

Spandan 2025

Carrom Tournament Conduct - Rulebook

1. Event is conducted in two divisions, **singles** and **doubles**.
2. Each department is requested to send a maximum of **7 players**,
3. The player list sent before scheduling will be final and no new players will be admitted upon commencing of the first (knockout) round of the tournament.
4. Within the players list sent, the department is requested to group **4 players** into **2 teams** to participate in **doubles** events.
5. No more than **2 teams** are to be sent by departments for the doubles event. If the department needs any changes in the players appointed in a team, it is to be noted that **only one player per team can be changed**, and the change is to be reported by the department representative in this regard before the start of first round of the doubles event.
6. The rules set by the sport coordinator are the basis of the tournament, and any challenges regarding that will be considered by the sport coordinator only and the decision made by the sport coordinator regarding that will be final and no further challenges are entertained.
7. Unethical means of play, when found, will be considered as a disrespect to the game and the player will be further banned from play, effect immediately.
8. All game equipment is arranged by the coordinating team and no specific equipment is expected and accepted from the player, unless for emergencies, if declared by the coordinator.
9. All ethical measures are taken while conducting the tournament and it will be made sure there is no bias.
10. Singles/Doubles event will be conducted as continuous elimination. Fixtures will be picked at random and no correspondence regarding this shall be entertained.
11. All decisions made by coordinator team and/or match referee is final and binding.
12. In case of discrepancy, rulebook of CARROM FEDERATION OF INDIA shall apply and be binding to ALL players. ([Refer here](#))

Tournament Rules

I. Sitting Position

In singles, the players shall sit opposite to each other.

In doubles, the partners shall sit opposite to each other, occupying all four sides. Position adopted for sitting by a player before taking his turn to strike may be changed at any time provided the chair or stool on which he is sitting is not lifted, moved and/or disturbed during his turn of play.

During the 'board', no part of the body of a player, except the playing arm shall touch the Carrom Board, stand or table on which the C/B is placed.

However, wearing/clothing, ring, bangles and/or watch worn by a player are exempted during his turn of play, but these should not touch the playing surface .

No part of the body, except the 'hand' of the player shall go beyond the imaginary lines of the arrows.

II. How to Strike

The Striker shall be struck and not pushed.

The stroke shall be made with the finger with or without the support of other fingers.

While making a stroke, the striker should touch both the base lines. In case of using the red circles, the striker should cover the entire circle without crossing the arrows.

Any hand may be used in play.

While making a stroke, the 'hand' may touch the playing surface. a) 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. b) The 'hand' may, however, cross the arrow.

While making a stroke, taking support of the Stool or Chair, Stand or Table of the C/B and/or keeping the legs on the rim of the stand/table, by the player, is not permissible.

III. Toss

There shall be a toss by the Umpire at the commencement of each match. The toss shall be by means of calling the C/m. The either player/pair, winning the toss, shall have the choice of side or the option to strike first.

IV. Trial Board

There shall be one trial board only after the toss and before the start of the match.

V. Break

a) Before the break, the C/m are so arranged, in a flat position, that the Queen shall occupy the Centre Circle and the rest of the C/m

are placed around the Queen in the first row keeping the Black and White C/m alternately. In the second row, three white C/m will

form the shape "Y," with the white C/m in the first row. The remaining space is filled up by placing black and white C/m alternately. All c/m so arranged, should be in a compact round, touching each other, within the Outer Circle. A player may use his fingers or striker to keep the C/m intact.

Break is taken by a player, who has chosen to strike first.

The player who is to break shall have the white C/m during that board leaving the black C/m to his opponent. The Queen shall be the common C/m. Break is considered to have been made, if the Striker touches any of the C/m even slightly.

a) Break is not considered to have been made if no C/m is touched by the Striker in its usual run or jumping out.

b) If no C/m is touched, the right to Break shall be lost and the turn to play shall pass on to the opponent who shall have black C/m for play but no re-arrangement of C/m already arranged, shall be permitted. The above condition will prevail till the break is effected.

c) If a player in his attempt to break, plays an improper stroke or pockets his striker without touching any of the c/m, he shall lose his turn. However, due/penalty shall not be applicable.

If the break is made before the Umpire calls 'Play', all his C/m and/ or Queen pocketed shall be taken out for placing and a foul declared. The player shall lose his turn.

