

Laws of Carrom Laws of Carrom

Adopted by

INTERNATIONAL CARROM FEDERATION

2004 Edition

FIRST EDITION 1993

SECOND EDITION 2001

THIRD EDITION 2004

Published by the

International Carrom Federation

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New Delhi-110017

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I STANDARD EQUIPMENTS

The term Standard Equipments shall mean and include the following :

A. Carrom Board E. Stool or Chair

B. Carrommen F. Powder

C. Striker G. Nets

D. Stand or Table H. Light

A. CARROM BOARD

A : 73.50-74cm

B : 6.35-7.60cm

C : 4.45cm dia(0.15cm*)

D : 47cm(0.30cm*)

E : 0.50-0.65cm thick

F : 10.15cm

G : 3.18cm dia

H : 2.45cm dia

I : 26.70cm max.

0.15cm thick

J : 5cm

K : 3.18cm dia(0.16cm*)

L : 17cm dia(0.30cm*)

M : 6.35cm dia

N : 1.27cm

A.1. Playing Surface

The playing surface of the Carrom Board shall be of plywood or of any other wood equally smooth and be of not less than 8 mm in thickness and of a minimum of 73.50 cm and a maximum of 74 cm square with its surface completely smooth. A Carrom Board shall be able to have at least three and a half runs of a normally smooth striker of 15 gms weight, when struck with the maximum force, from one of the base lines, to the opposite frame of the Carrom Board.

A.2. Frames

Adjoining the playing surface of the Carrom Board there shall be wooden

frames with inside curved corners made of Rosewood or any other hard wood with good resistance, with a minimum height of 1.90 cm and a maximum of 2.54 cm from the playing surface. The breadth of the frame shall not be less than 6.35 cm and not more than 7.60 cm. Suitable bracings shall be provided underneath the playing surface and fastened with the frame.

6.35 - 7.60 cm

1.90 - 2.54 cm

min. 0.8 cm

Variation allowed

A.3. 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.

A.4. Base Lines

a) Two straight lines of 47 cm each in length with admissible variation of 0.30 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 3.18 cm away from the lower part of the base line.

b) The base lines shall be closed by circles of 3.18 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.

A.5. Arrows

Four arrows, black in colour, 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 6.35 cm in diameter with a pointer at both the ends, drawn at the starting point of the arrows leading towards the pocket, is permissible.

A.6. Centre Circle

Exactly in the centre of the Carrom Board there shall be a circle of 3.18 cm in diameter drawn black in colour with admissible variation of 0.16 cm. It shall be called the centre circle and shall be coloured in red.

A.7. 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 colour with admissible variation of 0.30cm. It shall be called the Outer Circle. Any decorative design in this circle is permissible.

B. CARROMMEN

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 3.18cm and not less than 3.02 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.

C. STRIKER

The Striker shall be smooth and round with a diameter of not more than 4.13 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.

D. STAND OR TABLE

The Stand or Table on which the Carrom Board is placed for play shall not be less than 63.00 cm and not more than 70.00cm in height. The Carrom Board, when placed on it, shall not be uneven or shaky. However, padding below the Carrom Board and/or the Table or Stand on which the Carrom Board is placed, may be used to make the playing surface of the Carrom Board level and firm as far as possible.

E. STOOL OR CHAIR

The Stool or Chair on which the player sits for playing shall not be less than 40.00 cm and not more than 50.00cm in height. The Chair, if used, shall be armless.

F. POWDER

The powder used shall be of high quality to keep the playing surface smooth and dry. The powder shall not be wet. Pouches/Containers filled with powder shall be used to spread the powder evenly over the playing surface.

G. NETS

The pockets shall be fully covered from beneath by nets fixed at the bottom of the Carrom Board. Each net shall have the capacity of holding at least 10 C/m.

H. LIGHT

The light shall be hung/fitted at a convenient height above the Carrom Board so that when a conical or square shade, preferably of metal, is used, the light shall fall only on the Carrom Board including the frame. The shade shall be one with the inner side completely snow-white in colour. The bulb used, preferably transparent white, shall be between 60 and 100 watts. However, the height of the light can be altered at the request of a player in such a manner that the naked light does not strike the eyes of the

player/s.

