



2019 US NATIONALS CARROM CHAMPIONSHIP

Jun 21-23, San Francisco Bay Area, CA

TOURNAMENT FORMAT

Doubles

- All teams will play SRR in one group
- Every team will play 6 rounds of SRR
- Each round of SRR will be played as a *single* game to 25 points or 8 boards or 45 minutes (40 mins + 5 mins grace), whichever happens first.
 - If the scores are tied at the end of 8 boards or 45 minutes, an extra board will be played as tie breaker to determine the winner. Strike for the tie breaker board will be decided based on a toss.
- After the SRR,
 - Teams ranked 1-8 will move on to play in Quarterfinals of Champions league (a.k.a Group A). Matchups will be 1 vs 8, 2 vs 7, and so on.
 - Teams ranked 9-16 will move on to play in Quarterfinals of Challengers league (a.k.a Group B). Matchups will be 9 vs 16, 10 vs 15, and so on.
 - There will be no Pre-Quarterfinals in the Doubles event.
- All knock-out matches (Quarters, Semis & Finals) will be played as best of three games
 - Each game in the best of three will be played to 25 points or 8 boards, whichever happens first. There will be no time limit per game.
 - However, the entire match (best of 3 games) will have a time limit of 145 minutes. At the end of 145 minutes, the team leading on the score card will be declared winners.

Singles

- All players will be divided into two groups for SRR - Group1 and Group2
- Every player will play 7 rounds of SRR, within their group

- Each round of SRR will be played as a *single* game to 25 points or 8 boards or 45 minutes (40 mins + 5 mins grace), whichever happens first.
 - If the scores are tied at the end of 8 boards or 45 minutes, an extra board will be played as tie breaker to determine the winner. Strike for the tie breaker board will be decided based on a toss.
- After the SRR,
 - Players ranked 1-8 from each group will move on to play in Pre-Quarterfinals of Champions league (a.k.a Group A). Matchups will be Group1/Rank1 vs Group2/Rank8, Group1/Rank2 vs Group2/Rank7, and so on.
 - Players ranked 9-16 from each group will move on to play in Pre-Quarterfinals of Challengers league (a.k.a Group B). Matchups will be Group1/Rank9 vs Group2/Rank16, Group1/Rank10 vs Group2/Rank15, and so on.
- All knock-out matches (Pre-Quarters, Quarters, Semis & Finals) will be played as best of three games
 - Each game in the best of three will be played to 25 points or 8 boards, whichever happens first. There will be no time limit per game.
 - However, the entire match (best of 3 games) will have a time limit of 145 minutes. At the end of 145 minutes, the player leading on the score card will be declared winner.

Trick Shot Contest

- New experimental concept for a carrom competition, jointly devised by United States Carrom Association (USCA) and Bay Area Carrom Association (BACA). First of its kind in the history of carrom!
- Goal of the event is to conduct a short-duration spectator-friendly carrom tournament, aimed at identifying and rewarding players who showcase extreme creativity and artistry on the carrom board.
- There will be a panel of 3 non-playing judges, selected ahead of time, including but not limited to people widely acknowledged as possessing excellent “knowledge” of carrom.
- Participating players have to submit the shot they intend to play to the panel. The panel will assess the “trick level” of the shot, on a scale of 1-3 (level 3 being the most advanced).
 - Players will submit their shot to the judging panel just before their turn, not ahead of time. Each participant will be allowed only one successful submission.
 - “Submission” will be done in person, verbally. I.e., the player will physically describe the intended shot to the judges, *on the board*.
 - Judges will consider factors such as difficulty of execution, as well as novelty of the shot, while assigning the trick level.

