

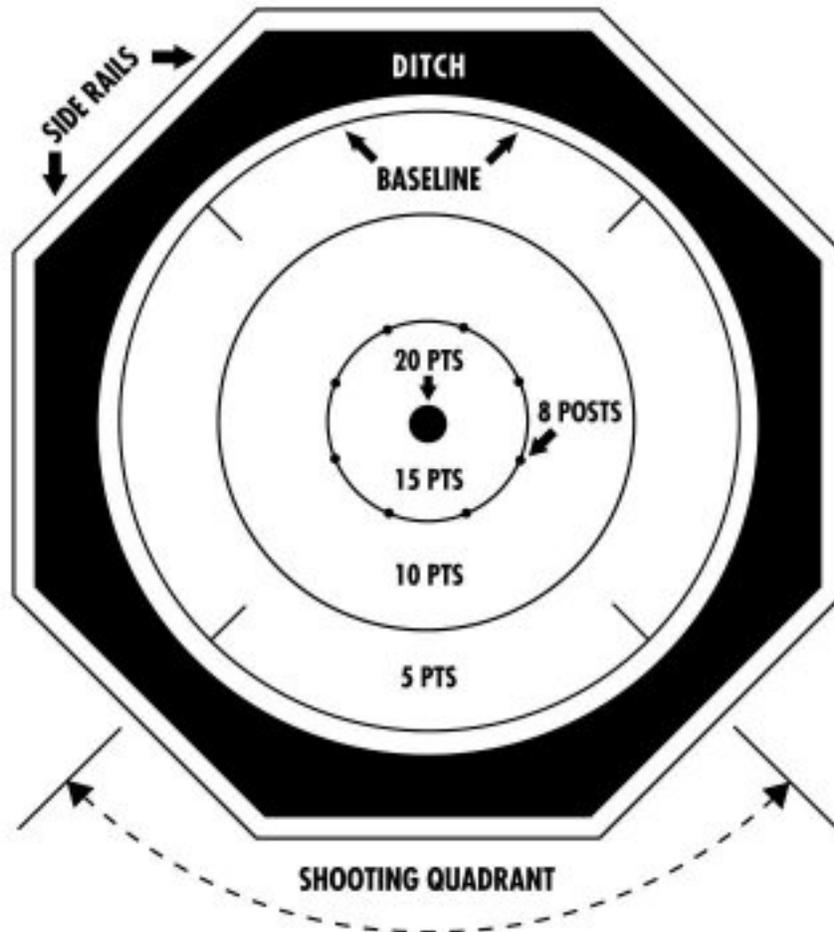
PICHENOTTE

(Peash'-Nut)

French: Flick

TOURNAMENT RULES

VERSION (7) DEC 1, 2018



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Santa Fe, New Mexico - December 2018

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YES / NO'S - Rules of Play - Suggestions

YES:

- 1) Shoot from any comfortable position. You may stand or move your chair to get in place.
- 2) Use a bubble level and wedges to level the board
- 3) Summon a referee to clarify issues, or if you need help in any way.
- 4) Use a flashlight to resolve 'close-to-the-line' issues.
- 5) Spray wax may be used before any game, but not during a game. Avoid silicon based waxes because the abrasive in such products will damage the surface over time. (best choices: Guardsman or Formby's).

NO:

- a) No mobile device use during play. **Penalty:** forfeit game.
- b) Remove any jewelry that may damage the gameboard during play.
- c) Do not move the gameboard, unless it has been accidentally moved. **Penalty:** forfeit the game.
- d) No banging on the board with pucks or hands.
- e) While opponent is shooting, do not touch board or table, and do not place pucks on the board.
- f) No waving, shouting or any other activity that may distract opponent.
- g) No 'do-overs'. Once a puck leaves your finger, a shot has been made.

RULES OF PLAY FOR TOURNAMENTS

R-1) Match and Game Formats:

- A) The tournament may be single elimination, double elimination or round robin
- B) Individual matches:
- Singles = 8 games, alternate 'breaker' after each game = 12 pucks each
 - Doubles = 4 games, rotate 'breaker' clockwise after each game = 6 pucks each.
Doubles team has same color pucks
 - Match is won by the player/team with the most points. Ties broken by 20's shootout of 12 pucks.

R-1-A) Deciding who will shoot first:

Any common method such as coin toss, or choosing a hand with a hidden puck.

The winner chooses to play first or second.

The first shooter in each game is called **The Breaker**.

The last shot in each game is called **The Hammer**.

R-2) Rotation of Play:

Singles: After the Breaker has been determined, alternate back and forth, until all pucks have been played. The player with The Hammer is the Breaker of the next game.

Doubles: After the Breaker has been determined play is clockwise. The next shooter is the person sitting clockwise from the person who last shot. The next Breaker is the person sitting clockwise to the previous Breaker.

R-3) Shooting Zone: Puck must touch the baseline. Puck may touch, but not go beyond, either quadrant line.

