



# SPORTSFEET'23

# RULEBOOK





## GENERAL RULES

- All department coordinators are requested to go through the fixtures and rules of each sport.
- The Participants participating in marathon are only allowed to participate in sports events in Sportsfete'23.
- No changes in fixtures and rule book will be made during the event.
- Decisions of the judges/umpires/Organisers and the Event Coordinator will be final and binding to all. If we found any argument in the event place, negative points or action might be taken.
- Any team that reports late or not coming without prior information will be awarded negative points (-3).
- Promoting good sportsmanship by way of example is required always. NO foul language or fighting will be tolerated. Neither consume any sort of intoxicants, nor engage in any kind of disruptive behavior.
- Sports Council and SAS officers have the rights to disqualify any team or player from the sportsfete, if they are involved in any indisciplinary activities.



## CARROM(MIXED)

### POINTS:

- 1st place: 15
- 2nd place: 10
- 3rd place: 6

### GAME FORMAT:

- Each department will consist of one pair of girls' teams, two pair of boys' teams. (Total – 4 boys, 2 girls)
- Each pair will play the best of three matches. If two of the three pairs win, then that department will win that tie.
- The first round will be of knockout. The winners of the knockout round will advance to the double-elimination format.
- Only finals will be of points format. Each team from a department will play for 25 points. The red carrommen/queen value is 3 points. The team which reaches 25 points first wins that round.

### RULES:

- Thumbing and Scissoring are allowed.
- Fouls, Dues/Penalties, Value, Carrommen overboard, rolling and overlapping, Queen, and General rules will be followed according to All India Carrom Federation rules. (Only rules under the change in sides are not applicable)
- The time of 15sec is replaced by 30sec in all the rules wherever applicable.
- Any carrommen can be touched by the striker including the opponent's carrommen under any situation without penalties given the striker is positioned covering the baselines and/or base circles according to rules.



## NOTE:

- Strikers and coins will be provided. Each player is also allowed to bring his own striker.
- NO misconceptions or arguments are entertained regarding the location of carrommen on the board and striking them.