- To qualify, shots must be legal as per the rules of carrom and have a minimum difficulty level of 1. This means that judges can reject a submission as too simple to compete. If a submission is rejected, the player may come back with a new submission, *if time permits* (i.e., their second attempt cannot be guaranteed).
- Every shot will have a *value*, which is directly proportional to its trick level, as follows -

Trick Level	Value
1	1 point
2	2 points
3	3 points

- Players get 3 chances to successfully execute their selected shot. They earn points based on how many chances they take to successfully execute the shot. For eg -

Shot executed on	Points earned
1st chance	3x shot's value
2nd chance	2x shot's value
3rd chance	1x shot's value

If the player fails to execute the shot in 3 chances, s/he gets 0 points.

- Entry is free for all nationals participants, but roster will be capped at 40 players. The competition will be spread across all the days of the Nationals, and comprise of 2 parts - *Qualifiers & Finals*. The schedule will be as follows -

Thursday 8:30-9:15PM	Qualifier Session #1
Friday 8:30-9:15PM	Qualifier Session #2
Saturday 8:30-9:15PM	Qualifier Session #3
Top 5 players on the leaderboard after the qualifiers will move on to the Finals	
Sunday 10:15-10:45AM	FINALS

- Organizers will assign a specific session to each contestant. Players who do not show up for their designated session shall forfeit their participation.
- For the finals on sunday, all 5 players will start with a clean slate (previous points do not carry over but it will determine the order for the finals - #5 will go first, then #4, etc.). The

player who scores the most points in the finals will be crowned champion. Prizes will be given for 1st, 2nd and 3rd places.

- Given the subjective nature of the contest, judges' decision will be deemed final, with no way to *appeal* it.

EVENT SCHEDULE

Day 0 : Thursday, June 20th	
11:00AM - 6:00PM	Set Up
6:00PM - 9:00PM	Registration & Check in
6:30PM - 8:00PM	Kids Carrom 101 (Ages 5+)
7:30PM - 9:30PM	Karaoke & Open Mic Social
8:00PM - 8:30PM	Chief Guest & Mixer (Tentative)
8:30PM - 9:15PM	Trick Shot Contest Session #1
9:15PM - 11:00PM	Practice time
11:30 PM	Doors Close

Day 1 : Friday, June 21st - DOUBLES	
6:30 AM	Doors Open
6:30AM - 8:00AM	Free Time
8:00AM - 9:00AM	Opening Ceremony
9:00AM - 9:45AM	Doubles SRR Round 1
9:45AM - 9:55AM	Score entry & Match ups
9:55AM - 10:40AM	Doubles SRR Round 2
10:40AM - 10:50AM	Score entry & Match ups
10:50AM - 11:35AM	Doubles SRR Round 3
11:35AM - 1:05PM	LUNCH BREAK
1:05PM - 1:50PM	Doubles SRR Round 4
1:50PM - 2:00PM	Score entry & Match ups
2:00PM - 2:45PM	Doubles SRR Round 5
2:45PM - 2:55PM	Score entry & Match ups

2:55PM - 3:40PM	Doubles SRR Round 6
3:40PM - 4:05PM	SNACK BREAK
4:05PM - 6:20PM	Doubles Quarter Finals
6:20PM - 8:00PM	DINNER BREAK
8:00PM - 10:15PM	Doubles Semi Finals
8:30PM - 9:15PM	Trick Shot Contest Session #2
11:30 PM	Doors Close

Day 2 : Saturday, June 22nd - SINGLES	
6:30 AM	Doors Open
6:30AM - 7:30AM	Free Time
7:30AM - 8:30AM	Registration & Kick off
8:30AM - 9:15AM	Singles SRR Round 1
9:15AM - 9:25AM	Score entry & Match ups
9:25AM - 10:10AM	Singles SRR Round 2
10:10AM - 10:20AM	Score entry & Match ups
10:20AM - 11:05AM	Singles SRR Round 3
11:05AM - 11:15AM	Score entry & Match ups
11:15AM - 12:00PM	Singles SRR Round 4
12:00PM - 1:30PM	LUNCH BREAK
1:30PM - 2:15PM	Singles SRR Round 5
2:15PM - 2:25PM	Score entry & Match ups
2:25PM - 3:10PM	Singles SRR Round 6
3:10PM - 3:20PM	Score entry & Match ups
3:20PM - 4:05PM	Singles SRR Round 7
4:05PM - 4:30PM	SNACK BREAK
4:30PM - 6:45PM	Singles Pre Quarter Finals
6:45PM - 8:15PM	DINNER BREAK
8:15PM - 10:30PM	Singles Quarter Finals
8:30PM - 9:15PM	Trick Shot Contest Session #3
10:30PM - 11:30PM	Free Time
11:30 PM	Doors Close

