

**FPUSA Tournament Regulations**  
Regulations, Formats and Prizes for FPUSA Tournaments

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Paid Umpires Regulations and Guidelines

Championship/Consolation Breakdown

## 1. Eligibility

**Players** - All players must meet the eligibility requirements for each competition.

Licensing requirements for Regional tournaments:

- Members who are licensed with the FPUSA or with a federation affiliated with the FIPJP, as long as they are an Associate Member of an FPUSA club. There is a limit of one foreign license-holder per team.
- New members are eligible by the registration deadline of the tournament.
- Renewing members eligible by the registration deadline of the tournament.

Note: In certain instances, foreign license holders may not be allowed play in regional singles. This must be made clear on the tournament registration form.

Licensing requirements for National and/or Qualifier tournaments:

- Open to only FPUSA license holders.
- New members are eligible by the registration deadline of the tournament.
- Renewing members eligible by the registration deadline of the tournament.
- Participants in Qualifiers are required to be US citizens or must hold a Permanent Resident card (Form I-551/Green card) at the time of the tournament.

**Host Clubs** – Host clubs must meet the following requirements:

- 8 - regulation size courts for regional tournaments.
- 16 - regulation size courts for national and qualifier tournaments.
- 1 - approved rigid circle per court, no homemade/handmade circles. No exceptions.
- String lines for each court with a diameter no larger than 1mm (3/64in)
- Bathrooms or portable toilets within a reasonable distance from the event site.

## 2. Registration

Pre-registration is required for FPUSA tournaments. Entry forms and payment must be received in advance. Late registration is at the discretion of the Tournament Director. Exceptions for foreign license holders must be made clear on the entry form, if applicable.

## 3. Draw

When using a software program, such as Challenge, that draws the first round and subsequent pairings automatically, then team captains need not be present for a draw. But the Head Umpire or another official should be present as a witness.

If a manual draw is necessary, team captains should be present. It is acceptable for an umpire or designated official to draw in place of a captain.

## 4. Check-in

Check-in and start times are as printed on the entry form. Check-in time shall be no less than 30 minutes before the start time. Team Captains must check-in during the reporting period as stated on the Entry Form.

## 5. Announcements

Required morning announcements:

- Tournaments are run in accordance with the FIPJP rules adopted by the FPUSA.
- Location of the first aid kit
- Number of qualifying games and format
- Whether the games are timed
- Number of prizes in both the Championship and Consolation
- Bye conditions, if necessary (see #7 below)
- Assignment of terrain
- Lunch break or number of games to be completed before lunch
- Court assignments, if necessary
- No drinking of alcohol during games on or off the courts
- Designated Head Umpire and additional umpires.
- The names of the people in the jury.

## 6. Tournament Systems

All tournaments are multi-staged, starting with Qualifying stage, leading to a Champion and Consolation stage.

Below are all the approved systems.

- **Swiss System** - Requires a computer. Ranks teams according to number of Wins with tie-breakers based on strength of schedule. Pairs opponents who are similarly ranked after every round.
- **Swiss Hotel System** - A pre-assigned, pseudo random pairing system. Teams are ranked after all qualifying rounds are played according to number of Wins with tie-breakers based on points.
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- **Round Robin** - Each team will play all other teams once. Teams are ranked after all qualifying rounds are played according to number of Wins with tie-breakers based on points.
- **Pool Play** - Four teams are seeded into a pool. In the 2nd round, winners play winners; losers play losers. In the 3rd round (barrage), the one-win-one-loss teams play each other. Teams with two wins advance from the pool.
- **Single Elimination** - Or knockout. Teams has to win to advance. Typically used in the Championship rounds. Seeded brackets required.
- **Double Elimination** - Teams can afford only 1 loss before being knocked out. Can be used in the Championship rounds. Seeded double elimination brackets required.

Typically, you choose one system for Qualifying stage and one system for the Championship stage. In 2-day tournaments, you can choose multiple systems for the Championship stage.

