

INTERPRETATIONS

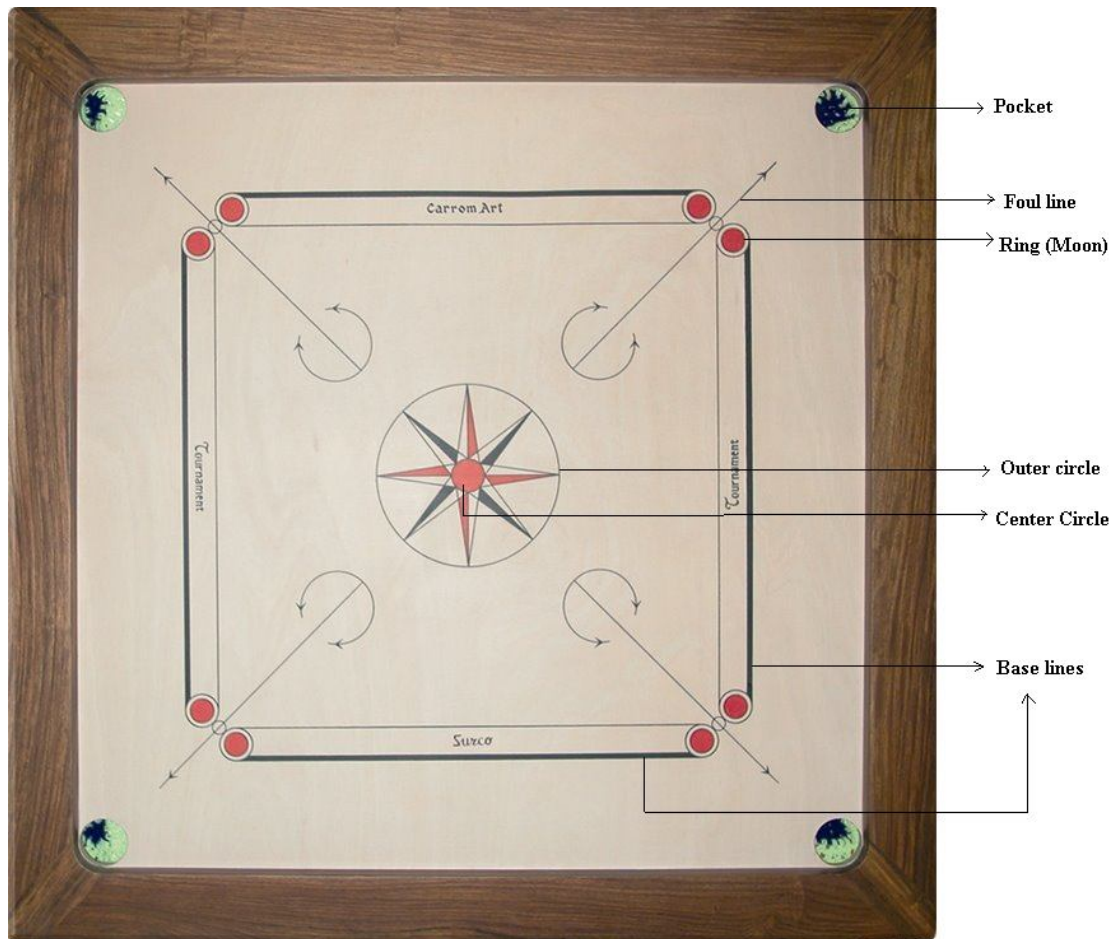
- ‘**Laws**’ shall mean the Laws of Carrom.
- ‘**Proper**’ shall mean in accordance with the Laws.
- ‘**Improper**’ shall mean contrary to the Laws.
- ‘**C/B**’ Shall mean Carrom Board
- ‘**C/m**’ shall mean Carromman/ Carrommen.
- ‘**Board**’ shall mean from the commencement of a board, after Umpire calls ‘Play’ till its completion on pocketing of last C/m of any player.
- ‘**Break**’ shall mean the first stroke of a board.
- ‘**Finish**’ shall mean the completion of the board.
- ‘**Player**’ shall mean a Carrom player.
- ‘**Placing**’ shall mean keeping the penalty and/or due C/m in a flat position on the playing surface within the outer circle only by the player permitted to do so as per Laws. The Queen and/or the jumped c/m shall always be placed by the umpire in the Centre Circle as per Laws.
- ‘**Pocketing**’ shall mean putting C/m and/or Queen into the pocket by a proper/improper stroke.
- ‘**Push**’ shall mean a jerk or sudden motion of the elbow of the playing ‘hand’ instead of striking the Striker with the finger.
- ‘**Queen**’ shall mean the red C/m.
- ‘**Due**’ shall mean pocketing the Striker with or without C/m and/or Queen, and/or any outstanding c/m against the player as the case may be.
- ‘**Penalty**’ shall mean punishment for infringement or violation of Laws.
- ‘**Covering**’ shall mean pocketing one of his own C/m by a player in the same or immediate subsequent stroke, when or after Queen is pocketed.
- ‘**Shot**’ shall mean a pair or cannon.
 - ‘**Pair**’ shall mean two C/m or one C/m and Queen facing the general direction of the pocket with a space in between them.
 - ‘**Cannon**’ shall mean two C/m or one C/m and Queen facing the general direction of the pocket without any space in between them.

