

Carrom wars

Team Formation rule:

1. It's a double game of points (black and white coin- 1 point, Queen -3 points)
2. There is no batch restriction

Striking:

1. Each strike, the player must position the striker within the baseline OR on one of the two circles at either end of the baseline.
2. A striker within the baseline must touch both the front line and the rear line.
3. Back shot is not allowed.
4. In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

Basic rules:

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

Covering the Queen:

1. If a player pockets the Queen and one of her own pieces in the same turn, this counts and that player has covered the Queen.
2. When a player pockets the Queen but does not cover it, the Queen is returned to the centre circle.

Fouls

A foul is recorded in the following situations:

1. The striker is pocketed.
2. The striker or any other piece leaves the board.
3. A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the centre in addition to the penalty piece.
4. A player touches any piece in play, other than the striker.
5. In case of both team have final coin remaining on the board also the Queen, if any player pocket the coin before Queen the that team will lose the match by one point.

Note:

1. For the doubles game, partners sit opposite one another and turns proceed in a clockwise order.

2. It's a knockout game, for semi final the match will be of 20 points and for final: 25 points.