



Aavhan 2020

IIT Bombay's Annual Sports Fest

Carrom Championship Official Rule-book

This rulebook is binding and will be strictly followed in the course of the tournament

A. List of Events:

- a. Carrom Tournament- Team event with 3 or 4 players in each team

B. Format:

- a. We will be following round-robin format in the group stages and knockouts format thereafter
- b. Each match will consist of 3 games (2 singles and 1 doubles)
- c. Each player will play 3 boards with his/her opponent and 5 boards in the semi-finals and finals round in a game
- d. A team should comprise of 3 or 4 players. If there are 3 players, then only 1 of the 2 players who play singles game can play doubles game, i.e. all the 3 players should play at least 1 game. There can be more than 1 team from any college
- e. The player which wins more boards(2 out of 3 or 3 out of 5 in semi-finals and finals) wins the game and the team which wins 2 out of 3 games wins the match
- f. If 2 or more teams have won an equal number of matches at the end of the group stage, then the team which wins more number of games will be ranked higher. If the number of games won is also equal, then the team with more total points will be ranked higher. The points scored in a match are calculated as follows:
 - i) On a board, the winner gets points equal to the number of opponent's carrom coins left on the board plus 3 points if he has covered the queen
 - ii) The points of a doubles match are multiplied by 1.5 i.e. doubles game match has 1.5 times weightage compared to the singles game
 - iii) If you sink your last piece before the queen, you lose the board and 4 points
 - iv) If you sink your opponent's last piece before the queen, you lose the board, 3 points for queen and 1 point for each of your pieces left
 - v) If BYE is given on a particular board, the opposite team gets 36 points for singles game and 54 points for a doubles game
 - vi) The points scored on each board will be added to calculate the total points in a match



C. Dates: 28th March and 29th March

D. Eligibility for Participation:

All players should be currently registered and studying in the same college. All players must carry valid i-card before the start of every match. In-case of protest against the admission of a player into a particular college, said player must produce a copy of fee-receipt, current semester mark sheet or website registration details as proof of admission within 4 hours of intimation to avoid disqualification.

E. Registration Fee: INR 1000

F. Prize Money:

Winner: INR 9000; 1st Runner-up: INR 5000

G. General Regulations:

- a. If the teams fail to report even after 15 minutes of the scheduled time, the officials have the authority to give the opposite team a walkover over the latecomer
- b. It's mandatory for every participant of every team to carry an institute ID card and a national ID card for verification
- c. In case an objection on the ID card arises, the participant has to produce a fee payment receipt/college mark sheet (online) within 4 hours
- d. Teams may have to play more than one match on a single day
- e. Teams are liable to disqualification against breach of disciplinary conduct if players/management are involved in illegal activities as per institute norms in IIT Bombay
- f. Smoking/consumption of alcohol or any prohibited substances inside the campus is strictly prohibited. The entire team will be disqualified from the tournament even if a single player is found to be violating these rules

H. Rules of Play:

- a. Whoever plays first, or breaks is always white. The object of the game is to sink all of your pieces in any of the pockets before your opponent. Your turn continues as long as you keep sinking your pieces
- b. When placing the striker on the board to shoot, the striker must touch both baselines either covering the circle completely or not touching it at all. The striker must not touch the diagonal arrow line
- c. Shooting styles are very personal - whichever grip works for you is fine as long as you flick the striker and don't push it



- d. You should not move or leave your chair. For forward shots, you can use your index finger, middle finger, or even the 'scissors' shot
- e. The 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 pieces, thereby covering it, into any pocket in the next shot, or she is returned to the center spot. Once the queen is covered, whoever clears their pieces first wins the board
- f. 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
- g. If a player pockets the Queen and one of his own pieces in the same turn, it implies that the player has covered the Queen. Such a player must have already pocketed at least one piece in order to cover the Queen
- h. 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 shoot again. 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
- i. 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
- j. 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
- k. Any scenario not explicitly mentioned in the rulebook will be dealt with by the discretion of the organizer

I. Rescheduling Rules:

Rescheduling will be possible if the reason is genuine and if requested at least 24 hours prior to the game. Note that, rescheduling solely depends on the genuineness of the reason and the organizing team's discretion.

J. Point of Contact:

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