**6th ACMA (WR) Indoor Games Competition**

**Sunday 14th January2024**

**Rules and Regulations**

**CARROM**

Players take turns to play. A turn consists of one or more strikes. A player wins by pocketing all of the pieces. However, neither player can win until one nor other player has "covered the Queen". To cover the Queen, a player must pocket one of the piece immediately after pocketing the Queen. If the Queen is pocketed but not covered, the Queen is returned to the board. Players normally try to cover the Queen in addition to trying to win the game because a player who wins and also covers the Queen receives bonus points.

**Striking**

1. • For 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. • The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
4. • In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

**Covering the Queen**

1. • A player may only pocket and cover the Queen if that player has already pocketed at least one piece.
2. • Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the center at the end of the turn.
3. • If a player pockets the Queen and one of the piece in the same turn, this counts and that player has covered the Queen.
4. • When a player pockets the Queen but does not cover it, the Queen is returned to the center circle.

**Other Rules:** Pieces returned to the center can be placed within the main circle.

**Fouls:** When a player commits a foul, the turn comes to an end immediately and a penalty is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle. Any other pieces requiring to be returned to the board are also placed within the main circle by the opponent. It is normal for pieces to be positioned in order to confer an advantage for the opponent.

A foul is recorded in the following situations:

1. • The striker is pocketed.
2. • A player contravenes the rules for striking.
3. • A player touches any piece in play, other than the striker.

Where a penalty is incurred but no pocketed pieces exist to return, the penalty is "owed" until a piece becomes available. If a penalty is owed, when a piece becomes available due to being pocketed, the piece is returned to the center by the opponent at the end of the turn. Should the opponent forget to do this before the start of the next turn, any owed penalties are lost.

In case the player has both white and black pieces and foul takes place, the player to keep black piece as a penalty. In case the player has only white / black piece in his / her pocket, the player to keep the available piece.

**Scoring**

The player who has the maximum points will be the winner. Queen = 5 points, White = 2 points, Black = 1 points.

**CHESS**

**Chessboard:** It is the source of knowledge for the game fans all over the world. The chessboard comprises eight rows and eight columns, with a total of 64 squares of alternating colours, usually black and white. It is convention to set the board in such a way that there should be a white square at the bottom left hand corner of the chessboard, from the perspective of both the players. On this board, there are several warriors, known as "pieces" and have several functions and are allowed to move only in

specific directions.

**Match:** A match shall be of 15 minutes time with each player. Player has to defeat his/her opponent within given 15 minutes time. In case player time (15 minutes) got over and couldn’t defeat his/her opponent, he/she will be declared looser and opponent will be declared match winner who is having some time in spare.

**Match Draw:** In case both players don’t have enough pieces to win the match in that case match will be declared as draw with mutual decision.

**Chess Pieces and their functions:**

**Pawn**: The Pawn represents the foot soldiers or the infantry. Each side has a total of eight pawns. Pawns cannot move backward or sideways, but must move straight ahead. However, they can move diagonally to remove one of the opponent's pieces. Pawns can move only one square at a time. However, the first time a pawn is moved, it may move forward two squares as long as there are pieces in between. A pawn cannot remove a piece in front of it, but only diagonally. In the case of a removal of an opponent's piece, the pawn replaces it. If a pawn succeeds in travelling across the board to reach the opponent's edge, it will be promoted to any piece that the moving player desires, except a King. Under normal circumstances a player will want to promote his pawn to be a queen since that piece is the most powerful and flexible. The new piece is placed where the pawn ended its movement.

**Rook (Elephant)**: The rook, also called a castle, is one of the more powerful pieces on the board. Rooks are worth a bishop or a knight plus two pawns. The rook can move any number of squares in a straight line along any column or row. They however, cannot move diagonally. The very fact that there are no complications involved in the moves of the rook makes it all the more deadly. Rooks have the potential to cover a large area of the board.

**Knight (horse)**: The knight has the most special movement in the game, which gives it an added flexibility over other pieces. The knight is the only piece which can move over pieces to reach its destination. The knight's movement can also be viewed as an "L" laid out at any horizontal or vertical angle.

**Bishop (camel)**: The bishop can move any number of squares diagonally, provided there is no obstruction by any other piece. Each side has two bishops each, one placed on the black square and the other on the white. Bishops, though not as powerful as the queen or the rook, are nevertheless extremely useful in open situations, where it can cover a huge range of the board.

