



tapplent

Carrom Rules

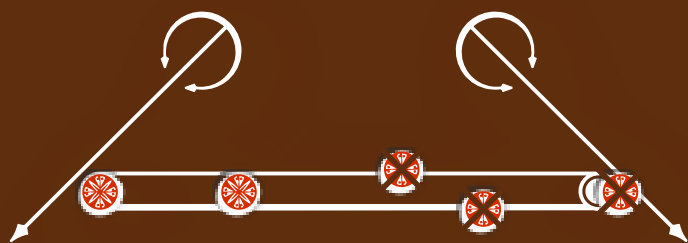
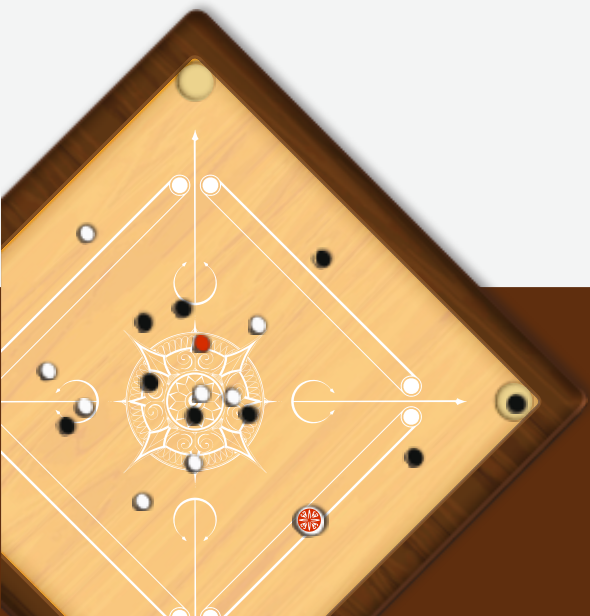


Base Rules

- Selecting a first player by flipping the striker by referee.
- Both black and white carrom coin/pawn are worth 1 points.
- The red pawn/coin is worth 5 points.
- The red pawn/coin has to be covered in the same or subsequent strike.
- Final match and Semi final match will be 29 points game - Red Pawn carries 5 point and other carries 1 point each.
- At the end of the game the winner scores 1 point for each opponent's piece left on the board. If the winner also covered the Queen, a bonus 5 points are scored. The maximum score for one game is therefore 14 points.

Pocketing:

- The queen (the red piece) can be pocketed any time after pocketing your first carrom-men, and must be pocketed before you pocket your last piece.
- After pocketing the queen, you must immediately „cover” it by pocketing one of your own carrom-men in the same or subsequent strike. If you fail to do so, the queen is returned to the center of the table.
- After the queen is covered, whoever clears their pieces first wins the board.
- If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the board and five points.
- If you sink your last piece before the queen, you lose the board, five points and one point for each of your opponent's pieces left.
- Sinking the striker costs you one piece and your turn. But, if you sink a piece in the same shot, then two come up and you shoot again.
- After sinking the striker, your opponent places the due piece(s) within the center circle. If you haven't sunk one yet, you owe one.





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Scoring:

- The winner of the board scores one point for each of the opponent's carrom-men still left on the board.
- If the winner pocketed and covered the queen, he scores five additional points.
- If the loser pocketed and covered the queen, no one scores the extra points.

Miscellaneous rules:

- If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way.
- If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot.
- Players should not hit opponents pawns directly, if the player does there will be a penalty of 1 pawn

 **LET THE FLICKING BEGIN!** 

