**Carrom 2v2 Team Tournament Rulebook**

**1. Overview**

**Game**: Carrom (Doubles Format)

**Team Format**: 2 Players per Team

**Total Teams**: [Enter number of teams, e.g., 8 or 16]

**Match Type**: Team vs Team (2 vs 2)

**Mode**: Knockout or League + Knockout

**2. Tournament Structure**

**Stage Format**:

Knockout: Quarterfinals → Semifinals → Final

Or: League Round → Top 4 Advance to Semifinals

**Match Structure**:

Each match is played as **Best of 3 Boards**.

Winner of 2 out of 3 boards advances.

**3. Match Rules**

**Board Setup**: Standard carrom board with 1 queen and 9 black + 9 white coins.

**Break**: Decided by toss.

**Foul Rules**:

Pocketing the striker = -1 point and loss of turn.

Missing 3 consecutive turns = foul, 1 coin returned to the board.

Queen must be covered immediately in the next shot.

**Scoring**:

Each player/team retains points equal to the total coins pocketed.

Queen adds **+3 points** if covered legally.

If Queen not covered, it is returned to the center.

**4. Progression & Tie-Breaker**

**Match Winner**: Team winning 2 out of 3 boards.

**Tie in Boards** (e.g., 1–1 and 3rd board unfinished due to time):

Organizers will determine winner based on coin points or conduct a shorter tie-breaker board (e.g., First to 5 coins).

**5. Team Guidelines**

**Team Composition**:

2 Main Players (No substitution during match)

**Captain Role**:

One member to act as team captain for toss and communication.

**Reporting**:

Both teams must confirm result and scores with organizers immediately after each match.

**6. Rules & Conduct**

**Punctuality**: Players must arrive **10 minutes before match time**.

**Fair Play**:

No intentional fouls or verbal abuse.

Unsportsmanlike behavior = warning or disqualification.

**Disputes**:

Any conflict must be reported to the tournament referee immediately.

Referee/admin decisions are final.

**7. Technical & Equipment Issues**

**Damaged Equipment**: Notify organizers to replace coins/striker/board if defective.

**Mid-match Interruption**: Match will resume from the exact last state if agreed by both teams, or replayed otherwise.

**8. Miscellaneous**

**Dress Code** (if any): [Optional]

**Time Limit**: [Optional – set time limit per board, e.g., 20 mins max]

**Venue**: [Insert location and timing]