- ‘**Thumbing**’ shall mean taking a stroke with the thumb.
- ‘**Turn**’ shall mean the right to strike.
- ‘**Chief Referee**’ shall mean an official appointed to administrate, supervise, control and give decisions on all matters referred to him in the course of a match.
- ‘**Umpire**’ shall mean an official appointed to supervise and/or control a match.
- ‘**Opponent in singles**’ shall mean the player presently not having his turn to play.
- ‘**Opponent in doubles**’ shall mean the player sitting on the left and/or right side of the player presently having his turn to play.
- ‘**Hand**’ shall mean the portion of the playing hand from the fingers up to the wrist.
- ‘**Finger**’ shall mean the portion of the nail side of a finger up to the second joint.
- ‘**Imaginary Lines**’ shall mean the lines drawn in extension of the arrows between the Base Circles.
- ‘**Stroke**’ shall mean hitting the C/m by the Striker directly or indirectly.
- ‘**White Slam**’ shall mean pocketing all the nine white C/m and the Queen as per Laws in the first turn of play. It may also be called ‘Break to Finish’.
- ‘**Black Slam**’ shall mean pocketing all the remaining black C/m with or without Queen as per Laws in the first turn of play.

EQUIPMENT

The following dimensions vary considerably and are given only as an example of a tournament board. A **Carrom board** is a square smooth flat wooden board that can be 72cm or 74cm square and which should be positioned 60 - 70cm above the ground. In each corner is a circular hole that can be 51mm in diameter and underneath each hole is a net to catch the pieces in a similar way to a snooker table. Two lines are drawn on the table along the diagonals. These are the "**foul lines**". In the centre are two concentric circles - the centre circle is the size of a piece, the main circle having a diameter about six times larger. Outside the circles and a short way in from each side of the board are two straight lines parallel with the edge of the board. They should be about 5.8cm apart and the long thin area between them is terminated just before the diagonal foul lines at either end by a red circle. This thin rectangle with circles at either end is called the "**baseline**" and the baseline nearest to a player is the area that the player's striker must be played from.

There are nine dark or black pieces and nine light or white pieces plus a red piece called the "**Queen**". The smooth wooden pieces are slightly smaller than the striker which is between 5.8cm and 4.4cm in diameter. People often own their own strikers which can also be made of bone or ivory and which are normally somewhat heavier than the pieces although can vary in weight from half as heavy to four times as heavy as a piece. **Boric acid** can be used as a lubricant to slide the pieces.



POCKETS:

The pockets of the four corners of the Carrom Board shall be round inwardly and not outwardly and be of 4.45 cm in diameter with admissible variation of not more than 0.15 cm. The piece of plywood adjoining the corners of the frame shall be cut off.

BASE LINES:

- 1) Two straight lines of 47 cm each in length with admissible variation of 0.50 cm equally distributed on all sides, black in colour, shall be drawn on each of the four sides of the playing surface, parallel to the frame on each side. The lower of these two lines, which shall be between 0.50 cm and 0.65 cm in thickness, shall be 10.15 cm away from the frame and the other one 5.18 cm away from the lower part of the base line.
- 2) The base lines shall be closed by circles of 5.18 cm in diameter at both ends. Within this circle a portion of 2.54 cm in diameter shall be coloured in red. These circles shall be called Base Circles. These shall be drawn so as to touch both the base lines and also the upper base lines of the adjacent side when imaginably extended. The distance between the base circle on one side and that of the other may be 1.27 cm approximately.

FOUL LINES/ DIAGONAL LINES/ARROWS:

Four arrows, black in color, of not more than 0.15 cm thickness shall be drawn at each corner of the Carrom Board at an angle of 45 degrees to any of the adjacent sides and each of them shall pass through the gap between the two Base Circles and point towards the centre of the pocket leaving a clear distance of 5.00 cm from the edge of the pocket. The length of the arrows shall not exceed 26.70 cm. A decorative arch of 6.55 cm in diameter with a pointer at both the ends, drawn at the starting point of the arrows leading towards the pocket, is permissible.

CENTER CIRCLE:

Exactly in the centre of the Carrom Board there shall be a circle of 5.18 cm in diameter drawn black in color with admissible variation of 0.16 cm. It shall be called the centre circle and shall be colored in red.

