



CARROMS

RULES AND REGULATIONS

Preparation

To decide who goes first, one player should hold a piece concealed in one hand. If the opponent guesses correctly which hand, the opponent chooses who goes first, otherwise the player concealing the piece chooses. The person who plays first aims to pocket the white pieces.

The game is played by two opponents sitting opposite each other. To begin, the Queen is placed in the centre of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbours. The remaining twelve pieces are positioned around the inner circle of six pieces, so that each outer piece touches the inner circle. Both circles should have the pieces alternating in colour. The two circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lie in a straight line pointing towards the centre of the side of the board where the player who will play first is sitting.

Objective

Players take turns to play. A turn consists of one or more strikes. A player wins by pocketing all of the pieces of their chosen colour first. However, neither player can win until one of the player has "covered the Queen". To cover the Queen, a player must pocket one of her own pieces immediately after pocketing the Queen. If the Queen is pocketed but not covered, the Queen is returned to the board. Both players normally try to cover the Queen in addition to trying to win the game because a player who wins and also covers the Queen receives bonus points.

Striking

- For each strike, the player must position the striker within the baseline OR on one of the two circles at either end of the baseline.
- A striker within the baseline must touch both the front line and the rear line.
- The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.

- The player must flick the striker with one finger so that it crosses the front baseline - it is not permitted to flick backwards or horizontally.
- A piece that is on or behind the front baseline must not be struck by the striker until the striker has crossed the front baseline. In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

Basic rules

- For the very first turn, the player is allowed three attempts to "break" i.e. disturb the central group of counters.
- If a piece leaves the board it is brought to the centre and placed 180 degrees touching the piece present at the centre and on the other side of the person taking the turn.
- It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
- If the striker pockets the Queen and/or one or more pieces of her own colour, the player retrieves the striker and takes another strike. If the player pockets no pieces or commits a foul, the turn finishes.

Covering the Queen

- A player may only pocket and cover the Queen if that player has already pocketed at least one piece of that player's colour.
- Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the centre at the end of the turn.
- If a player pockets the Queen and one of her own pieces in the same turn, this counts and that player has covered the Queen. Such a player must have already pocketed at least one piece in order to cover the Queen as per normal.
- When a player pockets the Queen but does not cover it, the Queen is returned as near as possible to the centre circle by the opponent.

Other Rules

- Pieces returned to the centre cannot be placed on top of other pieces within the main circle.
- If pieces come to rest standing on their edge or overlapping another piece, they are left as they are until moved again in the normal course of play.
- If the striker comes to rest under another piece, the striker should be removed with as little disturbance to the covering piece as possible.

Fouls

When a player commits a foul, the turn comes to an end depending on the type of foul made and a penalty is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle. Any other pieces requiring to be returned to the board are also placed within the main circle by the opponent. It is normal for pieces to be positioned in order to confer an advantage for the opponent.

A foul is recorded in the following situations:

- The striker is pocketed.
- If a player strikes the opponent's piece directly which doesn't touch his own carrommen later.
- A player cannot touch his own last piece directly without covering the queen.
- A player cannot touch the last piece of the opponent directly. He loses the game if he did.
- A foul is declared when the player touches his carrommen of the two arrows present on his side.
- A due is called single due when the player pockets only the striker. In that case a foul is incurred and the player loses turn immediately.
- A due is called double due when the player pockets the striker along with his own piece. In that case a foul is incurred and both the foul and pocketed piece comes to centre and the player doesn't lose his turn.
- A due is called double due when the player pockets the striker along with his 2 pieces. In that case a foul is incurred and both the pocketed pieces and the foul piece comes to centre and the player doesn't lose his turn.
- A player pockets the final piece before the Queen has been covered. In this case both the pocketed piece and a penalty piece are returned to the centre.
- A player contravenes the rules for striking.
- A player touches any piece in play, other than the striker.
- The first player to strike fails to break the counters in three attempts. Where a penalty is incurred but no pocketed pieces exist to return, the penalty is "owed" until a piece becomes available. If a penalty is owed, when a piece becomes available due to being pocketed, the piece is returned to the centre by the opponent at the end of the turn. Should the opponent forget to do this before the start of the next turn, any owed penalties are lost.

Doubles

Carom is played by four people just as often as by two. For the doubles game, partners sit opposite one another and turns proceed in a clockwise order. Other than that, play is exactly the same as for the singles game. The game has a different character, though, because pieces behind the baseline can be safely left for the partner to deal with unlike in the singles game where pieces behind the baseline can only be moved by the opponent or by rebounding of the board edges.

Scoring

At the end of the game the winner scores 1 point for each opponent's piece left on the board. If the winner has less than 24 points and the winner also covered the Queen, bonus 5 points are scored. If the winner has 24 or more points, then no points are scored for covering the Queen.

*** Winners will be decided based on the following:**

- 1. The player who reaches 29 points first or leads at the conclusion of the eighth board**
- 2. In case of a draw, one more board shall be played to decide the winner.**