

TECHNITIA 2K20

Carrom

rules-

- For the very first turn, the player is allowed three attempts to "break" i.e. disturb the central group of counters.
- If a the striker pockets the Queen and/or one or more pieces of her own colour, the player retrieves the striker and takes another strike.
- If the player pockets no pieces or commits a foul, the turn finishes.

Covering the Queen

- A player may only pocket and cover the Queen if that player has already pocketed at least one piece of that player's colour.
- Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the centre at the end of the turn.
- If a player pockets the Queen and one of her own pieces in the same turn, this counts and that player has covered the Queen. Such a player must have already pocketed at least one piece in order to cover the Queen as per normal.
- When a player pockets the Queen but does not cover it, the Queen is returned as near as possible to the centre circle by the opponent.

Fouls

When a player commits a foul, the turn comes to an end immediately and a penalty is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle. Any other pieces requiring to be returned to the board are also placed within the main circle by the opponent. It is normal for pieces to be positioned in order to confer an advantage for the opponent.

A foul is recorded in the following situations:

- The striker is pocketed.
- The striker or any other piece leaves the board
- A player pockets an opponent's piece

- A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the centre in addition to the penalty piece.
- A player pockets the final piece before the Queen has been covered. In this case both the pocketed piece and a penalty piece are returned to the centre.
- A player touches any piece in play, other than the striker.
- The first player to strike fails to break the counters in three attempts.

Where a penalty is incurred but no pocketed pieces exist to return, the penalty is "owed" until a piece becomes available. If a penalty is owed, when a piece becomes available due to being pocketed, the piece is returned to the centre by the opponent at the end of the turn. Should the opponent forget to do this before the start of the next turn, any owed penalties are lost.

Scoring

At the end of the game the winner scores 1 point for each opponent's piece left on the board.

If the winner has less than 24 points and the winner also covered the Queen, a bonus 5 points are scored.

If the winner has 24 or more points, then no points are scored for covering the Queen.

The maximum score for one game is therefore 14 points. A match is played to 29 points.

Doubles

Carrom is played by four people just as often as by two. For the doubles game, partners sit opposite one another and turns proceed in a clockwise order. Other than that, play is exactly the same as for the singles game. The game has a different character, though, because pieces behind the baseline can be safely left for the partner to deal with unlike in the singles game where pieces behind the baseline can only be moved by the opponent or by rebounding of the board edges.

Preparation(start The Game)

To decide who goes first, one player should hold a piece concealed in one hand. If the opponent guesses correctly which hand, the opponent chooses who goes first, otherwise the player concealing the piece chooses. The person who plays first aims to pocket the white pieces.