



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 player shall be eliminated from his/her match.

2. Category

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

3. Game Play and Timing

- 3.1. Players will be grouped into a 4 people group.
- 3.2. Players with highest points will go to the next round.
- 3.3. To begin a match, 'lat tali lat tali tam plom' is going to be used. Player who is by his own is going to start the game and the flow will turn clockwise.
- 3.4. If there are only two players, players are required to sit opposite of each other.
- 3.5. Each player can only strike from the side he is sitting at.
- 3.6. 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.
- 3.7. 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.
- 3.8. 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.