

Rules of Carrom

- Each player and team should report prior reporting time. Team will be disqualified if it's late.
- If the striker pockets the Queen and/or one or more pieces of their colour, the player retrieves the striker and takes another strike.
- In case of the Queen and a piece being pocketed together, the sequence of the pocket will be important i.e. if and only if the queen is pocketed before one of the pieces get into the pocket, it will be considered as a cover or else the player has to strike for the cover once again.
- If the player pockets no pieces or commits a foul, the turn finishes.
- 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 will be removed by the referee.
- Once the match starts the player cannot change the position of the chair.
- Hand change is not allowed.
- If there's a foul, the player must inform the referee and ask for the foul, as the referee himself will not declare a foul.
- Every match will be a knockout match.
- For SINGLES one game of two breaks will be played and the player scoring maximum points will win.
- For DOUBLES one game of four breaks will be played, the team scoring the maximum points will win.
- The Queen will be worth 3 points, and other pieces will be worth 1 point.