

CARROM

1. Position adopted for sitting by a player before taking his turn to strike may be changed at any time provided the chair or stool on which he is sitting is not lifted, moved and/or disturbed during his turn of play.
2. During the “board” no part of the body of a player, except the playing arm shall touch the Carrom Board, stand or table on which the C/B is placed.
3. No part of the body, except the “hand” of the player shall go beyond the imaginary lines of the arrows. „Hand” shall mean the portion of the playing hand from the fingers up to the wrist.
4. Any hand may be used in play.
5. a) 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. b) The “hand” may, however, cross the arrow.
6. a) While making a stroke, taking support of the Stand or Table of the C/B and/or keeping the legs on the rim of the stand/table, by the player, is not permissible. b) However, hands may rest on his body and legs may rest on the rim of the stool or chair, on which he sits.
7. a) Break is not considered to have been made if no C/m is touched by the Striker in its usual run or jumping out. In that case, a maximum of two more chances shall be allowed. b) If after permissible number of 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. c) 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.
8. The value/points are as follows: i) Queen: 3 points up to and including 21 points. ii) C/m : 1 point each.
9. A game shall be of 25 points or eight boards. The player who reaches 25 points first or leads at the conclusion of the eighth board shall be the winner of the game.
10. In case the score is equal at the end of the eighth board (tie), an extra board shall be played to decide the winner. Before the extra board, there shall be a toss to choose break only.
11. a) A Foul shall entail one C/m of the offending player being brought out for placing by the opponent and the turn to play shall be lost. b) While pocketing the C/m and/or Queen, if a Foul is committed, the number of C/m and/or Queen so pocketed with an additional C/m shall be brought out for placing and the turn of the player shall be lost.
12. a) If a C/m and/or Queen jump out of the playing surface, the jumped C/m and/or the Queen shall be placed by the Umpire in the Centre Circle, if space permits, covering it fully or the maximum portion of it that is available. b) If both the Queen and a c/m jump in the same stroke preference shall be given to place the Queen first and then jumped c/m shall be placed, touching the Queen, in the opposite direction of the player presently having his turn. c) If both White and Black c/m jump in the same stroke, preference shall be given to place the c/m of the player who made that stroke first and the other c/m shall be placed, touching the first c/m in the manner described

in Rule 12(b). d) If more than 2 c/m jump in the same stroke, the placing of the first 2 c/m shall be in accordance with Rule 12(b) and Rule 12(c). The rest of the c/m shall be placed, touching the first 2 c/m, as far as possible.

13. a) 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 by his opponent for placing. Such penalty C/m shall be called „Due“. b) 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 by his opponent for placing. Such penalty C/m shall be called „Due and foul“. c) 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.

14. 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.

15. a) If a player pockets his own C/m by an improper stroke, the C/m so pocketed with a Penalty C/m shall be taken out for placing by the opponent and the player shall lose his turn. b) If a player pockets his own C/m with the striker by an improper stroke, the C/m so pocketed with two C/m, one as Due and the other for Penalty shall be taken out for placing by the opponent and the player shall lose his turn.

16. a) In Doubles the Due and/or penalty C/m shall always be taken out for placing by the player who is sitting on the right hand side of the player having his turn at the time of availability of C/m. b) If, however, during the turn of a player, he pockets the C/m of the opponent with or without his C/m and the Due and/or penalty C/m becomes available, the player himself shall take out the C/m for placing.

17. a) If Due and/or penalty C/m is available for placing but sufficient space is not available, the player who has to place the C/m shall be permitted to do so immediately after space becomes available. b) In Doubles, however, if the eligibility to place the Due and/or penalty C/m, has passed on to the partner, the partner alone shall have the right to take out and place the C/m.

18. If space is available for placing the Due and/or penalty C/m, but the player who has to place the C/m does not desire to risk a Foul, he shall lose his chance to place and his claim for placing shall stand forfeited.

19. a) While placing the Due and/or penalty C/m, if a player places his own C/m by mistake, it has to be rectified if pointed out by the umpire or the opponent. A Foul shall be declared as per the Laws. b) If not noticed either by the Umpire or the opponent before the next stroke is made, the C/m so placed shall be regarded as valid.

20. a) Placing shall be considered as complete once the finger is removed from the C/m provided the C/m placed is inside the Outer Circle. b) However, while placing Due and/or penalty C/m holding of any other C/m and/or striker is not permitted.

21. If a player places or moves the Due and/or penalty C/m away from the Outer Circle, he shall be asked to place the C/m inside the Outer Circle. A Foul shall be declared as per Laws.

