

1st Regional Carrom Board Tournament

Friday, 26th May 2023

Venue: Centre for Excellence: Jubilee Road, Jamshedpur, Jharkhand 831001

Rules and Regulations

CARROM (Single/Doubles)

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 his/ 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 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.
- 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't 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 the opponent's colour piece and 5 points for the Queen.

Fixtures

Matches will be decided based on number of participants
