



GOVERNMENT ENGINEERING COLLEGE, VAISHALI

RULEBOOK

CARROM

GAME PLAY

- Decide who goes first. This can be done by flipping a coin or any other fair method.
- The players take turns in a clockwise direction.
- Each player sits on opposite sides of the board.
- If double then partners are sit opposite side of the board .
- To begin your turn, place the striker on your side of the baseline (the edge of the board) and aim to strike the piece and pocket them.
- The striker must touch both your baseline and the piece within the center circle to be considered a legal shot.

Basic rules

- For the very first turn, the player is allowed three attempts to "break" by sticking indirectly to the board i.e. disturb the central group of counters.

- It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
- The player who sticking the pieces they get white colour.
- 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.
- Pieces returned to the centre can be placed besides the other pieces within the main circle(if on the centre there's a already piece so side that piece from the centre and put the returned piece in middle by the opponent)
- 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.
- 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 will end and 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.
- If a player makes a direct hit on an opponent's piece without touching any other piece, the opponent can choose to either lift the piece or place it anywhere on the board as a block, at their discretion.
- If the opponent hits my piece directly to cover their own pieces, they are required to give a piece as a penalty.
- If a player covers their last piece before taking queen, they must pay a penalty of 5 pieces: 3 placed by themselves in the center, touching each other, and 2 placed by the opponent in the center, also touching the rest of the three pieces.
- Covering an opponent's piece (directly) ends the player's turn, with no possibility of that piece returning to the board, and penalty is applied(one piece as a penalty).
- **In singles play**, it is prohibited for any player to place the queen piece under the opponent's baseline; if this occurs inadvertently, the player must rectify the situation in their next turn by either covering the queen or relocating it to a permissible position on the board.

Scoring :

- To initiate their point account, each team must capture the queen and another piece as cover.
- At the end of the game the winner scores 1 point for each opponent's piece left on the board. If the winner also covered the Queen, a bonus 5 points are

scored. The maximum score for one game is therefore 14 points.

- A match is usually played to 29 points and for match play, if the winner's score has reached 24 or more points, then 5 bonus points are NOT added for covering the Queen.

FOUL RULES:

- The striker is pocketed.
- A player pockets an opponent's piece. If the Queen was also pocketed, it is returned to the centre by the opponent together with the penalty piece. Any other pieces pocketed in the same strike remain pocketed.
- A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the centre in addition to the penalty piece.
- 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.
- If in pocket sticker go along with a piece, a penalty of two pieces must be given, and the opponent has the authority to place these penalties anywhere within the center circle on the board.

PARTICIPATION RULE :-

- ❖ It is team game and each team will consist of 5 players.
- ❖ For playoff, only one doubles game will be played.
- ❖ After playoff(quarterfinals, semifinals and finals) , two doubles and one singles game will be played.

IMPORTANT INSTRUCTIONS

❖ The game will be played in 4 stages.

1.Stage 1- Playoffs

- 1st match will be a knockout. Team has to nominate two players to play double in carrom. Loosing the particular game will result in exit of complete team. So be Careful while choosing player for the first match.

NOTE:- After playoff, each team has to play 2 doubles and 1 single. Maximum team will be promoted to next level. Winning each game will give you 2 points. The team winning two matches will be the winner of the game.

2.Stage 2- Quarterfinals

3.Stage 3- Semifinals

4.Stage 4- Finals

1. Decision of faculty incharge and coordinators will be final and any argument with them will lead to immediate disqualification.
2. Observation of any disciplinary action or bad sport spirit activities may lead to disqualification of player from Tarang 2.0
- 3 .In case the player does not report at informed time, participation will be cancelled and the other individual will be considered as winner of that game

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