



Malaysia Midwest Games

Sports Rules

Carrom

1. Forfeits

- 1.1. Please refer to Section 9 of the General Rules.
- 1.2. The player must be on-site in order to play the game.
- 1.3. Should a team be issued **two** technical fouls in one game, the game shall be forfeited to the opposing team.
- 1.4. Any players shall not disrupt the tournament in any way or shall be forfeited for the round or from the entire tournament.

2. Category

- 2.1. There will be one tournament for Carrom.
 - 2.1.1. Open

3. Format of Tournament

- 3.1. The format is knockout.
 - 3.1.1. The players are divided into 4 groups of 2 players and the remaining 3 players are placed for round 2.
 - 3.1.2. Group A, B and C will compete in the first round. Group E is in the second round.
 - 3.1.3. The winners from groups A, B and C will compete against one of the 3 players in round 2 each. The players of Group E will compete in the second round.
 - 3.1.4. The top player from each group in round 2 will proceed to the elimination rounds beginning with semifinals, finals and 3rd place match.
- 3.2. Tournament shall start promptly at 4.00pm on the 23rd of May 2015 unless stated.
Players should arrived at least 10 minutes before tournament, otherwise can be prevented from joining the tournament if without any valid reason. See Section 9 of general rules.
- 3.3. The organizers reserve the rights to change the format of the tournament if needed.

4. Team Logistics

- 4.1. Carrom will be held at Mason Hall.
- 4.2. Carrom boards will be provided.

5. Game Play and Timing

- 5.1. Players are assumed to know the basic rules of carrom.
- 5.2. Players with highest points will go to the next round.
- 5.3. To begin a match, who gets the first move is determined by the flip of the coin. Player who is by his own is going to start the game and the flow will turn clockwise.
- 5.4. If there are only two players, players are required to sit opposite of each other.
- 5.5. Each player can only strike from the side he or she is sitting at.
- 5.6. When placing the striker on the board to shoot it, it must touch the 'base lines' by either covering the end circle completely or not touching it at all. The striker may not touch the diagonal arrow line.

- 5.7. 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.
- 5.8. Sinking the striker cost you one piece and your turn. However, if you sink an opponent's piece in the same shot, then the two come up and you can shoot again.
- 5.9. If a player is found to commit an illegal move, he or she is liable to lose the round.
- 5.10. Decision of arbiters are final.