22. Due and/or penalty C/m shall not be placed covering the Centre Circle wholly or partially. If placed, the player shall be asked to rectify. A Foul shall be declared against the offending player as per the Laws.

23. A player has the right to pocket the Queen and to cover it provided a c/m of his own has already been pocketed.

24. 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. The placing of the Queen by the Umpire, in such a situation, shall be final.

25. a) 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. b) If a player pockets the Queen, while there is a Due against him, the Queen shall be taken out for placing and the player shall lose his turn. c) However, if after recovery of Due and/or penalty, all the nine C/m are on the C/B, a player shall have the right to pocket the Queen and to cover it. d) 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.

26. a) If the Queen and the C/m of a player are pocketed together in one stroke, the Queen shall be considered covered. b) However, at the Break and/or in any subsequent stroke, when all nine C/m of the player are on the C/B, if the Queen and one of the C/m are pocketed together, the Queen has to be covered. If more than one C/m and the Queen are pocketed together, the Queen shall be considered covered.

27. a) 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. b) While covering the Queen, if a player pockets his Striker along with his C/m by an improper stroke, the C/m so pocketed plus two C/m as due and penalty shall be taken out for placing by the opponent and the player shall lose his turn. The Queen shall be taken out for placing by the Umpire.

28. a) 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 3 points. If the score is 22 or more he shall win by 1 point. b) While covering the Queen, if a player pockets the last C/m of his own together with the last C/m of his opponent by an improper stroke the opponent shall win by three points. If the score is 22 or more he shall win by one point. if demanded, an additional point for the improper stroke shall be awarded to the opponent.

29. a) 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. If the score of the opponent is 22 or more, he shall lose by the number of C/m only. b) While covering the Queen, if a player pockets the last C/m of his opponent by an improper 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. If the

score of the opponent is 22 or more, he shall lose by the number of C/m only. if demanded, an additional point shall be awarded to the opponent.

30. If a player pockets the last C/m of his own and of his opponent by a proper stroke while the Queen is on the C/B, the opponent shall be awarded 3 points. If the score is 22 or more he shall be awarded only 1 point.

31. If a player pockets the last C/m of his opponent by a proper stroke, when the Queen is on the C/B, he shall lose the Board by the number of his own C/m lying on the C/B together with the points for the Queen. If the opponent's score is 22 or more he shall lose by the number of C/m only.

32. If a player pockets his last C/m by a proper stroke leaving the Queen on the C/B, he shall lose the Board by 3 points. If the opponent's score is 22 or more he shall lose by one point.
33. If a player pockets his last C/m along with the Striker leaving the Queen on the C/B by a proper stroke, he shall lose the Board by 3 points. If the score of the opponent is 22 or more, he shall lose by one point. One additional point for the pocketed striker shall be awarded, if demanded by the opponent.
34. If a player pockets the Queen, his last C/m, the last C/m of his opponent by a proper stroke together with the Striker, the player shall lose the Board by 3 points. If the score of the opponent is 22 or more, he shall lose by one point. One additional point for the pocketed striker shall be awarded, if demanded by the opponent.
35. If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke he shall lose the Board by one point, if the Queen has been covered by him. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.
36. If a player pockets the last C/m of his opponent along with the Striker leaving the Queen on the C/B by a proper stroke, he shall lose the Board by the number of his C/m lying on the C/B plus the value of the Queen. If the score is 22 or more, he shall lose by the number of C/m only. One additional point for the pocketed Striker shall be awarded, if demanded by the opponent.
37. If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke, he shall lose the Board by 3 points, if the Queen has been covered by the opponent. If the score of the opponent is 22 or more, he shall get one point. One additional point shall be awarded, if demanded by the opponent.
38. If the Stroke is made from the Base Circle, the Striker must cover the Base Circle fully but shall not touch the arrow.
39. In doubles, during the course of a Board, the partners are not allowed to talk or communicate with each other by gestures. Any violation in this regard shall be penalised with a Foul as per Laws.
40. Players shall not talk to the spectators during the course of a game without the permission of the Umpire.
41. The run of the Striker shall not be tested on the playing surface during the course of a Board.
42. If the players pass over their turn consecutively for 3 times each, that particular Board shall be cancelled and be replayed.
43. In case of any unforeseen circumstances beyond the control of the Umpire that particular Board shall be replayed.
44. If a C/m is damaged by a stroke during the course of the Board, the position of the bigger part of the damaged C/m is considered for all purposes and the Umpire's decision shall be final.
45. In the event of the C/m lying on the Base lines/Base Circles, preventing the player from taking a stroke for want of space for placement of his Striker, that Board shall be replayed.
46. In case of a foul, it's the opponent who has to claim. Only then will the referee take his Decision.