

CARROM TOURNAMENT

Teams:

- *Marris-Sidhesh
- *Krishna-Vishwa
- *Varun-vinaya
- *Sanjeev-Lawrance
- *Abishek-Gokulraj
- *Adithya-Vimal
- *Kavya-Asha
- *Vignesh-Manjunath
- *Srikanth-Ayush
- *Selavarajan-Harigaran
- *Nitish-rajalingam
- *Aravind-Sruthi

Group:

Team	Group A	Group B	Group C	Group D
1)	Krishna-Vishwa	Selvarajan-Hari	Nitish-Rajalingam	Sanjeev-Lawrance
2)	Marris-Sidheesh	Varun-Vinaya	Abishek-Gokul	Kavya-Asha
3)	Adithya-Vimal	Srikanth-Ayush	Vignesh-Manjunath	Aravind-Sruthi

Referee:

- Adithya
- Gokul
- Sanjeev

Timing: 4pm to 6:30 pm

Match Schedule:

Day 1 Fri ,may 27 2022:

Group A – Team 1 VS Team 3, referee: Adithya Group B – Team 1 VS Team 3, referee: Sanjeev Group C – Team 1 VS Team 2, referee: Gokul Group D – Team 1 VS Team 2, referee: Adithya

Day 2 Fri, June 3 2022:

Group A – Team 2 VS Team 3, referee: Adithya Group B – Team 2 VS Team 3, referee: Sanjeev Group C – Team 1 VS Team 3, referee: Gokul Group D – Team 1 VS Team 3, referee: Sanjeev

Day 3 Fri, June 10 2022:

Group A – Team 1 VS Team 2, referee: Adithya Group B – Team 1 VS Team 2, referee: Sanjeev Group C – Team 2 VS Team 3, referee: Gokul Group D – Team 2 VS Team 3, referee: Sanjeev

Day 4 Fri, June 17 2022 -: Semi Finals and Final

Group A Top team VS Group D Top team Group B Top team VS Group C Top team

Game Rules:

*In case of draw match, winning will be declared based on Coins pocketed.

*Foul is recorded when striker is pocketed, player touches any piece in play, other than the striker and coin in arrow are hited.

*If a penalty is owed, the piece is returned to the centre by the opponent at the end of the turn.

*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.

*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.

*A player wins by pocketing all of the pieces of their chosen colour first.

*If you sink your last piece before the queen, you lose the board

*If you sink your opponent's piece, you lose your turn.

* *If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way.

*If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible.

*Team who strikes first is decided by toss and plays for the White Coins.

*A player who wins and also covers the Queen receives bonus points.

General Rules:

*Schedules are tentative only,may get changes based on availability of Team.

*Teammate fail to come,Prior Intimation should be given and the match will be re-scheduled.

*Referee will take care of fouls, points/coins per team, winning declaration.

Price:

Winner - 5000 *Runner up* - 3000

3rd Place - 1000