For instance:

- Day 1 - 5 games using Swiss System
- Day 2 - Pool Play, leading to Single Elimination

## 7. Timed Games

*Note: This section does not supersede Articles 36 and 37 of the rules.*

All qualifying games are timed. Playoff games should be timed if the Tournament Director determines that there is insufficient time to complete the tournament.

When timing games, all games must start simultaneously. No early starts.

Regulation times are as follows:

- Singles – 45 minutes, plus one (1) end.
- Doubles – 60 minutes, plus one (1) end.
- Triples – 75 minutes, plus one (1) end.

In the event of a tie score at the end of a game, the teams will play one last end. During the tie-break end the jack cannot become dead (out of play). If the jack goes out of the playing area, it is to be put back in its original position, if marked, or else in the nearest valid place to where it went out of play.

The Tournament Director has the option of reducing the one-minute rule to 45 or 30 seconds at any point in the tournament, including games in progress.

When daylight is limited, and there are no illuminated courts, the Tournament Director has the discretion to reduce the regulation times, and/or reduce the one-minute rule, in order to complete all rounds of play in acceptable lighting conditions.

## 8. Scoring, Byes, Forfeits, & Disqualifications

- Games are to 13 points. No tied games
- Bye games shall be recorded as a “Win” with a score of 13-7
- Teams that forfeit are disqualified from the tournament. If a team forfeits in the middle of a game their score stands at the time of forfeiture. The team remaining is awarded 13 points.
- Un-played games resulting from disqualifications are scored as Byes.

## 9. Qualifying Stage

### Number of Games

- One-day tournament – 3 qualifying games.
- Two-day tournament – 4-5 qualifying games.

### Formats to Use (choose one)

- Swiss System
- Swiss Hotel System
- Round Robin

The Swiss System is recommended, but the Swiss Hotel System or in the case of less than 8 teams, a Round Robin may be substituted. All qualifying games are timed.

### Terrain Assignments

Terrains maybe assigned at the discretion of the Tournament Director, after consulting with the Head Umpire.

## 10. Championship Stage

The ranking result of the qualifying rounds must be used to seed the Championship stage.

### Seeding

Top ranked teams go to the Championship Stage, the lower ranked teams to the Consolation Stage. See chart in **section #15** for the breakdown of the qualified teams vs consolation teams.

- For **Round Robin and Swiss Hotel system**, teams are ranked by the number of wins. Ties are broken using the following methodology in this order: head to head (when only two teams are considered), point difference, point quotient.
- For the **Swiss System** (using a computer), rankings are calculated after each round us. Teams are ranked by the number of wins. Use the following tie breakers:
  - head-to-head, median-Buchholz, point-difference (Challonge's default setting)
  - Buchholz (BHN), Minor Buchholz (fBHN), point-different. (FIPJP's World Championship standard)
- The tie-breaker of last resort is a coin flip, if 2 teams, drawing straws, if more than 2 teams are involved.

### Formats to Use

- One-day tournaments - Single Elimination.
- Two-day tournaments - Pool Play, Single Elimination, Double Elimination

Normally a 2 or 4 seeded pool of 4 teams (Pool Play) is used to determine the final 4 or 8 teams, followed by Single Elimination.

With the appropriate number of teams (see chart in appendix), Double Elimination may be used.

### Terrain Assignments

- Terrains should be assigned for all Championship Stages by Tournament Director.
- Each terrain should not be used more than once by a team during the playoff in consecutive games, whenever possible.
- Finals and semifinals may use one or two lanes. When multiple lanes are used-all string lines are dead-boule lines and the jack must be 1m from the lines.

### Games

The Tournament Director may impose time limits on games, but only if it is necessary to complete the tournament on time. The goal is to have at least the semifinals and finals played untimed. The two losing teams from the semi-finals are required to play for third and fourth place.