OUTER CIRCLE:

A circle of 17.00 cm in diameter with the centre point of the Carrom Board as its centre shall be drawn black in color with admissible variation of 0.50cm. It shall be called the Outer Circle. Any decorative design in this circle is permissible.

CARROMMEN/PIECES:

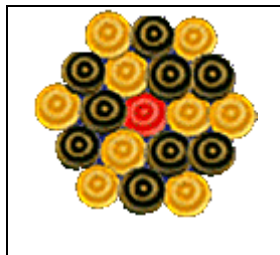
The Carrommen used in play shall be of good quality wood and circular in shape. The diameter of a Carromman shall not be more than 5.18cm and not less than 5.02 cm. A Carromman shall be of not less than 0.70 cm and not more than 0.90 cm in thickness. The edge shall be round and plain. The weight of a Carromman shall not be less than 5.25 grams and not more than 5.50 grams. Thus there shall be nine white, nine black and one red Carrommen, and they shall be uniform. The Carrommen shall have a smooth movement in a flat position on the playing surface of the Carrom Board when struck by a striker of standard specifications.

STRIKER:

The Striker shall be smooth and round with a diameter of not more than 4.15 cm and weighing not more than 15.00 gms. A Striker made of any material other than Ivory and metal, with the specifications prescribed above, may be used. A Striker, with metal fixed and visible to the eyes shall not be allowed. Engraved decent designs on the Striker are permissible.

PLACING THE PIECES

To begin, the Queen is placed in the centre of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbors. The remaining twelve pieces are positioned around the inner circle of six pieces, so that each outer piece touches the inner circle. Both circles should have the pieces alternating in color. The two circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lie in a straight line pointing towards the centre of the side of the board where the player who will play first is sitting.



TOSS

- 1) 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 C/m. The either player/pair, winning the toss, shall have the choice of side or the option to strike first. If the winner decides to have the choice of side, he shall communicate the same to the umpire, who shall instruct the loser to sit first.
- 2) In doubles, the pair winning the toss shall have the option as above.
- 3) If, however, break is chosen by the winner of the toss, the choice of side shall lie with the loser, and the winner shall have to sit first.
- 4) Once the losers have sat down, they cannot interchange. This order of sitting shall continue throughout the match.

SITTING POSITION

- 1) In **singles**, the players shall sit opposite to each other.
- 2) In **doubles**, the partners shall sit opposite to each other, occupying all four sides.
- 3) 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 not lifted, moved and/or disturbed during his turn of play.
- 4) During the 'board' no part of the body of a player, except the playing arm shall touch the Carrom Board, stand or table on which the C/B is placed.
- 5) However, wearing/clothing, ring, bangles and/or watch worn by a player are exempted during his turn of play, but these should not touch the playing surface.
- 6) Use of any material to raise and/or adjust the height of the seat is permissible after the completion of the board only, provided the height of the seat so raised does not exceed 50 cm.
- 7) No part of the body, except the 'hand' of the player shall go beyond the **imaginary lines** of the arrows.

OBJECTIVE

Players take turns to play. A turn consists of one or more strikes. A player wins by pocketing all of the pieces of their chosen color first. However, neither player can win until one nor the other player has "covered the Queen". To cover the Queen, a player must pocket one of his/her own pieces immediately after pocketing the Queen. If the Queen is pocketed but not covered, the Queen is returned to the board. Both players normally try to cover the Queen in addition to trying to win the game because a player who wins and also covers the Queen receives bonus points. In Doubles players take turns in Anti clockwise.

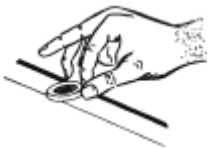
STRIKING

For each strike, the player must position the striker within the baseline **OR** on one of the two circles at either end of the baseline.

- 1) A striker within the baseline must touch both the front line and the rear line.
- 2) The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
- 3) The player must flick the striker with one finger so that it crosses the front baseline - it is not permitted to flick backwards or horizontally.
- 4) A piece that is on or behind the front baseline must not be struck by the striker until the striker has crossed the front baseline.
- 5) In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.
- 6) No part of your body, except your hand, may cross the imaginary diagonal line nor may your elbow protrude over the frame in front of you. Even your feet or knees may not leave your quadrant.

SHOOTING STYLES

Shooting styles are very personal - whichever 'grip' works for you is fine as long as you **'flick'** the striker and **don't push** it. Generally, it's best to orient your body in order to see the line of your aim while shooting comfortably; you **may not move or leave** your chair.



For forward shots, you can use your index finger (left), middle finger (middle), or even the 'scissors' shot (right).

