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The game surface of the Carrom board should be made of plywood or any other wood equally smooth and have a thickness of at least 8 mm and at least 73.50 cm and an area no more than 74 cm, and its surface is completely smooth. Carrom's board should be able to have at least three and a half runs of a normally smooth striker of 15 gms weight, when hit with maximum force, from one of the base lines, to the opposite frame of the Carrom Board. The frame should not be less than 6.35 cm and no more than 7.60 cm. Suitable attachments should be provided under the playing surface and fixed by the frame. Pockets of four corners of the Carrom board should be round inside rather than externally and have a diameter of 4.45 cm at a allowable variation of no more than 0.15 cm. A piece of plywood adjacent to the corners of the frame should be cut off. Two straight lines of 47 cm each in length with a valid change of 0.30 cm, evenly distributed on all sides, black, must be drawn on each of the four sides of the playing surface, parallel to the frame on each side. The lower part of these two lines, from 0.50 cm to 0.65 cm thick, should be 10.15 cm from the frame and the other 3.18 cm from the bottom of the baseline. Base lines should be closed in circles with a diameter of 3.18 cm at both ends. In this circle, the 2.54 cm part should be painted red. These circles should be called Basic Circles. They should be drawn in such a way as to touch both the baselines and the upper base lines of the neighboring side when one can imagine being extended. The distance between the base circle on one side and the distance between the other can be approximately 1.27 cm. Four black arrows no more than 0.15 cm thick must be drawn in each corner of the board by Carr at an angle of 45 degrees to any of the adjacent sides, and each of them must pass through a gap between the two base circles and point to the center of the pocket, leaving a clear distance of 5.00 cm from the edge of the pocket. The length of the arrow should not exceed 26.70 cm. It is in the center of the Carrom board should be a circle with a diameter of 3.18 cm, painted in black with a permissible change of 0.16 cm. It should be called the center circle and should be painted red. A 17.00 cm diameter circle with the central point of the Carr board as the center should be painted black with it must be called from the Outer Circle. Any decorative design in a circle is permissible. The carrommen used in the game must be of good quality wood and circular shape. The diameter of the carromman should not be more than 3.18 cm and at least 3.02 cm. Carromman should be at least 0.70 cm and no more than 0.90 cm thick. The weight of carromman should not be less than 5.25 grams and no more than 5.50 grams. So there must be nine whites, nine blacks and one red Carrommen, and they have to be united. Carromman should have a smooth movement in a flat position on the playing surface of the Carrom board when hitting the striker with standard specifications. The attacker must be smooth and round with a diameter of no more than 4.13 cm and weighs no more than 15.00 grams. Striker from any material other than ivory and metal, with the specifications prescribed above, can be used. The attacker, with metal fixed and visible to the eyes, is not allowed. Engraved decent designs on the striker are permissible. The stand or table on which the Carrom board is installed for the game should not be less than 63.00 cm and no more than 70.00 cm tall. The Carrom board, when placed on it, should not be uneven or wobbly. However, the padding below the Carrom board and/or the stand or table on which the Carr board is located can be used to make the playing surface level of Carr Council and firm as much as possible. The chair or chair on which the player sits for the game should not be less than 40.00 cm and no more than 50.00 cm tall. The chair, if used, should be armless. The powder used should be of high quality to keep the playing surface smooth and dry. The powder should not be moist. Bags/containers filled with powder are used to spread the powder evenly across the playing surface. Pockets should be completely covered from the bottom by nets attached to the bottom of the Carrom board. Each network must have a capacity of at least 10 C/m. The light must be hung/installed at a comfortable height above the Carrom board so that when a conical or square shade, preferably a metal, is used, the light should fall only on the Carrom board including the frame. The shade should be one on the inside of a completely snow-white color. The lamp used, preferably transparent white, should be 60 to 100 w. However, the height of the light can be changed at the request of the player so that the naked light does not strike the eye of the player/s. In these laws, if there is nothing disgusting for the subject or context, the terms below must have the following interpretations: Laws should mean the Laws of Carrom. (a) Correct means in accordance with the laws. b) Wrong means contrary to the Laws. 'C/B' would mean Carr council kard from Carromman/Carromman. 'Board' means from the beginning of the board, after Umpire calls 'Play' before it is completed on the pocket of the last C/m of any player. Breaking means the first blow of the board. Completion means the end of the board. Player means that a Carrom 'Placing' player must keep in mind the preservation of the fine and/or because of the C/m in a flat position on the playing surface inside the outer circle only by the player allowed to do so in accordance with the Laws. The queen and/or jumped c/m should always be placed umpire in the circle of the center in accordance with the laws. 'Pocketing' means putting a C/m and/or queen in the pocket of a proper/wrong stroke. Push means jerk or sudden elbow movement playing hand rather than hitting the attacker with your finger. 