



## 2018 KAGW Carroms Doubles Tournament

### General Rules

- 1) All participants must complete an online registration form available at [www.kagw.com](http://www.kagw.com) and submit the **mandatory registration fees of \$12 by the last date on January 26<sup>th</sup>, 2018 for registration**. Payments can be made using either –
  - PayPal through the registration website ORThe Venue for the event will be  
**Gaithersburg Library, 18330 Montgomery Village Avenue, Montgomery Village, MD 20879.**  
**Date & Time- 02-03-2018, 12.30 AM-5:00 PM**
- 2) Only one registration form should be submitted per participant.
- 3) Registration forms submitted after the deadline will not be accepted.
- 4) The last date for registrations **January 26<sup>th</sup>, 2018**.
- 5) Organizers reserve the right to extend the deadline for registration. Any extension of the registration deadline will be announced through the KAGW website.
- 6) Registration fees:
  - a) \$12 per team.
- 7) Organizers reserve the right to cancel a whole tournament or a specific category within the tournament if there are less than 4 participants for that tournament.

### **Objective**

Players take turns to play. A turn consists of one or more strikes. A player wins by pocketing all the pieces of their chosen color first. However, neither player can win until one or another player has "covered the Queen". To cover the Queen, a player must pocket one of 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 covers the Queen receives bonus points.

### **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.
- A striker within the baseline must touch both the front line and the rear line.
- The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
- 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.
- 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.
- In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

## Basic rules

- For the very first turn, the player is allowed three attempts to "break" i.e. disturb the central group of counters.
- It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
- If the striker pockets the Queen and/or one or more pieces of her own color, 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 color.
- Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the center 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 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 center circle by the opponent.

## Other Rules

- Pieces returned to the center can be placed on top of other pieces within the main circle
- If pieces come to rest standing on their edge or overlapping another piece, they are left as they are until moved again in the normal course of play
- If the striker comes to rest under another piece, the striker should be removed with as little force as possible
- The striker is pocketed.
- The striker or any other piece leaves the board.
- A player pockets an opponent's piece. If the Queen was also pocketed, it is returned to the center by the opponent together with the penalty piece. Any other pieces pocketed in the same strike remain pocketed.
- A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the center 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 center.
- A player contravenes the rules for striking.
- A player touches any piece in play, other than the striker.
- The first player to strike fails to break the counters in three attempts.

## **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 to confer an advantage for the opponent.

### **A foul is recorded in the following situations:**

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 center 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**

Each game will be best of three. The team which wins the first two games will be declared the winner.

If the teams are tie after the two games, the team with the higher points in total after the three games will be declared the winner. At the end of each game the winner scores 1 point for each opponent's piece left on the board. If the winner has also covered the Queen, a bonus 5 point is scored.

## **Team**

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