GAME

- 1) The **red piece** or '**queen**' can be pocketed at any time after sinking your first piece but must be sunk before your last one. After pocketing the queen, you must sink one of your pieces, thereby '**covering**' it, into any pocket in the next shot, or she is **returned** to the center spot.
- 2) Once the queen is covered, whoever clears their pieces first wins the 'board'.
- 3) The winner of a board collects one point for each of the opponent's pieces left at the finish and **five points for the queen** if covered by the winner (if covered by the loser, no-one gets those points). **No more points** are collected for the queen after your score reaches **24**. A game consists of **29 points**.

COVERING THE QUEEN

- 1) A player has the right to pocket the Queen and to cover it provided a c/m of his own has already been pocketed.
- 2) The Queen shall be placed by the Umpire only in the Centre Circle. While placing so, however, if a shot is automatically formed, it cannot be altered.
- 3) If the Centre Circle is partially or completely covered by other C/m, the Queen shall be placed so as to occupy most of the uncovered portion or in any position adjacent to the Centre Circle in such a way so that it is not easy to pocket for the player having his turn. The placing of the Queen by the Umpire, in such a situation, shall be final.
- 4) If the Queen is pocketed before any C/m of the player is pocketed, the Queen shall be taken out for placing and the player shall lose his turn.
- 5) If a player pockets the Queen, while there is a Due against him, the Queen shall be taken out for placing and the player shall lose his turn.
- 6) However, if after recovery of Due and/or penalty, all the nine C/m are on the C/B, a player shall have the right to pocket the Queen and to cover it.
- 7) If, at the break or in a subsequent stroke when all his nine C/m are on the C/B, the Queen is pocketed along with the Striker, the Queen shall be taken out for placing and a Due shall be declared. The player shall lose his turn.
- 8) If the Queen is pocketed by a stroke and is not covered, the Queen shall be taken out for placing. If not noticed by the Umpire or by the opponent, before the next stroke is made, the Queen shall be recorded as properly covered.
- 9) If the Queen and the C/m of a player are pocketed together in one stroke, the Queen shall be considered covered.
- 10) However, at the Break and/or in any subsequent stroke, when all nine C/m of the player are on the C/B, if the Queen and one of the C/m are pocketed together, the Queen has to be covered. If more than one C/m and the Queen are pocketed together, the Queen shall be considered covered.
- 11) If the Queen, C/m of a player and the Striker are pocketed together by a proper stroke the Queen and the C/m so pocketed with an additional one as Due, shall be taken out for placing and player shall continue his turn.
- 12) If the Queen, C/m of a player and Striker are pocketed together by an improper stroke, Queen and the C/m so pocketed with additional two C/m as due and penalty shall be taken out for placing and the player shall lose his turn.
- 13) If the Queen and the Striker are pocketed together by a proper stroke, the Queen shall be taken out for placing by the Umpire. An additional C/m shall be taken out for placing by the opponent and the player shall continue his turn.
- 14) If the Queen and the Striker are pocketed together by an improper stroke, the Queen shall be taken out by the Umpire for placing. Additional two C/m shall be taken out for placing by the opponent and the player shall lose his turn.
- 15) While covering the Queen, if the Striker alone is pocketed by a proper stroke, the Queen shall be taken out placing. A C/m of the offending player shall be taken out as Due for placing by the opponent and the player shall lose his turn.
- 16) While covering the Queen, if the Striker alone is pocketed, by an improper stroke the Queen shall be taken out for placing. Two C/m of the offending player shall be taken out as Due and Penalty for placing by the opponent and the player shall lose his turn.
- 17) While covering the Queen by a proper stroke, if a player pockets the striker along with his C/m, the C/m so pocketed plus one C/m as Due shall be taken out for placing by the opponent. The player shall however, continue his turn. If in that subsequent stroke no C/m of the player is pocketed, the Queen shall not be considered to have been covered and it shall be taken out for placing.
- 18) While covering the Queen, if a player pockets his Striker along with his C/m by an improper stroke, the C/m so pocketed plus two C/m as due and penalty shall be taken out for placing by the opponent and the player shall lose his turn. The Queen shall be taken out for placing by the umpire.