'King' means red C/m. 'Due' means the attacker's pocket with or without C/m and/or queen, and/or any outstanding penalty and/or due to c/m against the player as it may be. Punishment means punishment for breaking or breaking laws. Coverage means pocketing one of your C/m players in the same or immediate subsequent strike when or after the queen has come to the floor. Shot means a pair or a gun. a) A pair means two C/m or one C/m and a queen before the general direction of the pocket with space in between. b) The gun means two C/m or one C/m and a queen before the general direction of the pocket without any space in between. Thumbing means taking a stroke with your thumb. Turn means the right to strike. Chief Judge means an official appointed to manage, monitor, monitor and make decisions on all matters mentioned to him during the match. Judge means an official appointed to oversee and/or control a match. a) An opponent in singles means that the player currently does not have a turn to play. b) Opponent in doubles means that the player sitting on the left and/or right side of the player now has a turn to play. Hand means part playing hands from fingers to wrist. 'Finger' means part of the nail side of the toe to the second joint. Imaginary lines mean lines drawn in the expansion of arrows between base circles. Stroke means direct or indirect hit in a striker's C/m. a) A) A white helmet means pocketing all nine white C/m and queen according to the laws in the first turn of the game. It can also be called a break to finish. b) A black helmet means pocket all remaining black C/m with or without a queen according to the laws in the first turn of the game. NOTE: Words implying singular should include plural and words implying a male refers to Also. In singles, players must sit opposite each other. In doubles, partners must sit opposite each other, occupying all four sides. The position adopted to seat the player before you take a turn to hit can be changed at any time provided the chair or chair on which he sits does not climb, moved and/or disturbed during his turn of the game. (d) During the board no part of the player's body, except for the playing hand, does not touch the board, stand or table of Carrom, which is C/B. b) However, the wearing/clothing, ring, bracelets and/or watches worn by the player are released during his turn of the game, but they should not touch the playing surface. The use of any material to illuminate and/or adjust the height of the seat is permissible only after the board has finished operation, provided that the height of the raised seat does not exceed 50 cm. No part of the body, except the hand of the player, goes beyond the imaginary lines of arrows. The striker should be hit, not pushed. Stroke should be done with or without the support of other fingers. Any hand can be used in the game. When hit, the hand can touch the playing surface. (a) When hit, the elbow of the playing hand should not go out on the playing surface and does not go beyond the imaginary lines of the arrow. b) The hand, however, can cross the arrow. a) When you have a stroke, taking the support of a chair or chair, stand or table C/B and/or keep your feet on the edge of the stand/table, the player is not allowed. b) However, his hands can rest on his body and his legs can rest on the edge of the chair or chair on which he sits. 39. (a) At the beginning of each match, the referee must pay tribute. The toss must be the spin of the coin or by calling C/m. Any player/pair, having won a drop, must have a choice of side or the opportunity to strike first. If the winner decides to have a choice of party, he must report the same to the referee who instructs the loser to sit first. b) In doubles, a pair of white and black C/m should be placed, as above. c) If, however, the break is chosen by the winner of the sucks, the choice of the hand should lie with the loser, and the winner must sit first. d) Once the losers have sat down, they cannot exchange. This order of seating will continue throughout the match. 40. After the sucking and before the match there should be two trial boards, one for each player or pair. a) Before the break, the C/m is so positioned, in a flat position, that the queen must occupy the central circle and the rest of the C/m is placed around the queen in the front row keeping the black and white C/m alternately. In the second row, three white C/m will form a Y shape and a white C/m in the front row. The remaining space is full placing black and white C/m alternately. Everything c/m is so arranged, must be in a compact circle, touching each other, inside the Outer Circle. The player can use his fingers or attacker to keep the C/m intact. b) C/m should be arranged for a break with the least possible loss of time after each board. The break is made by the player who decided to hit first. The player who has to break must have a white C/m during this board leaving the black C/m to his opponent. The queen should be a total C/m. The break is considered made if the attacker touches any of the C/m even a little. (a) A break is not considered to be done unless a single C/m is touched by the Striker in his normal run or jump. In this case, no more than two chances are allowed. b) If after the allowable number of chances, not C/m touched, the right to break is lost, and the turn to play must pass to the opponent who must have a black C/m for the game, but not the re-location of the C/m is already organized, allowed. The aforementioned condition will prevail before the break is implemented. c) If a player in an attempt to break, plays the wrong kick or pockets of his attacker without touching any of the c/m, he loses his turn. However, due/punishment is not applied. The break should be made only after the referee calls 'Play' and the kick must be made within 15 seconds of such a call. The play is considered to have started from the moment