**Queen**: The queen is the most powerful piece on the chessboard. The queen has the combined powers of the rook and the bishop. It can move any number of squares both in a straight line, as well as diagonally. Thus, the queen placed in the center of a chessboard, can cover 27 squares. The queen is so powerful that she is considered to be worth more than any combination of two other pieces, perhaps with the exception of two rooks.

**King**: Though not the most powerful piece on the board, the king is the most vital, for once he is lost the game is lost. The king can only move one square in any direction. However, he may not move into a position where he may be captured by an opposing piece. Therefore, two kings may never face each other in battle, i.e. they may never stand next to each other or capture each other.

**End of the Battle**: The game can end in three different ways; when one of the players captures his opponent's king, when one of the players' resigns or there is a stalemate. When a player's king is threatened by an opposing piece, it is said to be "in check". When a player places the opposing king in check he should announce, "Check".

The objective is not to just place his opponent’s king in check but to ensure that every square where the king has a possibility of movement is blocked. This is called checkmate where the king is considered captured. Either player may resign at any time. This can occur happens when a player loses one or more major pieces, and sees little or no possibility for a victorious outcome.

**TABLE TENNIS (Single)**

**Match:** A match shall consist of the best of 03 games of 11 points.

**Game:** A game shall be won by a player first scoring 11 points unless both players score 10 points, when the game shall be won by the first player subsequently gaining a lead of 2 points.

**The Service:** Service shall start with the ball resting freely on the open palm of the server's stationary free hand.

**The Return:** The ball, having been served or returned shall be struck so that it passes over or around the net assembly and touches the opponents court, either directly or after touching the net assembly.

**The Order of Play:** In singles the server shall make a first service and the receiver shall make a return and thereafter alternately shall each make a return.

**Fouls:**

1. • If an opponent fails to make a correct service.
2. • If an opponent fails to make a correct return.
3. • If the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent.
4. • If an opponent obstructs the ball.
5. • If an opponent deliberately strikes the ball twice in succession.
6. • If an opponent or anything an opponent wears or carries, touches the net assembly.
7. • If an opponent touches the table with either hand before striking the ball.

**BADMINTON (Single)**

**Service:**

1. • At the beginning of the game (0-0) and when the server’s score is even, the server serves from the right service court. When the server’s score is odd, the server serves from the left service court.
2. • If the server wins a rally, the server scores a point and then serves again from the alternate service court.
3. • If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

**Scoring System:**

1. • A match shall consist of 1 game of 15 points.
2. • Every time there is a serve, there is a point scored.
3. • The side winning a rally adds a point to its score.
4. • At 20 all, the side which gains a 2 point lead first, wins that game.
5. • At 29 all, the side scoring the 30th point, wins that game.
6. • The side winning a game serves first in the next game.

**Interval and Change of Side:**

1. • When the leading score reaches 11 points, players have a 60 seconds interval.
2. • A two minute interval between each game is allowed.
3. • Players change sides when the leading score reaches 11 points.

**Fouls:**

1. • If the shuttle lands outside the boundaries of the court, passes through or under the net, fail to pass the net, touches the ceiling or side walls, touches the person or dress of a player or touches any other object or person.
2. • If a player touches the net with his/ her racket or any part of his/ her body.
3. • If a player reaches over the net to hit the shuttle.
4. • If a player deliberately distracts an opponent by any action such as shouting or making gestures.
5. • If server has done the short service.
6. • If serve does not land within the diagonally opposite service court.
7. • If the shuttle is hit twice in succession by the same player with two strokes.

**Fixtures of Games:** Groups in league matches will be decided based on number of participants.

**Table Tennis/ Badminton/ Carom/ Chess\*:** In league matches, all players will be divided into groups through lucky draw system. One group will have multiple players and all players will play one match with each other in group. Winner will score 2 point while looser will score 0 point. The player who will be having maximum points in the group will move to next level. In case two players scored same points (highest point) than the player winning against same in league match, will move to next level. This scoring system will be applicable for league matches only, after that knock-out round will be played.

**\*Note:** For chess, winner will score 2 points, looser will score 0 point and in case of draw 1 point to each player.