If the Head Umpire, in consultation with the Tournament Director, judges the Final match and/or the 3rd/4th place match must be called due to darkness, weather, or other factors, the result of the match will be the score at the time that play is halted.

### Medals

Medals will only be issued for First, Second and Third place.

For Qualifiers, both National and Regional, the match between the two losing semi-final teams is not played and both teams receive bronze medals. 3rd and 4th place, as a matter of record, shall be determined by a coin toss.

## 11. Consolation Stage

Participation in a Consolation is not mandatory.

For one-day tournaments, teams who did not qualify for the Championship Stage are moved to the Consolation.

For two-day tournaments, on the second day the Consolation may be considered as a separate tournament. The Tournament Director may allow new teams to register or to limit participation to existing teams. This must be clearly stated in the registration form.

## 12. Score Recording & Results

Team Captains shall report their scores to the control table immediately after each game. At the conclusion of each round the Tournament Director shall post results in a format that is readable and accessible to all participants.

The National Sport Director or a Sport Committee member shall be notified of the results within one (1) week. All results shall be posted on the FPUSA website. See <http://www.usapetanque.org/tournament-directors.html> for additional information.

### 13. Inclement Weather

In the event of weather conditions becoming hazardous to players, making the terrain unplayable, or otherwise making the conditions for conducting a timely tournament impossible, any postponement, cancellation or other alteration shall be decided by the appointed jury and umpire(s) on hand for the tournament.

For a two-day tournament if the conditions stated above make completing the first day of play impossible, a minimum of 3 qualifying games shall be required to move forward to the Championship Stage.

### 14. Entry Fees

The host club may take \$5, maximum, from each player's entry fee to partially cover non-lunch expenses.

Entry fees are as follows.

- Qualifiers: \$60 per player
- Nationals: \$45 per player
- Regionals: \$30 per player

### 15. Purse Breakdown, Prize Structure & Medals

The purse breakdown and prize structure outlined below is to be used for all FPUSA tournaments. Monetary prizes are not awarded in Qualifiers. Medals will be supplied by the federation at no cost to the host club. If a host club wishes to obtain sponsors to increase the prize and/or offset cost, it is encouraged.

#### Number of Prizes

A bracket is either a Championship or Consolation. Please see the breakdown below for the number of teams per bracket based on total teams entered.

- 4-7 teams in a bracket, 2 prizes are awarded.
- 8-16 teams in a bracket, 3 prizes are awarded.
- 16 teams or more in a bracket, 4 prizes are awarded per bracket.

#### Prize Percentages

# of teams	Number of prizes	Championship	Consolation
4-7	2 (Championship only)	1 <sup>st</sup> 65% 2 <sup>nd</sup> 35%	N/A
8-11	2 / 2 (Championship / Consolation)	1 <sup>st</sup> 40% 2 <sup>nd</sup> 25%	1 <sup>st</sup> 20% 2 <sup>nd</sup> 15%
12-15 17-19	3 / 2 (Championship / Consolation)	1 <sup>st</sup> 30% 2 <sup>nd</sup> 25% 3 <sup>rd</sup> 20%	1 <sup>st</sup> 15% 2 <sup>nd</sup> 10%
16 20-23	3 / 3 (Championship / Consolation)	1 <sup>st</sup> 30% 2 <sup>nd</sup> 20% 3 <sup>rd</sup> 15% 4 <sup>th</sup> 0%	1 <sup>st</sup> 15% 2 <sup>nd</sup> 10% 3 <sup>rd</sup> 5%
24-31	4/3 (Championship / Consolation)	1 <sup>st</sup> 30% 2 <sup>nd</sup> 20% 3 <sup>rd</sup> 15% 4 <sup>th</sup> 10%	1 <sup>st</sup> 12% 2 <sup>nd</sup> 8% 3 <sup>rd</sup> 5%
32	4/4 (Championship / Consolation)	1 <sup>st</sup> 25% 2 <sup>nd</sup> 20% 3 <sup>rd</sup> 15% 4 <sup>th</sup> 10%	1 <sup>st</sup> 12% 2 <sup>nd</sup> 8% 3 <sup>rd</sup> 6% 4 <sup>th</sup> 4%

## 16. Paid non-playing umpires

Use of non-playing umpires is advised whenever possible.