VI. Turn of Play

As long as a player pockets his own C/m and/or Queen in accordance with the Laws, his turn shall continue. Otherwise it shall pass on to the opponent. In Doubles, the turn passes on to the player sitting to the right hand side of the player who had his turn.

VII. C/m Overboard

a) 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.

b) If both the Queen and a c/m jump in the same stroke preference shall be given to place the Queen first and the jumped c/m shall be placed, touching the Queen, in the opposite direction of the player presently having his turn. c) If both White and Black c/m jump in the same stroke, preference shall be given to place the c/m of the player who made that stroke first and the other c/m shall be placed, touching the first c/m in the manner described in (b).

VIII. Foul

A. TECHNICAL FOUL

a) Any act of violation of the Laws committed by the player before the first stroke of his turn shall be deemed as a Technical Foul. A Technical Foul shall entail one C/m of the offending player being brought out for placing by the opponent and his turn shall continue.

b) Any act of violation of the Laws committed by the player presently not having his turn shall also be deemed as a Technical Foul. A penalty shall be imposed.

B. FOUL

a) Any act of violation of the Laws committed by the player during or after the first stroke of his turn shall be deemed as Foul. A Foul shall entail one C/m of the

offending player being brought out for placing by the opponent and the turn to play shall be lost.

b) While pocketing the C/m and/or Queen, if a Foul is committed, the number of C/m and/or Queen so pocketed with an additional C/m shall be brought out for placing and the turn of the player shall be lost.

IX. Dues and/or Penalties

1. Violation of above mentioned rules will be considered a penalty. Player will lose his/her turn, and a c/m will be penalized.

2. If the striker is pocketed in a player's turn, all pocketed c/m of that player in that strike will be placed back on board with an additional penalty c/m. Penalty c/m shall be placed by the opponent, inside the outer circle without touching the red circle.

a.) If only the striker is pocketed, the player will lose his turn, and a penalty is incurred.

3. Whenever an improper strike occurs, the player will lose a turn with a corresponding penalty. Beside dues and penalties, in case of proper strike, the player will not lose a turn.

X. C/m Rolling and Overlapping

If c/m and/or Queen stands on its rim, it shall be allowed to remain as it is. If two C/m and/or Queen overlap each other, they shall be left undisturbed. a) If the Striker rests on c/m and/or Queen, the Striker shall be removed without disturbance to the C/m and/or Queen by the Umpire. If disturbed, the original position of the c/m and/or Queen shall be restored, as far as possible, by the Umpire.

b) If this happens at the mouth of the pocket and in the process of removal of the Striker the C/m and/or Queen lose its center of gravity and fall into the pocket, they shall be deemed to have been pocketed.

a) If C/m and/or Queen rest on the striker, the Striker shall be removed by the Umpire by lifting the C/m and/or Queen and replacing them, as far as possible, in the original position where they would rest if the Striker was not there.

b) If, however, this happens at the mouth of the pocket and in the process of removal of the c/m and/or Queen, the Striker loses its centre of gravity and falls into the pocket, it shall be deemed to have been pocketed. A Due shall be declared to be imposed as per the Laws.

If a C/m resting perilously at the mouth of the pocket and actually falls into the pocket for any reason, it shall be considered to have been properly pocketed.

Scoring Details

I. Scoring

a) The player who completes pocketing all his C/m first wins the board. b) The value/points are as follows:

i) Queen : 3 points up to and including 21 points.

ii) C/m : 1 point each.

a) The number of C/m of the opponent on the C/B shall be the points gained by that player in that board.

- b) The player is entitled to be credited with the value of the Queen, only if he wins the board.
- c) The player who loses the board is not credited with the value of the Queen, even if he has pocketed and covered the Queen.

The player loses the advantage of getting the credit of an additional 3 points for covering the Queen, once he has reached the score of 22

points.

The maximum number of points that can be scored in a board is 12 only. Any Due and/or penalty C/m shall automatically be written off.

- a) A game shall be of 25 points or eight boards. The player who reaches 25 points first or leads at the conclusion of the eighth board shall be the winner of the game.
- b) Up to the pre-quarter final rounds, each game shall be decided on the basis of three boards. In case the score is equal at the end of the second board, an extra board shall be played to decide the winner. Before the extra board, there shall be a toss to choose break only.
- c) Winners of Semifinal rounds in each match will be the first player to reach 25 points or 6 boards.