



CARROM

1. Players: Each player sits on their side of the board and can only strike from that side. The player with the white pieces goes first.

2. Objective: The goal is to sink all your pieces, using the heavier striker, in any of the pockets before your opponent. All the modifications and additions of rules will be pre declared. In the event of disagreement, the ENERGIA committee will be considered final.

3. Fouls:

- Striker sinks with the piece (Double penalty) (a chance will be given).
- Covering queen without any pocketed carrom piece. (at least one).
- Strike a piece directly placed on inner two arrows or their respective lines.
- Strike a piece directly placed on base line.
- Strike a piece placed on base.
- Fair play rules and addition of new foul rules can be added on this rulebook from the discussion and decision of the ENERGIA authorized committee and will be declared to the players respectively (prior to the game).
- All the additional fouls rules will be explained prior to the game and match referee decision will be the final decision.

4. Penalty: If a player commits a foul, they must return one (or maybe two) carrom piece to the board.



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5. Covering the Queen: Player must pocket their respective piece to confirm the queen after covering the queen. If a player pockets the Queen and one of their own pieces in the same turn, they have covered the Queen. If the striker sinks with the queen, then queen will be out further no chance will be given to confirm the queen. (No penalty).

6. Winner: A winner will be decided either by elimination round (group stages) or 29 points game (semi-final and final). Here in 29 points game the queen will be considered 5 points and other pieces carries 1 point each. Whoever gets 29 points at 1st will be the winner. If a player has pocketed all his pieces, then opponents remaining pieces' points will be awarded to him/her. If queen is confirmed by the winner side, then +5 extra points will be awarded. These points will keep on added till 24 points, after 24 points no bonus point is considered. No points will be awarded to losing side even if the player has confirmed the queen.

7. Rules:

- If a player is not able to play a match due to injury/illness he or she will forfeit the match and winner will be the respective opponent.
- Each player is strictly required to bring their ENERGIA as well as college ID cards at the table to play the match.
- No one is permitted on playing premises apart from organizers and on board players.
- Any new rule or a change in rules will be informed to the teams by the event coordinators prior to the beginning of the match.
- In the event of a disagreement, the decision of the ENERGIA committee will be considered final.

8. Point of Contact:

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