II. INTERPRETATION

In these Laws, unless there is anything repugnant to the subject or context, the terms given below shall have the following interpretations:

- 1) **'Laws'** shall mean the Laws of Carrom.
- 2) a) **'Proper'** shall mean in accordance with the Laws.
b) **'Improper'** shall mean contrary to the Laws.
- 3) **'C/B'** Shall mean Carrom Board
- 4) **'C/m'** shall mean Carromman/ Carrommen.
- 5) **'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.
- 6) **'Break'** shall mean the first stroke of a board.
- 7) **'Finish'** shall mean the completion of the board.
- 8) **'Player'** shall mean a Carrom player.
- 9) **'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.

10) **'Pocketing'** shall mean putting C/m and/or Queen into the pocket by a proper/improper stroke.

11) **'Push'** shall mean a jerk or sudden motion of the elbow of the playing 'hand' instead of striking the Striker with the finger.

12) **'Queen'** shall mean the red C/m.

13) **'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.

14) **'Penalty'** shall mean punishment for infringement or violation of Laws.

15) **'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.

16) **'Shot'** shall mean a pair or cannon.

a) **'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.

b) **'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.

17) **'Thumbing'** shall mean taking a stroke with the thumb.

18) **'Turn'** shall mean the right to strike.

19) **'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.

of play.

129) A player shall not distract the attention of the opponent by any act.

130) a) While taking a stroke, the Striker must touch both the Base Lines.

b) If the Stroke is made from the Base Circle, the Striker must cover the Base Circle fully but shall not touch the arrow.

131) 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 penalised with a Foul as per Laws.

132) Players shall not talk to the spectators during the course of a game without the permission of the Umpire.

133) The player shall not hold any solid material(s), except the Striker in either hand during the course of his turn.

134) 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.

135) The run of the Striker shall not be tested on the playing surface during the course of a Board.

136) a) The player shall not keep his Striker on the frame or in the pocket of the C/B during the board.

b) 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.

137) If the players pass over their turn consecutively for 3 times each, that particular Board shall be cancelled and be replayed.

138) There shall be an interval of 10 minutes in between the second and third games.

139) A player is permitted to concede a game and/or match at any stage.

140) In case of any unforeseen circumstances beyond the control of umpire that particular Board shall be replayed.

141) 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.

142) 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.

XVII. LOSS OF ENTIRE MATCH

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

a) Leaves match board area (10 square feet) during the game without the permission of the Umpire.

- b) Fails to abide by the time limit given for the rest in the deciding game during a match.**
- c) Refuses to abide by the decision of the Umpire and/or Chief Referee.**
- d) Passes insulting remarks against the Umpire, Chief Referee and/or authorities before or during or immediately after the match.**
- e) Smokes or smells Foul while at play due to intoxicating drinks and/or is under the influence of drugs.**
- f) Plays with an uncertified Striker.**
- g) Discontinues play during the course of a match, without the permission of the Umpire.**
- h) Disturbs and distracts the attention of the opponent while at play more than twice, despite Umpire's warning.**
- i) Fails to report to the Umpire at his match Board within 15 minutes after the match is announced.**

XVIII. PROTEST

144) All protests shall be written in English addressed to the Secretary of the tournament and shall be submitted through the Chief Referee/

Umpire duly signed by the player/Captain or the Manager of the team.

145) The oral protest shall be intimated to the Umpire immediately after the incident takes place along with the prescribed scrutiny fee. No protest shall be entertained without payment of scrutiny fee.

146) The written protest shall be submitted within 15 minutes of completion of that particular Board.

147) The protest shall represent facts only, as had occurred, the decision of the Umpire/Chief Referee and the point appealed against by the aggrieved party.

148) Protest in uncouth and abusive language shall be summarily rejected and invite disciplinary action.

149) Once a protest is lodged, it shall not be permitted to be withdrawn.

150) Once a protest is recorded and handed over, the play shall continue from where it stopped. The result of the match shall not be announced till the protest is considered.

151) a) If the protest is upheld, the match shall continue from the beginning of that particular board in which the protest was lodged and the scrutiny fee refunded.

b) In case the protest is overruled, the result already obtained shall stand and the scrutiny fee forfeited.

c) The decision of the Championship/Tournament authorities should be conveyed to the parties concerned within one hour from the

time the protest was lodged.

CHAMPIONSHIP/ TOURNAMENT

.....

EVENT ROUNDDATE TIME

MATCH NO. UMPIRE C/B No.

TOSS WON BY CHOICE OF TOSS WINNER

Starting Time

Finishing Time

.....

Game No.

Player/s

Name

.....

Team.....

Player/s

Name

.....

Team.....

Board

No.

