**Carrom Competition**

* Each House will nominate 12 teams of 2 players per team (total 36 teams with 72 participants).
* Team number will be assigned by the organizers.
* Each team will play at least two League games.
* Winning team will score 100 per won game during league matches.
* Additional coin points as per standard carrom game (5 points for Queen and 1 points for each left out coins) for winning team during league matches.
* Top 16 team will qualify for playoffs from league matches.
* In case of tie for top 16 spots, organizer team will decide the rules and game format between tied teams.
* Qtr-Final, Semi-Final will be played as best of 3 and Final will be played as best of 5.
* The contestant playing white 'breaks' or plays first, this can be decided by the toss of a coin.
* A contestant may use only one hand while playing.
* No shifting of seats or any obvious movement is allowed while playing the game.
* There is no restriction on hitting the opposition’s carrommen to strike your own carrommen. However, any deliberate shots to opposition’s carrommen without hitting your own will result in foul and will cost you a piece.
* When placing the striker on the board to shoot, it must touch both ‘base lines’, either covering the end circle completely or partly. It must not touch the arrow line.
* Back shots / Home shots are allowed. For 'back-shots' you may use your thumb or the scissors technique or your normal technique.



'Scissors' Shot



‘Thumb’ Shot

* The red 'queen,' can be pocketed at any time after sinking your first piece but must be sunk before your last one. After pocketing the queen, you must sink one of your carrommen, thereby 'covering' it, into any pocket in the next shot, or she is returned to the center spot. Once the queen is covered, whoever clears all their carrommen first wins the ‘board’.
* Sinking the striker costs you one piece and your turn. But, if you sink a piece in the same shot, then two come up and you shoot again.
* After sinking the striker, your opponent places the due piece(s) within the center circle.
* If while shooting for the queen you also sink one of your carrommen in the same shot, the queen is automatically covered, no matter which went first.
* 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. If totally covered, the piece is placed opposite the next player behind the red spot.
* Any foul committed costs you a piece (incorrect striker placement, deliberately hitting opposition’s carrommen without hitting your own, sinking the striker etc.)
* If you sink your opponent's last piece, you lose the board.
* If you sink your last piece before the queen, you lose the board.
* For the last piece, if you sink both the cover and striker, whichever was sunk first will decide the outcome of the match. If the striker goes in first, you lose the match while if the cover went in first, you win. The referee’s decision will be final.
* If the striker does not leave both lines, go again. You get three tries to break before losing your turn.
* There will be no replacement in the team structure. Matches to be scheduled as per the convenience of both the teams. Scores to be recorded and reported to the co-ordinators.
* In case of any ambiguity, the decision of co-ordinators will be final and binding.

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***\*ALL DECISION TAKEN BY CAPTAINS, CO-ORDINATORS OR BY MANAGEMENT WILL BE THE FINAL DECISION.***