- 19) While covering the Queen a player pockets the last C/m of his own together with the last C/m of his opponent by a proper stroke, he shall be awarded 5 points. If the score is 24 or more he shall win by 1 point.
- 20) While covering the Queen, if a player pockets the last C/m of his own together with the last C/m of his opponent by an improper stroke the opponent shall win by 5 points. If the score is 24 or more he shall win by one point. if demanded, an additional point for the improper stroke shall be awarded to the opponent.
- 21) While covering the Queen, if a player pockets the last C/m of his opponent by a proper Stroke, he shall lose the Board by the number of his C/m lying on the C/B together with the points for the Queen. If the score of the opponent is 24 or more, he shall lose by the number of C/m only.
- 22) While covering the Queen, if a player pockets the last C/m of his opponent by an improper stroke, he shall lose the Board by the number of his C/m lying on the C/B together with the points for the Queen. If the score of the opponent is 24 or more, he shall lose by the number of C/m only. If demanded, an additional point shall be awarded to the opponent.
- 23) If a player pockets the Queen along with his last C/m and the last C/m of his opponent by a proper stroke, the player shall win the Board by 5 points. If the score is 24 or more he shall win by 1 point.
- 24) If a player pockets the Queen along with his last C/m and the last C/m of his opponent by an improper stroke, the opponent shall win the board by 5 points. If the score is 24 or more he shall win by 1 point. If demanded one additional point shall be awarded.
- 25) If a player pockets the last C/m of his own and of his opponent by a proper stroke while the Queen is on the C/B, the opponent shall be awarded 5 points. If the score is 24 or more he shall be awarded only 1 point.
- 26) If a player pockets the last C/m of his own and of his opponent by an improper stroke while the Queen is on the C/B, the opponent shall be awarded 5 points. If the score is 24 or more he shall be awarded only 1 point. If demanded, the opponent shall be awarded 1 additional point.
- 27) If a player pockets the last C/m of his opponent by a proper stroke, when the Queen is on the C/B, he shall lose the Board by the number of his own C/m lying on the C/B together with the points for the Queen. If the opponent's score is 24 or more he shall lose by the number of C/m only.
- 28) If a player pockets the last C/m of his opponent by an improper stroke when the Queen is on the C/B, he shall lose the Board by the number of his own C/m lying on the C/B together with the points for the Queen. If the opponent's score is 24 or more he shall lose the Board by the number of C/m only. If demanded, the opponent shall be awarded one point in addition.
- 29) If a player pockets his last C/m by a proper stroke leaving the Queen on the C/B, he shall lose the Board by 5 points. If the opponent's score is 24 or more he shall lose by one point.
- 30) If a player pockets his last C/m by an improper stroke leaving the Queen on the C/B, he shall lose the Board by 5 points. If the opponent's score is 24 or more he shall lose by one point. If demanded, the opponent shall be awarded one additional point.
- 31) If a player pockets his last C/m along with the Striker leaving the Queen on the C/B by a proper stroke/improper, he shall lose the Board by 5 points. If the score of the opponent is 24 or more, he shall lose by one point. One additional point shall be awarded, if demanded by the opponent.
- 32) If a player pockets the Queen, his last C/m, last C/m of his opponent by a proper stroke together with the Striker, the player shall lose the Board by 5 points. If the score of the opponent is 24 or more, he shall lose by one point. One additional point for the pocketed striker shall be awarded, if demanded by the opponent.
- 33) If a player pockets the Queen, his last C/m, last C/m of his opponent together with the Striker by an improper stroke, the player shall lose the Board by 5 points. If the score of the opponent is 24 or more, he shall lose by one point. If demanded, the opponent shall he awarded two additional points.
- 34) If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke he shall lose the Board by one point, if the Queen has been covered by him. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.

- 35) If a player pockets the last C/m of his own and of his opponent together with the Striker by an improper stroke, he shall lose the Board by one point, if the Queen has been covered by him. Two additional points shall be awarded, if demanded by the opponent.
- 36) If a player pockets the last C/m of his opponent along with the Striker leaving the Queen on the C/B by a proper stroke, he shall lose the Board by the number of his C/m lying on the C/B plus the value of the Queen. If the score is 24 or more, he shall lose by the number of C/m only. One additional point for the pocketed Striker shall be awarded, if demanded by the opponent.
- 37) If a player pockets the last C/m of his opponent along with the Striker leaving the Queen on the C/B by an improper stroke he shall lose the Board by the number of his C/m lying on the C/B plus the value of the Queen. If the score is 24 or more he shall lose by number of his C/m only. If demanded, the opponent shall be awarded two additional points.
- 38) If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke, he shall lose the Board by 5 points, if the Queen has been covered by the opponent. If the score of the opponent is 24 or more, he shall get one point. One additional point shall be awarded, if demanded by the opponent.
- 39) If a player pockets the last C/m of his own and of his opponent together with the Striker by an improper stroke he shall lose the Board by 5 points, if the Queen has been covered by the opponent. If the score of the opponent is 24 or more he shall get one point. Two additional points shall be awarded, if demanded by the opponent.
- 40) If the Queen resting perilously at the mouth of the pocket and actually falls into the pocket for any reason, it shall be considered to have been (duly) pocketed.
- 41) A player shall not utilize the due and/or penalty C/m to make a shot with the Queen. If utilized, he shall be asked by the Umpire to rectify. A Foul shall be declared as per Laws.

