

MIDWEST CARROM TOURNAMENT 2024

TOURNAMENT FORMAT

Note:

- For singles category, 'team' in below sections for league stage, knockout and finals, corresponds to an individual
- Allocation of groups, and schedule of games, including league, knockout and finals will be decided by organizers, after registration closes, and shared with all competition participants prior to the competition day

League Stage:

1. Each team will be allocated a group
2. Each group will consist of 4 teams
3. Each team will play one game with the 3 other teams in that group
4. Each game of up to 3 boards will last until, EITHER of following conditions is satisfied
 - a. Max of 15 mins
 - b. One team scores 20 points
5. Team with maximum points from completed boards at the end of the league stage game is declared winner of that league stage game
6. Within each group, if more than one team has same number of points at end of the league stage games, a tie-breaker board will be played between them, and winner will be:
 - a. Team that wins the tie-breaker board; OR
 - b. If the tie-breaker board exceeds 15 mins, the team with max points at the end of 15 mins
7. ONLY winning team from League stage, will proceed to Knock-out stage

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Knock-out Stage (Quarter-Final and Semi Final)

1. Quarter-Final: Winners of league stage will play one game against another winner of league stage
2. Winners of Quarter-Final game will proceed to Semi-Final
3. Semi-Final: Winners of Quarter-Final will play one game against another winner of Quarter-Final
4. Winner of Semi-Final game will proceed to Final
5. Each game of up to 3 boards will last until, EITHER of following conditions is satisfied
 - a. Max of 15 mins
 - b. One team scores 20 points
6. Team with maximum points from completed boards at the end of the game is declared winner of that game; tie-breaker board as in league stage is played in the case teams have equal number of points.

Final

1. Winner will be the team with maximum points from completed boards, when EITHER of following conditions is satisfied
 - a. Max of 25 mins
 - b. One team scores 30 points
 - c. Tie-breaker board as in league stage will be played in case of equal points

General Rules

- The tournament will be played as per the [Laws of Carrom](#) approved by the International Carrom Federation.

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- Time limit to execute a strike is 15 seconds. If a player exceeds 15 seconds, he/she will lose their turn
- Player's must switch sides after 4 boards or if player score reaches 12 points
- Max possible score for a board is 12 points. Queen carry a value of 3 points.
- 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.

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.

Turn of Play

- As long as a player pockets his/her own carrom and/or Queen in accordance with the Laws, his/her turn shall continue. Otherwise it shall pass on to the opponent.
- In the first game the player who chooses to break the first board shall have the white carrom. The turn to break shall pass alternately during the game.
- In the second game the player who did not have the first turn to break shall have his/her turn first.
- In the third game, the turn to break passes on to the first player.
- In Doubles, however, the turn passes on to the player sitting to the right-hand side of the player who had his/her turn.
- A player shall not take more than 15 seconds for making a strike from the moment the carrom/Queen/Striker has come to rest and the striker is picked up by the opponent and/or after observing the time limit for placing the carrom and/or Queen and/or foregoing due/penalty carrom, if any.

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- If the turn is availed by a player who plays out of turn, before the Umpire could control, he/she shall lose the board by the number of carrom and Queen as were on the carrom at the time of making the first out of turn strike. If the above remains unnoticed by the Umpire or opponent, till the next stroke is taken, the turn shall be allowed and the next turn shall be as per the Laws.

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 up to and including 20 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.