

## **EXAMPLE OF POINT SYSTEM:**

**1ST BREAK :** (Ram and Shyam- white) VS (Ramesh and Suresh- black)

Ram and Shyam remove all their respective white coins including the queen and cover, and Ramesh and Suresh have 5 black coins left on the board, then Ram and Shyam will get total of 8 points in the 1st break.

(5 points for 5 black carrom-men of opposition left on board + 3 points for the queen)

Score will be as follows :

- Ram and Shyam - 8 points
- Ramesh and Suresh- 0 points

**2ND BREAK :** (Ram and Shyam- black) VS (Ramesh and Suresh- white)

Ram and Shyam remove all their respective black coins but this time queen cover is taken by team of Ramesh and Suresh. Ramesh and Suresh have their 3 white carrom-men left on the board. So this time also Ram and Shyam have won the break but points for the queen will not be considered for them as queen has been pocketed by team of Ramesh and Suresh.

So Ram and Shyam secure 3 points in the 2nd break ( 3 carrom-men of opposition left on the board).

Even though Ramesh and Suresh have pocketed the queen, they will not get the points for the queen as break has been won by Ram and Shyam. So score for Ramesh and Suresh will remain as 0.

Total score after 2nd break:

Ram and Shyam - 11 points ( 8 points from 1st break + 3 points from 2nd break)

Ramesh and Suresh- 0 points

**Similarly match will be continued for remaining 2 breaks and team with maximum number of points at the end of 4 breaks will be declared the winner.**

**However, if 1 hour is completed before completion of 4 breaks, team with maximum number of points at end of 1 hour will be declared the winner.**

## **DUES:**

When striker is pocketed without any carrom-men, 1 piece will be removed by next player from opposition as foul and kept anywhere in the circle except for the centermost red circle which is reserved for the queen.

Turn will be passed on.

When striker is pocketed along with 1 carrom-men, it is a double due. In this case 2 pieces will be removed by next player from opposition as foul and kept anywhere in the circle except the centermost red circle which is reserved for the queen. In this case, player who committed the double due will get a re-chance.

When striker is pocketed along with 2 carrom-men, 3 pieces will be removed by next player from opposition as foul and kept anywhere in the circle except the centermost red circle which is reserved for the queen. In this case, player who committed the due will get a re-chance.

## **QUEEN:**

A player has the right to pocket the Queen and to cover it provided a c/m of his own has already been pocketed.

The Queen shall be placed by the Umpire only in the Centremost red Circle.

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 Centremost red 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.

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.

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. However, if after recovery of Due, all the nine C/m are on the C/B, a player shall have the right to pocket the Queen and to cover it.

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.

If the Queen is pocketed and is not covered, the Queen shall be taken out for placing. The player shall lose his turn.

If the Queen and the C/m of a player are pocketed together in one stroke, the Queen shall be considered covered. 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.

If the Queen, C/m of a player and the Striker are pocketed together 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.

If the Queen and the Striker are pocketed together, 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.

While covering the Queen, if the Striker alone is pocketed, the Queen shall be taken out for 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.

While covering the Queen, 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. But, if in that subsequent stroke, a C/m of the player is pocketed, the queen shall be considered as covered.

While covering the Queen a player pockets the last C/m of his own together with the last C/m of his opponent, he shall be awarded 3 points. However, if the score is 22 or more he shall win the break by only 1 point.

While covering the Queen, if a player pockets the last C/m of his opponent, he shall lose the Board by the number of his C/m lying on the C/B together with the points for the Queen. However, if the score of the opponent is 22 or more, he shall lose by the number of C/m only, and not the points for the queen.

If a player pockets the Queen along with his last C/m and the last C/m of his opponent, the player shall win the Board by 3 points. However, if the score is 22 or more he shall win by 1 point only.

If a player pockets the last C/m of his own and of his opponent while the Queen is on the C/B, the opponent shall be awarded 3 points. However, if the score is 22 or more he shall be awarded only 1 point.

If a player pockets the last C/m of his opponent, 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. However, if the opponents score is 22 or more he shall lose by the number of C/m only.

If a player pockets his last C/m leaving the Queen on the C/B, he shall lose the Board by 3 points. However, if the opponents score is 22 or more he shall lose by one point only.

If a player pockets his last C/m along with the Striker leaving the Queen on the C/B, he shall lose the Board by 3 points. However, If the score of the opponent is 22 or more, he shall lose by 2 points ( inclusive of 1 additional point for the pocketed striker)

If a player pockets the Queen, his last C/m, the last C/m of his opponent together with the Striker, the player shall lose the Board by 3 points. However, if the score of the opponent is 22 or more, he shall lose by 2 points ( inclusive of 1 additional point for the pocketed striker).

If a player pockets the last C/m of his own and of his opponent together with the Striker he shall lose the Board by 2 points ( inclusive of 1 additional point for the pocketed striker) , if the Queen has already been covered by him before.

If a player pockets the last C/m of his opponent along with the Striker leaving the Queen on the C/B , he shall lose the Board by the number of his C/m lying on the C/B plus the value of the Queen. However, If the score is 22 or more, he shall lose by the number of C/m only + 1 additional point for the pocketed striker.

If a player pockets the last C/m of his own and of his opponent together with the Striker , he shall lose the Board by 3 points, if the Queen has already been covered by the opponent before. However, if the score of the opponent is 22 or more, he shall get 2 points (inclusive of 1 additional point for the pocketed striker)

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.

A player shall not utilise the due to make a shot with the Queen. If utilised, he shall be asked by the Umpire to rectify.

**\*UMPIRE DECISION IS FINAL.\***

