

CARROM

Team formation rules:

A team must consist of two members (No batch restriction).

Game rules:

*C/m shall mean Carromman/ Carrommen (coins). *C/B shall mean Carrom Board.

How to strike:

- A striker within the baseline must touch both the front line and the rear line.
- While making a stroke, the elbow of the playing hand shall not come within the playing surface nor shall extend beyond the imaginary lines of the arrow.
- Backward strikings are allowed.

How to Score:

- The player who completes pocketing all his C/m first wins the board.
- The value/points are as follows:
 - i) Queen : 3 points, ➤ ii) C/m : 1 point each.
- At the end of the board the number of C/m of the opponent on the C/B shall be the points gained by that player in that board.
- The player is entitled to be credited with the value of the Queen, only if he wins the board.

Basic rules:

- If the striker pockets the Queen and/or one or more coins, the player retrieves the striker and takes another strike.
- If the player pockets no pieces or commits a foul, the turn finishes.
- In case of foul the opponent can put the coin anywhere in the middle circle.

Covering the queen:

- A player may only pocket and cover the Queen if that player has already pocketed at least one his/her own C/m (coin), otherwise he has to pocket two his/her C/m to cover the queen.

- If a player pockets the Queen and his/her own C/m in the same turn, this counts and that player has covered the Queen.
- Queen and cover can be pocketed in the same striking, irrespective of the order of falling of coin in the pockets.
- 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.
- While covering the Queen by a proper stroke, if a player pockets the striker along with his/her own C/m, the C/m shall be taken out for placing by the opponent. The player shall however, continue his turn. If in that subsequent stroke no C/m of the player is pocketed, the Queen shall not be considered to have been covered and it shall be taken out for placing.
- While covering the Queen, if a player pockets the last C/m of his opponent, he shall lose the Board.

DUES AND/OR PENALTIES:

- If in a proper stroke a player pockets his Striker alone, his turn shall be lost and one of his black C/m will be taken out as penalty by his opponent for placing. Such penalty C/m shall be called Due.
- If a player pockets the Striker with his/her own C/m by a proper stroke, the number of C/m so pocketed, with a Due C/m, shall be taken out for placing and the player shall continue his/her turn.
- If a player pockets the Striker with the C/m of his opponent by a proper stroke, the C/m so pocketed shall be deemed to have been pocketed. His/her turn shall be lost.
- If a player pockets the C/m of his/her own or his/her opponent by an improper stroke, the C/m so pocketed shall be deemed to have been pocketed. The Penalty C/m shall be taken out for placing by the opponent and the player shall lose his/her turn.
- If a player pockets his/her own C/m with the striker by an improper stroke, the C/m so pocketed with two C/m, one as Due and the other for Penalty shall be taken out for placing by the opponent and the player shall lose his turn.
- If a player touch the last piece directly before the queen, penalty of his/her own C/m shall be taken out for placing by the opponent .
- If the Queen and the Striker are pocketed together by a proper stroke, the Queen shall be taken out for placing by the Umpire. An additional C/m of his/her colour shall be taken out for placing by the opponent and the player shall continue his turn.

General Rules:

- If a C/m and/or Queen jump out of the playing surface, the jumped C/m and/or the Queen shall be placed by the Umpire in the Centre Circle, if space permits, covering it fully or the maximum portion of it that is available.

- The winner of a board collects one point for each of the opponent's carrom men left at the finish and three points for the queen if covered by the winner (if covered by the loser, no-one gets those points).

Game Format:

All matches till the Quarter-Finals are knock-out matches having a time limit of 10 minutes. The team which wins moves to the next level. In the Semi-Finals, each team will play with all other three teams (League matches), each match consisting of three rounds (Boards) and the team that wins two out of three wins the match. Final will be of 24 point game with at most 10 Boards.

*There is a chance of having a lucky loser.

Event Coordinators:

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