R-4) Regulation Shot: Puck must be placed flat on the board in your shooting zone. Some part of the hand or wrist must rest on the gameboard, and not be 'free-floating' in the air. Using any finger or thumb, alone or in combination, flick the side of the puck, not the top, without your hand moving forward. No 'pushing' allowed.

R-5) Scoring Lines. A puck must be completely within a scoring zone to be valued at that score. Any puck touching a line is valued at the lower score. Look at the bottom of the puck to determine if it is touching a line. If there is space between the line and the puck, it is not touching, if there is no space, it is.

R-5A) The baseline is out of bounds. After a shot is completed, any puck touching the baseline is removed to the Ditch. A puck may 'wobble' around the baseline, essentially going in and out of bounds. Where it comes to rest determines whether it is ON or OFF.

R-6) In a close line call, both players must AGREE whether a Puck is ON or OFF. Any disagreements are decided by a referee.

R-7) Removing a contested puck early: forfeit the game.

(R-8) WHEN OPPONENT'S PUCKS ARE ON THE BOARD = TWO CHOICES

CHOICE (A): PUCKS MUST MAKE CONTACT:

One of your pucks must make contact with one of your opponent's pucks.
If not, the shooting puck is removed

OR:

CHOICE (B): STATE CLEARLY THAT YOU ARE 'GOING FOR A TWENTY' :

If you "Call a Twenty", any one of your pucks must land flat in the Center Hole.
If you fail to make a twenty, but your shooting puck remains on the board, your opponent has the option to either leave your shooting puck on the board, **OR** remove that puck to the Ditch. The opponent either removes the puck, or signals to the shooter that it is OK to remove the puck. The shooter must not automatically remove the puck.

< This unique 'New Mexican' rule increases the risk of 'calling a twenty'. Sometimes it will be to your opponent's advantage to leave the puck on the board; For example, he/she may be able to use it as a 'backboard' to score a 'twenty'. Other times, it will be to his/her advantage to remove the puck. >

R-9) WHEN OPPONENT'S PUCKS ARE NOT ON THE BOARD:

This is called a **"Free Shot"**.

The player may shoot from his/her quadrant to anywhere on the board, however the puck must come to rest within the 10-point zone, or beyond; or cause another of your pucks to do so. If not, the shooting puck is removed to the ditch. If any of the shooter's pucks land flat in the center hole, the puck counts for 20 points, and is placed on top of the rail or into a 'twenty-holder'.

R-10) 'REBOUNDS' and 'DAMAGE':

Sometimes during play, pucks fly off the board and rebound back onto the board. Rebounding pucks are considered "OFF" and removed to the ditch, even if they land in the 20 center hole. The rebounding puck(s) may cause 'damage', moving other pucks on the board. Whatever 'damage' they cause is allowed to stand on the board. If the rebounding puck causes any other puck to land in the 20 center hole, this puck will count for twenty, whether it is the shooter's puck or the opponent's puck. When a puck flies off the board, players may not intentionally direct the puck back onto the board.

R-10-A) If a puck flies completely off the board during play, it must be retrieved and placed in the ditch before the next shot is played. If a shot is made while the puck is being retrieved, that shooter forfeits the game

R-10-B) When a puck makes contact with your hand during play - For example, a puck rebounds off a rubber post and makes contact with your hand before you are able to move your hand away. If it is your own puck, the puck is removed to the ditch. If it is an opponent's puck, the puck is allowed to remain on the board.

R-11) SCORING - at end of each game

R-11-A) Do not remove any pucks from the game board until both players agree to the score.

20 points for each displayed twenty (pucks that went in the center hole during the game)

15 points for the circle inside the posts.

10 points for the middle circle.

5 points for the outermost circle.

0 points for pucks in the Ditch.

Rare, but possible points:

- A puck leaning against a post, touching the board, count as 25 points.

- A puck resting entirely on top of the post, counts as 50 points.

ADDITIONAL RULES:

A-1) All “Twenties” must be displayed on the top of any rail or in a 'twenty holder'.

Failure to display: they count for zero points at the end of the game.

A-2) Pucks must NOT be removed to the Ditch until they come to a complete STOP.

If a player touches a puck before it stops moving, the penalty is loss of 20 points.

A-3) Once a puck is in the ditch, it may NOT be removed from the ditch until the round is over.

A-4) If a puck stands vertically, OR at an angle, in the Center Hole, it does not count for 20, but treated as 'in the 15' like any other puck 'in the 15'.

A-5) At the end of the match, both players/teams must agree as to the score, and you both are responsible for accurately reporting the score to the 'official' scorekeeper for the evening.

SUGGESTIONS / OBSERVATIONS:

S-1) Beginning the tournament day with a '20's shootout' helps players 'warm up' their shooting skills.

S-2) Averages:

- **Singles;** average game time is 3 minutes
- **Doubles;** average game time is 7 minutes

S-3) 500 point singles match -

- Average number is 9 games
- Average time is 27 minutes

CAUTION: GAME-PIECES ARE A CHOKING HAZARD

YOUNG CHILDREN SHOULD ALWAYS BE UNDER ADULT SUPERVISION

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