Day 3 : Sunday, June 23rd - FINALS	
7:00 AM	Doors Open
7:00AM - 8:00AM	Free Time
8:00AM - 10:15AM	Singles Semi Finals
10:15AM - 10:45AM	Trick Shot Contest Finals
10:45AM - 1:00PM	Doubles Finals
1:00PM - 2:15PM	LUNCH BREAK
2:15PM - 4:30PM	Singles Finals
4:30PM - 5:30PM	Closing ceremony
5:30PM - 8:30PM	Clean Up

RULES & POLICIES

- The tournament will be played as per the [Laws of Carrom](#) approved by the International Carrom Federation.
- The time limit to execute a stroke is 12 seconds. If a player exceeds 12 seconds for a play, he/she will lose their turn. In the absence of a referee, the violation needs to be mutually agreed upon by both parties.
- Players must switch sides after 4 boards or if either player's score reaches 13, whichever happens first.
 - This rule applies to both singles and doubles events
 - For SRR rounds, it applies for all games
 - For knock-out rounds, it applies only for the 3rd game of the best of 3
- Maximum possible score for a board is 12 points. Queen has a value of 3 points. Queen does not carry any value once a player's game score exceeds 21 points.
- In case of a bye (for eg, if there are an odd number of players during SRR, one player/team will get a bye in every round), the player getting a bye will receive a score of 1-0 (not 25-0). On the other hand, if a player receives a walkover (eg: opponent forfeits or doesn't show up for a match), the player will receive a score of 25-0.
- All the playing equipment except striker (i.e., board, coins, powder, stand, light, and brush) will be provided. Players are expected to bring their own personal strikers, but

strikers must be within the permitted dimensions (weight: max 15 grams; thickness: max 4.13cm). Strikers that do not meet this criteria will not be allowed.

- Players must be present *on time* at the designated board for their match. If a player is late for their match (i.e., they are not present when “start” is announced), they will forfeit the entire game and the opponent will be awarded a win of 25-0.
- Playing under the influence of alcohol or performance-enhancing drugs is strictly prohibited. Players can report suspected alcohol/drug abuse to the tournament officials, and the alleged player will be privately tested. If proven to be in violation of this policy, the offending player will be immediately disqualified from the tournament.
- Food and drinks are strictly prohibited inside the playing hall, except for personal water bottles that can be closed. Players & spectators are permitted to eat/drink only in designated areas *outside* the tournament hall.
- Smoking inside public buildings is prohibited by California law. Smoking is permitted only in designated smoking areas outside the building.

TOURNAMENT EQUIPMENT

- **Board:** Siscaa Champion Fighter
- **Coins:** Siscaa Legend
- **Powder:** Boric Powder
- **Light:** 100w incandescent

TOURNAMENT OFFICIALS

- **Tournament Director:** Nani Subbarao
 - **Chief Referee:** Subbu Lakshminarayanapuram
 - **Additional Referees:** Arun Kumar, Atul Bhave, Sam Mallisetty
 - **Format, Results & Rankings:** Umakanth Pandurangaiah
 - **Kids Carrom 101 Coordinator:** Sam Mallisetty
 - **Trick Shot Judges:** Jay Suryadevara, Subbu Lakshminarayanapuram (& others)
-