## 17. Non-playing Tournament Directors

Non-playing Tournament Directors shall be used for all FPUSA National and Qualifier tournaments. Regional tournaments with more than 16 teams are also required to have non-playing Tournament Directors. Tournament directors are required to be available 1 week in advance of a tournament to coordinate with the host club and Head Umpire.

## 18. Safety

A basic first aid kit and a written protocol for calling 911 is required at all FPUSA events. A written protocol contains detailed directions to the tournament location.

## 19. Other Regulations

- Appropriate attire, as determined by the tournament staff and in accordance with local ordinances, is required of all players. Team colors may be required, at the discretion of the host club and with the concurrence of the National Sport Director, but only if announced on the registration form.
- Only team captains may call for measurement by an umpire, but only after both teams have measured. If an umpire is requested for measurement where the difference is of 4mm or greater, repeatedly or by the same team more than once during a tournament, a warning should be considered. This includes measuring distances less than 6m and greater than 10m.
- The Tournament Director may, for any game in progress and if an umpire is available, assign an umpire to a game to expedite play. It is recommended that an umpire is present for all semi-finals and finals.
- Article 5 of the rules states: When the terrains of play are enclosed by barriers, these must be a minimum distance of 1m from the exterior line of the playing area. Note: high barriers such as fences that enclose playing areas and low barriers such as boards that separate playing lanes are different barriers. If the playing area (terrains of play) are enclosed by a fence, then there must be 1m between the fence and the terrain. If boards separate playing areas, then a minimum of 50 cm must separate the dead boule line from the board.
- Any obstacle on a terrain that is enclosed by a string line shall not increase or decrease the size of the approved width or length of a court. All string lines shall be no less than 50 cm and no greater than 1m from the obstacle. All string lines shall be no greater than 1mm (3/64") and may not impede a boule or jack from going out of bounds. Circles must be placed in accordance with the rules. If an obstacle is not enclosed by a string line it is considered live. Jack placement is per the rules contained in Articles 6 & 7.

### Paid (non-playing) Umpire Regulations and Guidelines

Revisions as Approved by FPUSA Board of Directors, July 2014 – Updated March 2017

1. This is a voluntary program, available to all regional and national umpires.
2. Maximum of one paid (non-playing) umpire at any single event.
3. FPUSA pays the umpires. Not the host club. No money from the purse is deducted to cover the expense.
4. Total Budget for each season: not to exceed \$2,000.
5. Per diem stipends per tournament and/or per day:
  - Regionals and Nationals
    - \$75 - 6 rounds or less
    - \$100 - 7 rounds or more
  - Qualifiers and 2 Day Nationals
    - \$200 – 2-day WCQ or other 2-day National tournaments
6. No travel stipends unless approved by the Board of Directors.
7. Appointment system
  - a. Umpires contact the National Sport Director with the event(s) that they are interested in. Or, club officials may contact the National Sport Director or Sport Committee representative with a request.
  - b. Qualified umpires from the host club have priority. Qualified umpires from the host region have priority over other regions.
  - c. Assignments are at the discretion of the Sport Director.
  - d. Cancellations must be made 48 hours in advance by the umpire - to both the Sport Director and to the host club.
  - e. Assignments are made until the budget is exhausted.
8. Duties/Responsibilities of the Paid Umpire
  - In addition to what is listed in the FPUSA Umpire Regulations, a paid umpire must:
    - a. report to the Tournament Director before the competition and assist in the draw if necessary.
    - b. be available at all times during the competition and not leave the event until the final match is completed.
    - c. not play pick-up games or practice while there are tournament games in progress.
    - d. consume no alcohol at any time on the day of the tournament until the final match is completed.

