**Spardha 2k19**

Rules and Regulations for Carom

A carom set has 19 carom men – 9 Whites, 9 Blacks and 1 Red (Queen). The aim is to pocket (or pot) the carom men and Queen. Every player must follow the rules given by Indian Carom Federation (ICF) other than that you must follow the following rules:

* The player that plays the opening break will play for white carom men.
* You’re allowed to pot only your carom men. Suppose you are opening than you have to pot white carom men and your opponent will have to pot black carom men.
* Each carom man has a point value. White is 1, Black is 1 and Queen is 5.
* The player cannot pot the opponent's carom men; any accidental potting will be awarded to the opponent and the player will lose his next turn.
* If a player pots his own carom man along with opponents carom man, the players carom man is returned and the player loses the turn.
* Players can attempt to take the Queen only when one cover carom man of their colour remains.
* If the player has potted all their carom men except the last remaining cover for the Queen, they cannot hit the cover directly; hitting the cover will result in a foul.
* Whoever pots all the carom men including the Queen with his own cover, wins. If a player pots the Queen followed by carom man of the opponent, the opponent wins.
* **Total time to finish the game is 15 minutes after that the player with the maximum points will win.**