

# **Institute Gathering IIITN 2019**

## **Carrom Rules**

1. Matches shall be played according to the rules of International Carrom Federation as adopted from time to time by The **All India Carrom Federation** unless otherwise modified.
2. Match will start with toss and winning team will decide the colour of the carrom coin.
3. There can be maximum 7 Players ( 5 from Boys and 2 from Girl Side.).
4. Each player can play maximum of one match .
5. Each player is assigned a color coin and can only pocket that color coin.
6. Pocketing the queen must be followed by pocketing another coin on the same strike.
7. The red 'queen,' can be pocketed at any time after sinking your first piece but must be sunk before your last one. After pocketing the queen, you must sink one of your carrom coin, thereby 'covering' it, into any pocket in the next shot, or she is returned to the center spot.

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8. Once the queen is covered, whoever clears all their carrom coin first wins the 'board'.
9. Queen & cover can be pocketed in the same turn, irrespective of the order of falling of coin in the pockets.
10. The winner of a board collects one point for each of the opponent's carrom men left at the finish and three points for the queen if covered by the winner (if covered by the loser, no-one gets those points). No more points are collected for the queen after your score reaches 21.
11. As per new rules a game consists of 21 points .
12. When placing the striker on the board to shoot, it must touch both 'base lines', either covering the end circle completely, or not touching it at all. The striker may not touch the diagonal arrow line.
13. Players are allowed to change their hand in a game.
14. Accidentally or intentionally disturbing position of carrom men or queen will cause penalty as well as player will lose the turn.

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15. After each round teams will interchange their position.
16. Suppose the toss winner decides to take specific colour in the first round then in that game colour of carrom men will change in alternative board.
17. Shooting styles are very personal - whichever 'grip' works for you is fine as long as you 'flick' the striker and don't push it. Generally, it is best to orient your body in order to see the line of your aim while shooting comfortably.
18. For forward shots, you can use your index finger, middle finger, or even the 'scissors' shot. Before shooting, try touching the striker with your fingernail, to be sure that its really on line. This will improve your accuracy and prevent you from hurting your finger.
19. Carrom men can be struck directly only if they are not touching the player's baseline or situated behind the baseline. If the carrom man is behind the baseline, the player must hit the carrom man by rebounding the carrom striker off any side of the carrom board or any other carrom piece on the board.

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20. 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 do not shoot again.

21. 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.

22. 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.

23. 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.

24. 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.

25. If you touch your last piece directly before the queen, you have to pay a penalty.

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26. If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the board and three points.

27. If you sink your last piece before the queen, you lose the board, three points and one point for each of your opponent's pieces left.

28. If the striker does not leave both lines, go again. You get three tries to break before losing your turn.

**\*\*RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME AND THE FINAL DECISION RESTS WITH IITN ORGANIZING TEAM.**

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