OVERBOARD OR JUMP OUT OF THE BOARD

- 1) If a C/m and/or Queen jump out of the playing surface, the jumped C/m 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.
- 2) If both the Queen and a c/m jump in the same stroke preference shall be given to place the queen first and the jumped c/m shall be placed, touching the Queen, in the opposite direction of the player presently having his turn.
- 3) If both White and Black c/m jump in the same stroke, preference shall be given to place the c/m of the player who made that stroke first and the other c/m shall be placed, touching the first c/m in the same manner as described above.
- 4) If more than 2 c/m jump in the same stroke, the placing of the first 2 c/m shall be as above. The rest of the c/m shall be placed, touching the first 2 c/m, as far as possible.
- 5) If c/m and/or Queen jump out and fall back on the playing surface, the c/m and/or Queen shall be placed by the Umpire in the Centre Circle as per Laws. The position of the disturbed c/m, if any, shall be corrected by the Umpire, as far as possible, at his discretion.
- 6) If, however, c/m and/or Queen jump out and fall back on the playing surface after hitting the shade, bulb or light fittings, it shall be considered to have naturally travelled. Disturbed c/m, if any, shall not be rearranged.

ROLLING AND OVERLAPPING

- 1) If c/m and/or Queen stand on its rim, it shall be allowed to remain as it is.
- 2) If two C/m and/or Queen overlap each other, they shall be left undisturbed.
- 3) If the Striker rests on c/m and/or Queen, the Striker shall be removed without disturbance to the C/m and/or Queen by the Umpire. If disturbed, the original position of the c/m and/or Queen shall be restored, as far as possible, by the Umpire.
- 4) If this happens at the mouth of the pocket and in the process of removal of the Striker the C/m and/or Queen lose its centre of gravity and fall into the pocket, they shall be deemed to have been pocketed.
- 5) If C/m and/or Queen rest on the striker, the Striker shall be removed by the Umpire by lifting the C/m and/or Queen and replacing them, as far as possible, in the original position where they would rest if the Striker was not there.
- 6) If, however, this happens at the mouth of the pocket and in the process of removal of the c/m and/or Queen, the Striker loses its centre of gravity and falls into the pocket, it shall be deemed to have been pocketed. A Due shall be declared to be imposed as per Laws.
- 7) If a C/m resting perilously at the mouth of the pocket and actually falls into the pocket for any reason, it shall be considered to have been properly pocketed.

DUES AND PENALTIES

- 1) If in a proper stroke a player pockets his Striker alone, his turn shall be lost and one of his C/m will be taken out as penalty by his opponent for placing. Such penalty C/m shall be called '**Due**'.
- 2) If in an improper stroke a player pockets his Striker alone, his turn shall be lost and two of his C/m will be taken out by his opponent for placing. Such penalty C/m shall be called '**Due and foul**'.
- 3) If this happens before any of his C/m is pocketed the penalty and Due shall remain outstanding and shall be taken out as soon as they are available.
- 4) If a player pockets the Striker with his own C/m by a proper stroke, the number of C/m so pocketed, with a Due C/m, shall be taken out for placing and the player shall continue his turn.
- 5) If a player pockets the Striker with the C/m of his opponent by a proper stroke, the C/m so pocketed shall be deemed to have been pocketed. The Due as per Rule shall be taken out for placing and the player shall lose his turn.
- 6) If a player pockets the Striker with C/m of his own and of his opponent by a proper stroke, the number of his own C/m so pocketed, with a due C/m shall be taken out for placing by the opponent and the player shall continue his turn.
- 7) If a player pockets the C/m of his opponent by an improper stroke, the C/m so pocketed shall be deemed to have been pocketed. The 'Penalty' C/m shall be taken out for placing by the opponent and the player shall lose his turn.
- 8) If a player pockets his own C/m by an improper stroke, the C/m so pocketed with a Penalty C/m shall be taken out for placing by the opponent and the player shall lose his turn.
- 9) If a player pockets his own C/m with the striker by an improper stroke, the C/m so pocketed with two C/m, one as Due and the other for Penalty shall be taken out for placing by the opponent and the player shall lose his turn.
- 10) Due or penalty C/m shall be taken out for placing immediately after being available, but only after the completion of the stroke, though it may be during the turn of the same player.
- 11) In Doubles the Due and/or penalty C/m shall always be taken out for placing by the player who is sitting on the right hand side of the player having his turn at the time of availability of C/m.
- 12) If, however, during the turn of a player, he pockets the C/m of the opponent with or without his C/m and the Due and/or penalty C/m becomes available, the player himself shall takeout the C/m for placing.
- 13) If Due and/or penalty C/m is available for placing but sufficient space is not available, the player who has to place the C/m shall be permitted to do so immediately after space becomes available.