1

Break By

2

Queen

3

No. of

c/m

4

Grand

Total

5

Queen

6

No. of

c/m

7

Grand

Total

1.

2.

3.

4.

5.

6.

7.

8.

Remarks of Umpire

Match won by Loser's Signature Umpire's Signature

SCORE CARD

Column (1) Name of the player choosing to break is to be entered first.

Column (2) & (5) Three points are to be entered for the player pocketing the queen and 'Nil' in the other "Queen" Column.

Column (3) & (6) The number of C/M of the opponent/s lying at the finish of the board is to be noted and 'Nil' in the other column

'No of C/m.'

Column (4) & (7) The aggregate number or points secured by the player's cumulatively is to be entered at the finish of each board.

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Please enjoy the game of Carrom

using:

Standard equipment:

A. Carrom Board

B. Carrommen (pieces)

C. Striker

D. Table or Stand

E. Stool or chair

F. Powder

G. Nets

H. Light

A. CARROM BOARD

1. Playing surface

The playing surface of the Carrom Board should be of plywood or of any

other wood equally smooth and be of not less than 8mm in thickness and

of a minimum of 73.5 cm and maximum of 74 cm square with its surface

completely smooth. A Carrom Board shall be able to have at least three

and a half runs of a normally smooth Striker of 15 gms weight, when

struck with the maximum force, from one of the Base lines, to the

opposite frame of the Carrom Board.

2. Frames

Adjoining the playing surface of the Carom Board there shall be wooden

frames with inside curved corners made of Rosewood or any other hard

wood with good resistance, with a minimum height of 1.90 cm and a

maximum of 2.54 cm from the playing surface. The breadth of the frame

shall not be less than 6.35 cm and not more than 7.60 cm.

Suitable bracings shall be provided underneath the playing surface and

fastened with the frames.

3. 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.

4. Base Lines

a. Two straight lines of 47 cm length with admissible variation of 0.30 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 thickness, shall be 10.15 cm away from the frame and the other one 3.18 cm away from the lower part of the Base line.

b. The Base lines shall be closed by circles of 3.18 cm in

diameter at either end. Within this circle a portion 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.

5. Arrows

Four arrows black in colour, 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 arrow shall not exceed 26.70 cm. A decorative arch of 6.35

cm in diameter with a pointer at both the ends, drawn at the starting point

of the arrow leading towards the pocket, is permissible.

6. Centre Circle

Exactly in the centre of the Carrom Board there shall be a circle of 3.18 cm

in diameter drawn black in colour with admissible variation of 0.16 cm. It

shall be called the Centre Circle.

7. 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 colour with admissible variation of

0.30 cm. It shall be called Outer Circle. Any decorative design in this circle

is permissible.

B. CARROMMEN

The Carrommen (pieces) used in play shall be of good quality wood and

circular in shape. The diameter of a Carrommen shall not be more than

3.18 cm and not less than 3.02 cm. It shall be of not less than 0.70 cm and

not more than 0.90 cm in Carromman thickness. The edge shall be round

and plain. The Carromman; weight shall be not less than 5.00 grams and

not more than 5.50 grams. Thus there shall be 9 whites, 9 blacks and 1 red

Carrommen, and they shall be uniform. The Carrommen shall have a

smooth movement in a flat position on the surface of the Carrom Board

when struck by a Striker of standard specification.

C. STRIKER

The Striker shall be smooth and round in diameter of not more than 4.13

cm and weighting not more than 15.00 grams. A striker made of any

material other than metal or ivory, 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.

D. TABLE OR STAND

The Table or Stand (Legs) on which the Carrom Board is placed for play

shall be not less than 63.00 cm and not more than 70.00 cm in height. The

Carrom Board, when placed on it, shall not be uneven or shaking. However,

padding below the Carrom Board and/ or the Table or Stand on which the

Carrom Board is placed, may be used to make the playing surface of the

Carrom Board level and firm as far as possible.

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40.00 cm and not more than 50.00 cm in height. The Chair, if used, shall be

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and dry. The powder shall not be wet. Pouches/Containers filled with powder

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The light shall be hung/fitted at a convenient height above the Carrom Board

so that when a conical or square shade, preferably of metal, is used, the light

shall fall only on the Carrom Board including on the frame. The shade shall be

one with the inner side completely snow-white. The bulb used, preferably

transparent white, shall be between 60 and 100 watts. However, the height of

the light can be altered at the request of a player in such a manner that the

naked light does not strike the eyes of the player/s.