

Starwood Olympics 2024-25 – Carrom Doubles & Singles Rules & Regulations

Toss

- There shall be a toss by the Umpire at the commencement of each match. The toss shall be by spin of coin or by means of calling the colour of the coin in closed fist. The either player/pair, winning the toss, shall have the choice of side or the option to strike first.
- Once seated, players cannot interchange the positions. This order of sitting shall continue throughout the match (all 3 games).

Sitting Position

- 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 in contact with body.
- One cannot displace the seat / move the chair. Only position of the player can change with contact to the seat.
- Playing in standing position is not permitted and player to play with the seat provided by the organizers.
- No part of the body, except the 'hand' of the player shall go beyond the imaginary lines of the arrows.
- While moving, one should not disturb the board. If major displacements happen to coin(s), the player (team) who caused the disturbance, will lose the game with 6 (Queen 5 + coin 1) points being awarded to opponent. It will be umpire's call solely.

How to Strike

- Thumbing allowed (striking coins below the base line).
- The Striker shall be struck and not pushed (umpire's call if opponent claims for wrong play)
- The stroke shall be made with the finger with or without the support of other fingers.
- While making a stroke, the elbow of the playing 'hand' shall not come within the playing surface
- While making a stroke, taking support of the Stool or Chair, Stand or Table of the carrom board and/or keeping the legs on the rim of the stand/table, by the player, is not permissible. However, hands may rest on his body and legs may rest on the rim of the stool or chair, on which he sits.
- Strike will rotate in clockwise only.

Foul / Penalty

- If the coins overlap each other, shall be continued to play; will not be split.
- If the coin stand on the rim, shall be continued to play; will not flatten it to surface
- The striker must be asked to be removed to umpire in overlap case. If while removing, the coin is pocketed, will be considered pocketed.
- Players if disturb other coins while dragging the striker for their turn of play, will be awarded foul with one of their pocketed coins back to centre.
- If a player pockets the striker even before his/her coin is pocketed, will be marked as outstanding due. Once a coin is pocketed, it will be brought back to centre
- If a player pockets the striker with coin (double fine), either choses to lose the follow strike or agrees to bring back the coin to centre along with a fine.
- While a player placing the opponent's foul touches other coins in the board, will end up with a foul himself/herself. Once the foul coin is placed and hand/finger released, will not be moved again.
- Foul / Penalty must be claimed for enforcing.
- You can hit your opponent's coin directly during the game, but if there is only 1 single coin of your opponent, you cannot hit it with the intention of blocking it. You can still hit the opponent coin if it is a combined shot for your coin. If your coin is not touched by the end of the shot, it will be called for a foul.

Queen

- The striker must be asked to be removed to umpire in overlap case. If while removing striker from overlap Queen is pocketed while removing the striker, Queen will be considered pocketed for the active player and will be given a chance to cover the follow.
- If a Queen is pocketed with the striker, the Queen and a player's coin is placed back in the centre (follow the double fine rule). Queen is given the preference to place in the centre first.
- If a coin and/or Queen jump out of the playing surface, the jumped coin 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.
- If both the Queen and a coin jump in the same stroke preference shall be given to place the Queen first and the jumped coin shall be placed, touching the Queen, in the opposite direction of the player presently having his turn.
- If the Queen is covered and follow is missed, Queen will be brought back to play.
- If the Queen is covered and follow is a minus (no follow coin covered), Queen will be brought back for play and foul will be placed. Queen will be given preference for placing in the centre first.
- If the Queen is covered, and there is a double fine while playing the follow; double fine rule will be applicable. The player can try to cover the follow in the bonus strike. If follow is not covered, the Queen will be brought back for play. If the player chooses to skip the follow with 1 coin as foul, Queen will be brought back considering follow not covered.
- If the Queen is pocketed before any coin of the player is pocketed, the Queen shall be taken out and the player shall lose his turn.
- If the Queen and your own coin is pocketed in the same stroke, Queen is covered irrespective of order of pocketing.
- If there is one coin of each team and Queen is not pocketed, yet the player pockets any coin, the opponent will be awarded the board with 6 points (Queen + 1 coin in the board).

General Rules

- 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 shall not touch the arrow (no half circle shots).
- Players are not allowed to talk to spectators or their coach.
- A player shall not make the stroke before the opponent picks up his Striker from the board (if playing with different strikers)
- Player should not stop the moving striker or any coin. If stopped, will attract foul.
- Refuses to abide by the decision of the Umpire and/or Chief Referee.
- Disturbs and distracts the attention of the opponent while at play more than twice, despite Umpire's warning.
- If the board has one coin each and a player pocket both the coins in single stroke, the one who strikes will be the winner.

Points

- League matches:
 - Best of 3 boards will be played
 - Points earned are equally important.
- Knock-outs:
 - Quarter finals / Semi finals will happen between the top 2 of each group.
 - For Quarter Finals, Maximum 4 boards or 29 points.
 - For Semi Finals, Maximum 6 boards or 29 points.
 - At the end of 4/6 boards, if 29 is not achieved, whoever has earned the maximum points together in the 4/6 boards will be declared the winner
 - After 25 points, Queen (5 points) is not counted. So, if you are at 25 and your opponent is at 24, queen is advantageous to your opponent only.
- Finals
 - Number of boards (games) are not restricted.
 - Whoever gets the 29 points first, will be declared as the winner.
- Points calculation
 - Black / White – 1 point
 - Queen – 5 points