the referee calls 'Play'. If the break is taken before the referee calls 'Play', all of his C/m and/or queen in his pocket must be taken out for placement and the foul is declared. The player loses his turn. As long as the player pockets his C/m and/or queen according to the laws, his turn should continue. Otherwise, he must go to the enemy. (a) In the first game, the player who decides to break the first board must have a white C/m. Turning to the break takes turns during the game. (ii) In the second game, a player who did not have the first turn to break should have a turn in the first place. (iii) In the third game, the turn on the break goes to the first player. b) In doubles, however, the turn moves to the player sitting on the right side of the player who had the turn. The player should not take more than 15 seconds to take a stroke from the moment the C/m/king/striker came to rest and the striker took the opponent and/or after the observation period to accommodate the C/m and/or the queen and/or the aforementioned due/fine C/m, if any. If the turn is enjoyed by a player who plays out of turn before the referee can control, he loses the board by the number of C/m and the queen, as it was on C/B during the first strike out of turn. If the above goes unnoticed by Umpire or opponent, before the next strike, the turn should be allowed and the next must be in accordance with the Laws. a) The player who completes the pockets of all his C/m first wins the board. b) The value/points are as follows: (i) The queen : 3 points before and including 21 points. c/m : 1 point. (a) The number of C/m of the opponent on C/B must be the points received by that player on this board. b) The player is entitled to be credited to the value of the queen only if he wins the board of directors. c) A player who has lost a board is not credited with the value of the queen, even if he has pocketed and covered the queen. The player loses the advantage by getting a loan of an additional 3 points to cover the queen as soon as he reached 22 points. The maximum number of points that can be scored on the board is only 12. Any due to and/or penalty C/m is automatically written off. (a) The game should be 25 points or eight boards. A player who reaches 25 points first or leads at the end of the eighth board becomes the winner of the game. b) Depending on and before the quarter-finals, each game must be decided on the basis of eight tips. In the event that the score is equal at the end of the eighth board, an additional board should be played to determine the winner. Before the extra dock, there should be to choose only a break. All matches must be decided only by the best of the three games. In singles, the change of sides by players must take place in the opposite direction at the end of each game. In doubles, the change of sides by the players should be placed on the next right side, at the end of each game. (a) In the third game for matches before and including before the quarter-finals, the change of sides must be made after the fourth board or after any player/pair has scored 13 points depending on what used to be. b) From the quarter-finals, the change of sides should be made only after 13 points have been scored by any player/pair. c) The change of sides, remaining unnoticed by the referee or any player, occurs as and when noticed, but after the completion of this particular board. Players should not take more than two minutes to change sides. Generally, any act of breaking laws or anything done contrary to what is specifically or implied (as is generally understood) in these laws must be broadly classified as: A. TECHNICAL FOUL and B. FOUL A. TECHNICAL FOUL a) Any act of violation of the laws committed by a player prior to the first strike of his turn shall be considered a technical foul. A technical foul entails one C/m of the intruder of the player, prepared for placement by the enemy, and his turn continues. b) Any act of violation of the laws committed by a player currently without a turn is also considered a technical foul. Punishment is imposed in accordance with rule 63 (a). B. FOUL a) Any violation of the laws committed by a player during or after the first blow of his turn, considered a foul. The foul entails one C/m offending the player, dislocated to accommodate the opponent and turn to play is lost. b) With a pocket of C/m and/or queen, if the foul is committed, the amount of C/m and/or queen so pocketed with the additional c/m should be brought out for the setting and the turn of the player is lost. (a) If the C/m and/or the queen jumps out of the playing surface, the bouncing C/m and/or queen is placed by the judge in the central circle if the space allows, covering it completely or maximum of the part that is available. b) If both the queen and the jump with/m in the same stroke preference is given to place the queen first, and the jumped c/m must be placed, touching the queen, in the opposite direction of the player now with his turn. c) If both white and black c/m jump the same stroke, preference is given to placing the c/m of the player who made the shot first, and the other c/m must be placed by touching the first c/m in the manner described in Rule 65 (b). d) If the same impact jumps more than 2 s/m, the placement of the first 2 s/m should be in accordance with rule 65 (b) and rule 65 (c). The rest of the c/m should be placed, touching the first 2 c/m as far as possible. (a) If c/m and/or the queen jumps out and falls back onto the playing surface, c/m and/or queen must be placed by a judge in the Central Circle in accordance with the laws. The situation of the breached c/m, if any, must be corrected by the judge, as far as possible, at his discretion. b) If, however, c/m and/or queen jump out and fall back to the playing surface after hitting a shadow, lamp or light fixture, it should be considered a natural travel. Broken c/m, if any, should