

HCG Sports Meet: KREEDA 2024

Carrom

Playing Rules

Legend: In this document;

C/M= Carrom coins

C/B= Carrom board

Points = 1 point allocated to winning team in each game

Coins = C/M as per each game

NOTE: Words implying singular shall include plural and words implying masculine shall refer to all genders. This has been done for simplicity.

Groups & Format

- Participants have been divided into 5 teams using a randomizer app & to the best extent possible of fair distribution of age groups.
- Each team will have a total of 13 players (with the exception of Group 5, which has 1 additional player as the youngest is in this group)
- Games will be played 'Round-Robin format' Each team meets all other team across various categories.
- Only a 'team' will be declared winner. **Points** will be summed up for all games of the players & the Team with the maximum overall points as a 'team' will be declared winner.
- In case of tie in '**Points**' then '**Coins**' will be used to decide winner.

Rules

1. Scoring

- a. The player who completes pocketing all his C/M first wins the board.
- b. The points are as follows:
 - a. Queen : 5 points
 - b. C/M : 1 point each.
- c. The number of C/M of the opponent on the C/B shall be the points won by that player in that board.
- d. The player is entitled to be credited with the value of the Queen, only if he wins the board.
- e. The player who loses the board is not credited with the value of the Queen, even if he has pocketed and covered the Queen.
- f. The maximum number of points that can be scored in a board is 14 only.
- g. A game shall be of a maximum of 3 boards OR 30 minutes of game time.

2. Toss :

- a. At beginning of the game there will be a toss
- b. Winner of the toss will get the first break and will have 'white' coins for the first board

- c. The next board will have the toss winner play 'black' and it will so alternate for the succeeding boards
- d. The loser of the toss gets to choose the sitting position
- e. The sitting position cannot be interchanged and the order of sitting shall
- f. continue throughout the game
- g. In doubles the team can decide which player of the toss winning team will have the first break

3. How to strike:

- a. The striker shall be struck and not pushed
- b. While making a stroke the 'hand' may touch the playing surface
- c. 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
- d. The 'hand' may cross the arrow
- e. Any hand can be used to strike but not both hands together
- f. Time taken for making a stroke : 10 seconds

4. Break

- a. Break is taken by a player, who has chosen to strike first
- b. Break is made, if the Striker touches any of the C/M even slightly.
- c. Break is not made if no C/M is touched by the Striker. In that case, a maximum of two more chances shall be allowed.
- d. If after 3 such changes 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 affected.
- e. 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.

5. Turn of play

- a. 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.
- b. In the second game the player who did not have the first turn to break shall have his turn first.
- c. In the third game, the turn to break passes on to the first player.
- d. In Doubles, however, the turn passes on to the player sitting to the left-hand side of the player who had his/her turn in a clock-wise direction

6. Time limit

- a. Time limit for a game is 30 minutes
- b. In calculating the time limit the umpire will stop the clock once each board is over for rearranging the coins and such other matter as the umpire thinks fit
- c. On the time limit in each game the umpire's decision will be final.

7. Queen

- a. A player has the right to pocket the Queen and to cover it provided a C/M of his/her own colour has already been pocketed. Irrespective of whether such pocketing has been done by the player or by his/her opponent
- b. The Queen shall be placed by the Umpire only in the Centre Circle. If the Centre Circle is partially or completely covered by other C/M, the Queen shall be placed so as to occupy most of the uncovered portion or in any position adjacent to the Centre Circle in such a way so that it is not easy to pocket for the player having his turn.
- c. If the Queen is pocketed before any C/M of the player is pocketed, the Queen shall be taken out for placing and the player shall lose his turn. No dues for this.
- d. If a player pockets the Queen, while there is a Due against him, the Queen shall be taken out for placing against the due and the player shall lose his turn.
- e. If after recovery of Due and/or penalty, all the nine C/M are on the Board, a player shall have the right to pocket the Queen and to cover it.
- f. If, at the break or in a subsequent stroke when all his nine C/M are on the C/B, the Queen is pocketed along with the Striker, the Queen shall be taken out for placing and a Due shall be declared. The player shall lose his turn.
- g. If the Queen is pocketed by a stroke and is not covered, the Queen shall be taken out for placing.
- h. If while shooting for the queen you also sink one of your carrom men in the same shot, the queen is automatically covered, no matter which went first.
- i. If the Queen, C/M of a player and the Striker are pocketed together by a proper stroke the Queen and the C/M so pocketed with an additional one as Due, shall be taken out for placing and the player shall continue his turn
- j. Wherever any improper stroke takes place one additional due would be placed in addition to any other dues and the player shall lose his turn.
- k. While covering the Queen, if the Striker alone is pocketed by a proper stroke, the Queen shall be taken out placing. A C/M of the offending player shall be taken out as Due for placing by the opponent and the player shall lose his turn.
- l. While covering the Queen by a proper stroke, if a player pockets the striker along with his C/M, the C/M so pocketed plus one C/M as Due 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.
- m. While covering the Queen a player pockets the last C/M of his own together with the last C/M of his opponent by a proper stroke, he shall be awarded 5 points.
- n. While covering the Queen, if a player pockets the last C/M of his opponent by a proper stroke, he shall lose the Board by the number of his C/M lying on the C/B together with the points for the Queen.