- 14) In Doubles, however, if the eligibility to place the Due and/or penalty C/m, has passed on to the partner, the partner alone shall have the right to take out and place the C/m.
- 15) If space is available for placing the Due and/or penalty C/m, but the player who has to place the C/m does not desire to risk a Foul, he shall lose his chance to place and his claim for placing shall stand forfeited.
- 16) If the space becomes available for placing the Due and/or penalty C/m, during the turn of the player, eligible to place, the placing shall be made immediately.
- 17) While placing the Due and/or penalty C/m, if a player places his own C/m by mistake, it has to be rectified if pointed out by the umpire or the opponent. A Foul shall be declared as per Laws.
- 18) If not noticed either by the umpire or the opponent before the next stroke is made, the C/m so placed shall be regarded as valid.
- 19) If more than one C/m are to be placed by a player as Due and/or penalty, the C/m available shall be placed immediately and rest of the C/m have to be placed as soon as available. If on availability, rest of the C/m is/are not placed by the player concerned before the next stroke is made and the same remains unnoticed by the opponent/Umpire the due shall be deemed to have been forfeited.
- 20) Placing shall be considered as complete once the finger is removed from the C/m provided the C/m placed is inside the Outer Circle.
- 21) However, while placing Due and/or penalty C/m holding of any other C/m and/or striker is not permitted.
- 22) If a player places or moves the Due and/or penalty C/m away from the Outer Circle, he shall be asked to place the C/m inside the Outer Circle. A Foul shall be declared as per Laws.
- 23) While placing the Due and/or penalty C/m the player should not move any other C/m and/or Queen. The C/m so placed shall not disturb any other C/m. If it so happens, the same shall be replaced by the Umpire in the original position, as far as possible. A Foul shall be declared against the offending player as per Laws.
- 24) A player may choose to forego the Due and/or penalty C/m in totally only and not partially. Such decision shall be communicated to the Umpire within 15 seconds, failing which the right to place the Due and/or penalty C/m shall be forfeited.
- 25) The additional points on completion of the Board available on demand may at the option of the beneficiary be demanded fully/partially.
- 26) The time limit for placing Due and/or penalty C/m shall be 15 seconds after the announcement made by the Umpire.
- 27) If the placing of all the due and/or penalty C/m is not completed within the stipulated period, the C/m already placed may be ordered to be removed and a foul declared against the offender.
- 28) Due and/or penalty C/m cannot be set off against each other.
- 29) Due and/or penalty C/m shall not be placed covering the Centre Circle wholly or partially. If placed, the player shall be asked to rectify. A Foul shall be declared against the offending player as per Laws.
- 30) In Doubles, a player shall not take out the penalty and/or Due C/m for his partner, who has to place it. In case his partner does not find the required C/m in the pockets adjoining his side, he shall request the Umpire to provide, specifying the color and number of C/m he needs for placing.
- 31) During the course of the Board, if a player gets up from the seat during his turn or of his opponent's turn, for any reason, he shall lose the Board with the number of his C/m and/or Queen lying on the Board. If the score of the opponent is 24 or more he shall lose the Board by the number of C/m only.

LOSS OF ENTIRE MATCH

A player shall be liable to lose the entire match for any act of indiscipline and/or any of the following:

- 1) Leaves match board area (10 square feet) during the game without the permission of the Umpire.
- 2) Fails to abide by the time limit given for the rest in the deciding game during a match.
- 3) Refuses to abide by the decision of the Umpire and/or Chief Referee.

- 4) Passes insulting remarks against the Umpire, Chief Referee and/or authorities before or during or immediately after the match.
- 5) Smokes or smells Foul while at play due to intoxicating drinks and/or is under the influence of drugs.
- 6) Plays with an uncertified Striker.
- 7) Discontinues play during the course of a match, without the permission of the Umpire.
- 8) Disturbs and distracts the attention of the opponent while at play more than twice, despite Umpire's warning.
- 9) Fails to report to the Umpire at his match Board within 15 minutes after the match is announced.

GENERAL RULES

A stroke shall be taken by means of a Striker only. The Striker shall be brought by the player and certified by the Chief Referee/Umpire before play.

