

MIDWEST CARROM TOURNAMENT 2025

TOURNAMENT FORMAT

Note

- For the Singles category, the term “team” refers to an individual player.
- Groups, schedules, and match timings (league, knockout, and finals) will be finalized after registration closes.

League Stage

- Teams are divided into groups of 4.
- Each team plays 3 matches (one against each team in its group).
- Each match (up to 3 boards) ends when either 15 minutes are completed or 3 boards finished, whichever happens first.
- Match Winner: Team with the most wins of 3 boards or points of the completed boards in case of equal wins.
- Scoring: Win = 2 points, Tie = 1 point.
- Advancement: Top 2 teams per group move to the Knockout stage.
- Tie in standings: Decided by a tie-breaker board — winner advances, or if it exceeds 15 minutes, the team with higher points wins.

Knockout Stage (Quarterfinals & Semifinals)

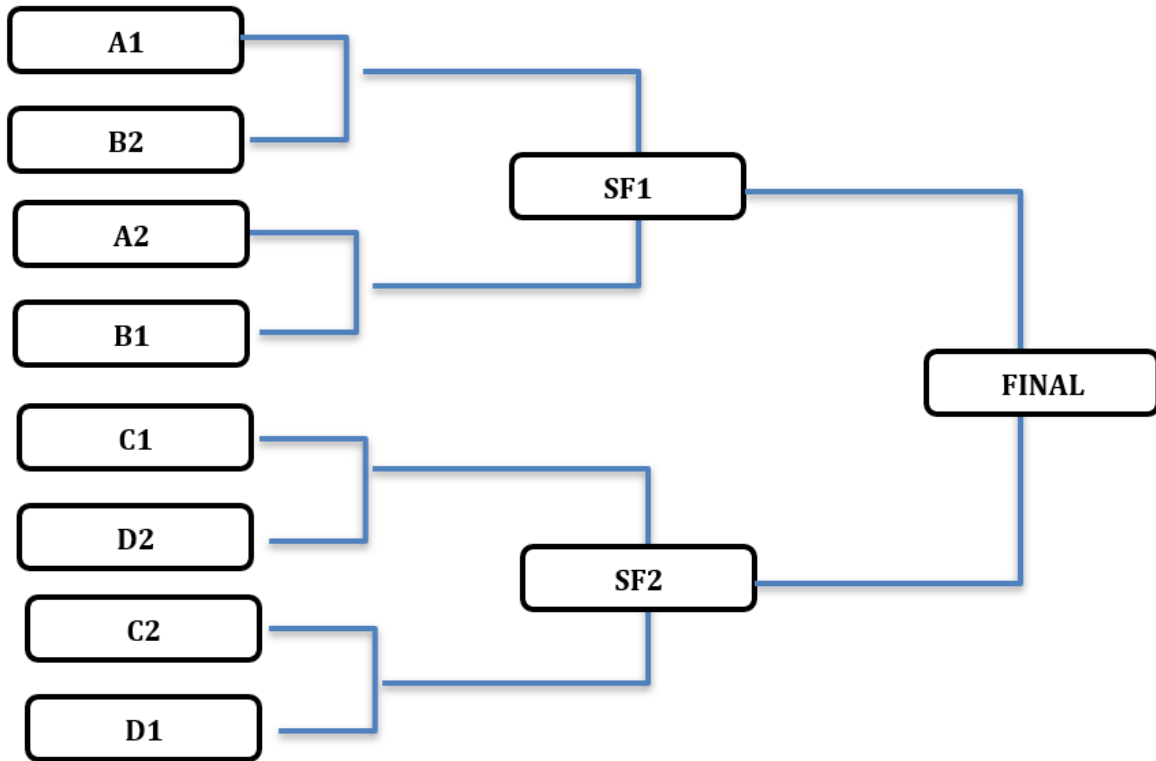
- Quarterfinals: Group winners face each other.
- Semifinals: Quarterfinal winners compete for a spot in the Final.
- Each match will have up to 3 boards – no time limit.
- Match Winner: Team with the most wins.

Final

- Final Match will have 3 boards with no time limit to finish.

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- Winner: Team with the most wins.



