

HCG Sports Meet: KRIDA 2.0

Carrrom

Playing Rules

Legend: In this document;

C/M= Carrrom coins

C/B= Carrrom 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

- The winner will be decided based on best of 3 of each match. Team/player to clear the board first will be decided as winner in each match irrespective of the team/player who scores the queen coin. However, the board will be considered as cleared only if the queen coin is scored (by any of the player/team).

Rules

1. Toss:

- At beginning of the game there will be a toss
- Winner of the toss will get the first break and will have 'white' coins for the first board
- The next board will have the toss winner play 'black' and it will so alternate for the succeeding boards
- The loser of the toss gets to choose the sitting position
- The sitting position cannot be interchanged and the order of sitting shall continue throughout the game
- In doubles the team can decide which player of the toss winning team will have the first break

2. How to strike:

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

3. Break

- Break is taken by a player, who has chosen to strike first
- Break is made, if the Striker touches any of the C/M even slightly.
- 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.
- If after 3 such chances 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.

- 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.

4. Turn of play

- 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.
- In the second game the player who did not have the first turn to break shall have his turn first.
- In the third game, the turn to break passes on to the first player.
- 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

5. Time limit

- Time limit for a game is 30 minutes
- 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
- On the time limit in each game the umpire's decision will be final.

6. Queen

- 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
- 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.
- 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.
- 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.
- 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.
- 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.
- If the Queen is pocketed by a stroke and is not covered, the Queen shall be taken out for placing.
- 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.
- 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
- 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.
- 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.
- 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.
- 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.

- 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.

7. Dues and penalties

- 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
- 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.
- 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.
- 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.
- 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.
- 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.

8. Powder

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

9. Striking :

- While taking a stroke the striker must touch both the base lines
- If the Stroke is made from the Base Circle, the Striker must cover the Base circle fully but not touch the arrow.
- 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.
- 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

10. C/M overboard

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

11. C/M overlapping

- Not to be disturbed.
- 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.
- 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.
- 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.

12. Thumbing and Flick or Scissor shot

- No restrictions
- Back thumb strike is not allowed.
- Has to be a proper strike

- Can be struck using a thumb, can be flicked
- C/M on the front or back baseline or on the red circles can be hit any which ways
- Elbow should not come into the playing surface or beyond the imaginary line of the arrow
- 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

13. General

- 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
- On interpretation of the rules and related matters, the decision of the umpire/referee shall be final
- 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.
- 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

14. FAQ:

- 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.
- If Queen is pocketed when there is a Due what happens?
Ans: Red is kept back as the Due. Player loses his turn
- If a player pockets the opponent's C/M?
Ans: C/M remains remains pocketed. Player loses his turn
- If a player pockets own and opponent's C/M?
Ans: C/M remain pocketed. Player gets to continue his turn

No performance enhancers are allowed during the game. If found, the team/player will be disqualified.

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