## Championship/Consolation Breakdown

During months with short days, Tournament Directors with prior approval of the National Sport Director, may limit the Championship to 8 teams, regardless of the number of teams entered; thereby limiting the Championship stage to three games.

1-day Tournament					
# of	Champ.	Conso.	Day 1		
Teams	Stage	Stage	Qualifiers	Championship	Consolation
4	All	N/A	Round Robin		N/A
5	All	N/A	Round Robin		N/A
6	All	N/A	Round Robin		N/A
7	All	N/A	Round Robin		N/A
8	4	4	Swiss - 3 games	Single Elimination	Single Elimination
9	5	4	Swiss - 3 games	Single Elimination	Single Elimination
10	6	4	Swiss - 3 games	Single Elimination	Single Elimination
11	7	4	Swiss - 3 games	Single Elimination	Single Elimination
12	8	4	Swiss - 3 games	Single Elimination	Single Elimination
13	8	5	Swiss - 3 games	Single Elimination	Single Elimination
14	8	6	Swiss - 3 games	Single Elimination	Single Elimination
15	8	7	Swiss - 3 games	Single Elimination	Single Elimination
16	8	8	Swiss - 3 games	Single Elimination	Single Elimination
17	12	5	Swiss - 3 games	Single Elimination	Single Elimination
18	12	6	Swiss - 3 games	Single Elimination	Single Elimination
19	12	7	Swiss - 3 games	Single Elimination	Single Elimination
20	12	8	Swiss - 3 games	Single Elimination	Single Elimination
21	12	9	Swiss - 3 games	Single Elimination	Single Elimination
22	12	10	Swiss - 3 games	Single Elimination	Single Elimination
23	12	11	Swiss - 3 games	Single Elimination	Single Elimination
24	12	12	Swiss - 3 games	Single Elimination	Single Elimination
25	16	9	Swiss - 3 games	Single Elimination	Single Elimination
26	16	10	Swiss - 3 games	Single Elimination	Single Elimination
27	16	11	Swiss - 3 games	Single Elimination	Single Elimination
28	16	12	Swiss - 3 games	Single Elimination	Single Elimination
29	16	13	Swiss - 3 games	Single Elimination	Single Elimination
30	16	14	Swiss - 3 games	Single Elimination	Single Elimination
31	16	15	Swiss - 3 games	Single Elimination	Single Elimination
32	16	16	Swiss - 3 games	Single Elimination	Single Elimination

2-day Tournament					
# of Teams	Champ. Stage	Conso. Stage	Day 1 Qualifiers	Day 2	
				Championship	Consolation *
4	All	N/A	Round Robin	Double Elimination	N/A
5	All	N/A	Round Robin	Double Elimination	N/A
6	All	N/A	Round Robin	Pool Play + Single Elimination	N/A
7	All	N/A	Round Robin	Pool Play + Single Elimination	N/A
8	4	4	Double Elimination	Pool Play + Single Elimination	Pool Play + Single Elimination
9	5	4	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
10	6	4	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
11	7	4	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
12	8	4	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
13	8	5	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
14	8	6	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
15	8	7	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
16	8	8	Swiss- 4 games	Pool Play + Single Elimination	Pool Play + Single Elimination
17	12	5	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
18	12	6	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
19	12	7	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
20	12	8	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
21	12	9	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
22	12	10	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
23	12	11	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
24	16	8	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
25	16	9	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
26	16	10	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
27	16	11	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
28	16	12	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
29	16	13	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
30	16	14	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
31	16	15	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination
32	16	16	Swiss - 5 games	Pool Play + Single Elimination	Pool Play + Single Elimination

\* All consolations in 2-day tournaments may be set up as a 1-day tournament.