General Rules

- The tournament will be played as per the [Laws of Carrom](#) approved by the International Carrom Federation.
- Time limit to execute a strike is 10 seconds. If a player exceeds 10 seconds, he/she will lose their turn
- Thumbing is allowed in all formats of the game.
- A player can strike opponent's carrom pieces at any stage of the game
- Coins may rest on any lines – including the baseline, baseline, arc and diagonal lines, and are considered playable.
- Max possible score for a board is 12 points. Queen carry a value of 3 points.

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- A player has the right to pocket the Queen and to cover it provided a carrom of his/her own has already been pocketed
- The team has to leave at least one carrom on the board until the queen is pocketed by either of the team.
- All the playing equipment will be provided.
- Players can bring their own strikers. Strikers should match standard dimension (weight max 15 grams, thickness max 4.13 cm)
- Players must be present as per time of the match. If a player is late, they will forfeit entire game and opponent will be awarded a win of 10-0.
- Playing under the influence of alcohol or performance-enhancing drugs is strictly prohibited.
- Food and drinks are strictly prohibited inside the playing. Players & spectators are permitted to eat/drink only in designated areas outside the tournament hall.
- Tournament organizers will have final verdict in case of a tie break or conflicts in any scenario.

Thumbing Rule:

Thumbing (using the thumb to strike the striker) is allowed in all formats of the game. No part of the hand or thumb may cross or touch the baseline or the imaginary extension of the arrows during the strike.

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 carrom. The team winning the toss shall have the choice of side or the option to strike first. If the winner decides to

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have the choice of side, the team shall communicate the same to the umpire, who shall instruct the losing team to strike first.

- If, however, break is chosen by the winner of the toss, the choice of side shall lie with the team losing the toss, and the winner shall have to strike first.
- Once the losers have sat down, they cannot interchange. This order of striking shall continue throughout the match.

Break

- Before the break, the carrom are so arranged, in a flat position, that the Queen shall occupy the Centre Circle and the rest of the carrom are placed around the Queen in the first row keeping the Black and White carrom alternately. In the second row, three white carrom will form the shape “Y,” with the white carrom in the first row. The remaining space is filled up by placing black and white carrom alternately. All carroms so arranged, should be in compact round, touching each other, within the Outer Circle. A player may use his/her fingers or striker to keep the carrom intact.
- The carrom should be arranged for the break with least possible loss of time after each board.
Break is taken by a player, who has chosen to strike first.
The player who is to break shall have the white carrom during that board leaving the black carrom to the opponent. The Queen shall be the common carrom.
- Break is considered to have been made, if the striker touches any of the carrom even slightly.
Break is not considered to have been made if no carrom is touched by the striker in its usual run or jumping out. In that case, a maximum of two more chances shall be allowed.
If after permissible number of chances, no carrom is touched, the right to Break shall be lost and the turn to play shall pass on to the

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opponent who shall have black carrom for play but no re-arrangement of carrom already arranged, shall be permitted. The above condition will prevail till the break is affected.

- If a player in his/her attempt to break, plays an improper stroke or pockets the striker without touching any of the carrom, he/she shall lose the turn. However, due/penalty shall not be applicable. The break shall be taken only after the Umpire calls 'Play' and the stroke shall be made within 15 seconds of such call. The play shall be deemed to have begun from the moment the Umpire calls 'Play'.

If the break is made before the Umpire calls 'Play', all the carroms and/ or Queen pocketed shall be taken out for placing and a foul declared. The player shall lose his/her turn.

Scoring

- The team who completes pocketing all their carroms first wins the board. The team has to leave at least one carrom on the board until the queen is pocketed by either of the team.
- The value/points are as follows:
Queen: 3 points.
Carrom: 1 point each
- The number of carroms of the opponent on the carrom board shall be the points gained by that team in that board.
- The team is entitled to be credited with the value of the Queen, only if the team wins the board.
- The team who loses the board is not credited with the value of the Queen, even if they have pocketed and covered the Queen.

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Organizers' Decisions

- The tournament organizers will make the final call on any disputes or special cases, keeping fairness and sportsmanship in mind.