piede di gioco	- foot	- pie de juego
- extrême	- estrema	- end	- extrema
- maximum	- di massimo	- maximum	- maxima
- latérale	- laterale	- side	- lateral
Minimes (Under 14)	Ragazzi (Under 14)	Children (Under 14)	Infantiles (Under 14)
Objet	Oggetto	Object	Objeto
- enfoncé	- interrato	- bogged	- enterrado
- brisé	- spezzato	- broken	- quebrado
- dévié	- deviato	- deviated	- desviado
- dérangé	- spostato	- displaced	- perturbado(juego)
- déplacé	- smosso (rimosso)	- moved	- desplazado
- perdu	- perduto	- out of play	- perdido
- arrêté	- fermato	- stopped	- detenido
Obstacles	Ostacoli	Obstacles	Obstaculos
- ajoutés	- aggiunti	- added	- agregados
- fortuits	- occasionali	- chance	- fortuitos
Partie de fond	Zona di fondo	Back Area	Zona de fonde