- 1) While taking a stroke, if the Striker jumps over the C/B, the turn of the player shall continue if he pockets his own C/m and/or Queen in that stroke.
- 2) A changed new Striker, duly approved by the Chief Referee/Umpire, shall be allowed in a match, after the particular Board is completed. However, if in the middle of the board, the Striker is damaged, it is permitted to change the same only after completion of that particular stroke.
- 3) Once set, the position of the C/B shall not be changed in the middle of the match.
- 4) However, the sole authority to make any change after examination, on an appeal by any player, lies with the Umpire.
- 5) The C/B, table or stand on which the C/B is placed, allotted for a match can be changed only after the completion of a Board. The sole authority for deciding the condition of the C/B, stand or table rests with the Umpire.
- 6) Any damaged C/m, if appealed for replacement, shall be replaced by the Umpire in the original position of the damaged C/m as far as possible.
- 7) The time count stops when there is an appeal to the Umpire by a player, during the play. The play shall not continue unless the Umpire has ordered 'Play'.
- 8) The player who violates this, shall lose the entire board with the number of his C/m lying on the C/B with the points of the Queen, as per Laws, if it is lying on the C/B.
- 9) The powder shall be applied evenly, by the player having the turn, over the playing surface before break. The use of powder shall be neither excessive nor scanty.
- 10) The powder shall not be applied or removed after the Umpire has announced 'Play'.
- 11) Any willful attempt to remove or wipe powder from the playing surface shall not be permitted.
- 12) The removal of powder from the playing surface by way of blowing, wiping or any other way shall not be permitted.
- 13) For any infringement, as stated above in 11, 12 & 13 a Foul shall be declared against the offending player as per Laws.
- 14) However, excess powder, if any, along the Base Lines and Base Circles of his side, may be removed, by a player during his turn of play with the help of the Striker only.
- 15) The Umpire shall have the right to control the even application of powder on the playing surface.
- 16) The Umpire should be requested for removal of dust, insects, etc., from the C/B during the course of play.
- 17) A stroke is considered completed only after the Striker, C/m and/or Queen disturbed by the Striker comes to rest. The Striker shall be removed by the player from the C/B immediately after the stroke is completed. The Umpire may assist on request.
- 18) As long as a player pockets his own C/m and/or Queen, the time count starts as soon as the stroke is completed.
- 19) However, in a stroke, when a player fails to pocket his C/m and/or Queen, the time count for the opponent shall start only after the Striker has been removed from the C/B.
- 20) Player shall not make the stroke before the opponent picks up his Striker from the C/B.

- 21) When a player pockets the C/m of his opponent knowingly or unknowingly, the Umpire shall stop the player from playing further.
- 22) If unnoticed by the Umpire or by the opponent, the C/m pocketed shall be considered to have been properly pocketed. The turn of the player shall be lost as and when noticed.
- 23) The player shall not hit, tap or disturb the C/B willfully or otherwise. If done, a Foul shall be declared against the offending player, as per Laws.
- 24) However, if it is done by the player/s in such a way that rearrangement of the C/m becomes impossible, he shall lose the entire Board with the number of C/m lying on the C/B with the points for the Queen as per Laws.
- 25) A stroke shall be considered to have been made, if the Striker slips, leaving any Base Line or Base Circle, irrespective of whether it has touched any C/m or not.
- 26) However, if the Striker slips and does not leave any Base Line or Base Circle or moves any C/m, stroke shall not be considered to have been made.
- 27) A player may find out the score from the Umpire only during his turn of play.
- 28) A player shall not distract the attention of the opponent by any act.
- 29) While taking a stroke, the Striker must touch both the Base Lines.
- 30) If the Stroke is made from the Base Circle, the Striker must cover the Base Circle fully but shall not touch the arrow.
- 31) In doubles, during the course of a Board, the partners are not allowed to talk or communicate with each other by gestures. Any violation in this regard shall be penalized with a Foul as per Laws.
- 32) Players shall not talk to the spectators during the course of a game without the permission of the Umpire.
- 33) The player shall not hold any solid material(s), except the Striker in either hand during the course of his turn.
- 34) The C/m and/or Queen shall not be moved or disturbed after the Break, except by way of a stroke. If touched, moved or disturbed the same shall be replaced in the original position by the Umpire, as far as possible and a Foul shall be declared against the offending player as per Laws.
- 35) The run of the Striker shall not be tested on the playing surface during the course of a Board.
- 36) The player shall not keep his Striker on the frame or in the pocket of the C/B during the board.
- 37) However, the player shall be permitted to place the Striker and/or C/m on the playing surface of the C/B, near his base lines only, while placing the Due and/or penalty C/m.
- 38) If the players pass over their turn consecutively for 3 times each, that particular Board shall be cancelled and be replayed.
- 39) There shall be an interval of 10 minutes in between the second and third games.
- 40) A player is permitted to concede a game and/or match at any stage.
- 41) In case of any unforeseen circumstances beyond the control of umpire that particular Board shall be replayed.
- 42) If a C/m is damaged by a stroke during the course of the Board, the position of the bigger part of the damaged C/m is considered for all purposes and the Umpire's decision shall be final.
- 43) In the event of the C/m lying on the Base lines/Base Circles, preventing the player from taking a stroke for want of space for placement of his Striker, that board shall be replayed.