8. Dues and penalties

- a. If in a proper stroke a player pockets his Striker alone, his turn shall be lost and one of his C/M will be taken out as penalty
- b. If in an improper stroke a player pockets his Striker alone, his turn shall be lost and two of his C/M will be taken out as penalty.

- c. If this happens before any of his C/M is pocketed the penalty and Due shall remain outstanding and shall be taken out as soon as they are available.
- d. If a player pockets the Striker with his 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 turn.
- e. 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. One Due to be placed and the player shall lose his turn.
- f. If a player pockets the Striker with C/M of his own and of his opponent by a proper stroke, the number of his own C/M so pocketed, with a due C/M shall be taken out for placing and the player shall continue his turn.

9. Powder

- a. Can be put before the commencement of any board but not during the board

10. Striking :

- a. While taking a stroke the striker must touch both the base lines
- b. If the Stroke is made from the Base Circle, the Striker must cover the Base circle fully but not touch the arrow.
- c. A Stroke shall be considered as made if the Striker slips leaving any Base Line or Base Circle irrespective of whether it has touched any C/M or not.
- d. If the Striker slips but does not leave any Base Line or Base Circle or does not move any C/M, Stroke shall not be considered to have been made

11. C/M overboard

- a. Queen to be placed on red, other coins in opposite direction of player having his turn.
- b. No dues for overboard.

12. C/M overlapping

- a. Not to be disturbed.
- b. 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.
- c. possible, by the Umpire.
- d. 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 centre of gravity and fall into the pocket, they shall be deemed to have been pocketed.
- e. 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.

13. Thumbing and Flick or Scissor shot

- a. No restrictions
- b. Players can strike anywhere
- c. Has to be a proper strike
- d. Can be struck using a thumb, can be flicked

- e. C/M on the front or back baseline or on the red circles can be hit any which ways
- f. Elbow should not come into the playing surface or beyond the imaginary line of the arrow
- g. Can we strike a coin if it is on the arrow? - Yes. There is no bar in striking a coin on the arrow subject to other rules being followed

14. General

- a. Players are not allowed to talk to spectators when a Board is in play. Loss of one turn is the penalty per umpire's decision
- b. On interpretation of the rules and related matters, the decision of the umpire/referee shall be final
- c. All players to report 10 minutes prior to the game. No Trial Board. However players can use 5 minutes prior to commencement of the game to test the C/B.
- d. Loss of Match : A player or team may lose the entire match for any of the following :
 - i. Not reporting at the appointed time.
 - ii. Use of foul or unparliamentary language during the match
 - iii. Refuses to abide by the decision of the umpire
 - iv. Leaves the seat without the permission of the umpire
 - v. Disturbs or distracts the opponent while at play

15. FAQ:

- a. If a player pockets his and opponent's only C/M at the end what happens?
Ans: In this case 5 points are awarded to the player who has pocketed the queen.
- b. If Queen is pocketed when there is a Due what happens?
Ans: Red is kept back as the Due. Player loses his turn
- c. If a player pockets the opponent's C/M?
Ans: C/M remains remains pocketed. Player loses his turn
- d. If a player pockets own and opponent's C/M?
Ans: C/M remain pocketed. Player gets to continue his turn

The playing rules and regulations shall be followed in accordance with the rules as per the LAWS OF CARROM by the All India Carrom Federation.