**1st ACMA (WR) Indoor Games Competition Gujarat Zone**

**Sunday 24th November *2019:* EKA Club The Arena by TransStadia – Opp Gate No:3 Kankariya Lake, Kankariya, Maninagar, Ahmedabad - 380022**

**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 of their chosen colour first. However, neither player can win until one or other player has "covered the Queen". To cover the Queen, a player must pocket one of him/ her own pieces immediately after pocketing the Queen. If the Queen is pocketed but not covered, the Queen is returned to the board. Both 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**

* 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.
* A striker within the baseline must touch both the front line and the rear line.
* The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
* The player must flick the striker with one finger so that it crosses the front baseline - it is not permitted to flick backwards or horizontally.
* A piece that is on or behind the front baseline must not be struck by the striker until the striker has crossed the front baseline.
* In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

**Covering the Queen**

* A player may only pocket and cover the Queen if that player has already pocketed at least one

piece of that player's colour.

* 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.

* 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. Such a player must have already pocketed at least one piece in order to cover the Queen as per normal. (What happens if other colors get out)
* 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 on top of other pieces 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:

* The striker is pocketed.
* The striker or any other piece leaves the board.
* A player pockets an opponent's piece.
* A player contravenes the rules for striking.
* 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.

**Scoring**

At the end of the game, the scoring is done – 1 point for self colour piece and 5 points for Queen. The player with maximum points wins the game.

**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.

**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**

Matches will follow 11 point format with a Server serving only twice before changing to the other player. Player reaching 11 point with a minimum difference of two would be Winner.

Best of 3 Games

**BADMINTON**

**Rules**

* A player must wait until his opponent is ready before serving. If the opponent attempts a return then he is ruled having been ready.
* The feet of both players must remain in a stationary position until the serve is made. Your feet can not be touching the line at this time.
* It is not a fault if you miss the shuttle while serving.
* The shuttle cannot be caught and slung with the racket.
* A player cannot hold his racket near the net to ward off a downward stroke by his opponent or to interfere with his racket.

**Faults**

* The shuttle, at the instant of being hit is higher than the servers waist or the head of the racket is higher than the servers racket hand.
* The shuttle does not land in the correct service court.
* The server's feet are not in the service court or if the feet of the receiver are not in the court diagonally opposite the server.
* The server steps forward as he/she serves.
* Any player balking or feinting his opponent before serve or during serve.
* A serve or shot that lands outside the court boundaries, passes under or through the net, touches any other obstructions or a players body or clothing. The boundary and service lines are considered in play.
* The shuttle in play is struck before it crosses the net to the striker's side of the net. You may follow through over the net.
* A player touching the net or its supports with his body or racket while the shuttle is in play.
* Hitting the shuttle twice in succession by a player or team.

**Scoring System**

* A match consists of the best of 1 games of 15 points.
* Every time there is a serve – there is a point scored.
* The side winning a rally adds a point to its score.
* At 14 all, the side which gains a 2 point lead first, wins that game.
* At 20 all, the side scoring the 21st point, wins that game.
* Semi final match will be played of 3 games of 15 points
* Final match will be played of 3 games of 21 points

**Interval and Change of Ends**

* A 1 minute interval between each game is allowed.
* In the third game, players change ends when the leading score reaches 11 points.