not be rebuilt. If c/m and/or the queen is on the rim, she is allowed to remain as she is. If two C/m and/or Feri overlap, they remain untouched. (a) If Stryker relies on c/m and/or queen, the attacker is removed without interference by C/m and/or the queen by the judge. If violated, the original position of the c/m and/or queen is restored as far as possible by the Judge. b) If this occurs in the mouth of the pocket and in the process of removing the C/m striker and/or the queen lose her center of gravity and fall into the pocket, they are considered pocketed. (a) If the C/m and/or queen rest on the striker, the attacker is removed by the referee, picking up the C/m and/or queen and replacing them as far as possible in the starting position where they will rest if the attacker was not there. b) If, however, it occurs in the mouth of the pocket and in the process of removing c/m and/or queen, the attacker loses his center of gravity and falls into the pocket, it is considered pocket. The due must be announced to be introduced in accordance with the laws. If C/m dangerously in the mouth of the pocket and actually falls into your pocket for any reason, it must be considered duly pocketed. a) If the right kick player pockets his striker alone, his turn will be lost and one of his C/M will be taken out as punishment by his opponent for placement. This C/m punishment is called Must. b) If the wrong-to-heat player pockets his striker alone, his turn must be lost and two of his C/m will be taken out by his opponent for placement. This C/m punishment is called Because of and Foul. c) If this happens before any of his C/m is pocketed fine, and Due will remain unfulfilled and will be taken out as soon as they are available. If a player pockets a striker with his own C/m proper stroke, the number C/m is so pocketed, with the proper C/m, to be taken out for placement and the player must continue to turn. If a player pockets a striker with his opponent's C/m proper stroke, the C/m is so pocketed it is believed to have been scored. Under Rule 72 (a) must be taken out for placement and the player loses his turn. If a player pockets a striker with a C/m of his and his opponent's proper kick, the number of his own C/m is so pocketed, with the proper C/m to be taken out to accommodate the opponent and the player must continue to turn. If a player pockets his opponent's C/m with an improper kick, the C/m is so pocketed it is believed to have been scored. The C/m penalty is placed for placement by the opponent, and the player loses his turn. a) If a player pockets his own C/m improper kick, C/m is so pocketed with a penalty C/m to be taken out to accommodate the opponent and the player loses his turn. b) If a player pockets his C/m with an offensive hit inappropriately, C/m is so pocketed with two C/m, one is due and the other for a penalty must be taken out to accommodate the opponent and the player loses his turn. a) Because of or fine C/m must be taken out for placement immediately after being available, but only after the stroke has been completed, although this may be during the turn of the same player. b) (c) In doubles must and/ or fine C/m should always be taken out to accommodate the player, which sits on the right side of the player, having a turn at the time of having C/m. ii) If, however, during the player's turn, he pockets a C/m opponent with or without his C/M and due and/or penalty C/m becomes available, the player himself must take C/M a) If there is a C/m penalty, but there is not enough space, the player who must place the C/m will be allowed to do so immediately after the space becomes available. b) In doubles, however, if the right to place a due and/or penalty C/m, has passed to only the partner has the right to pull and place C/m. If due and/or penalty C/m is available, but the player who must place the C/m does not wish to risk a foul, he loses his chance of a place and his claim for placement is lost. If the space becomes available to accommodate due and/ or fine C/m, while turning

the player right into place, the placement should be done immediately. (a) When placing a proper and/or fine C/m, if a player puts his own C/m by mistake, it must be corrected if indicated by the referee or opponent. The foul is declared in accordance with the laws. b) If the referee or the opponent does not notice it before the next strike, the C/m placed is considered valid. If more than one C/m should be placed by the player as due and/or fine, C/m available should be posted immediately and the rest of the C/m should be posted as soon as possible. If available, the rest of the C/m/not placed by the player interested until the next strike, and the same goes unnoticed by the opponent/umpire because it is considered to have been voided. (a) Accommodation is considered complete after the finger has been removed from C/m, provided that C/m is placed inside the Outer Circle. b) However, any other C/m and/or striker is not allowed to be held in the case of a proper and/or penalty C/m. If a player places or moves Due and/or a C/m penalty from the Outer Circle, he asks to place C/m inside the Outer Circle. The foul is declared in accordance with the laws. When placing Due and/or a C/m penalty, the player must not move any other C/m and/or queen. C/m so placed should not disturb any other C/m. If this is the case, the same should be replaced by Umpire in the original position as far as possible. A foul is declared against the offender in accordance with the law. a) The player can waive due and/or fine C/m in toto only, not partially. Such a decision must be brought to the attention of the judge within 15 seconds, otherwise the right to place due and/or a C/m fine will not be annulled. b) Additional items at the end of the Council's work, available on demand, may require a full/partial beneficiary if possible. (a) Due and/or penalty C/m must be 15 seconds after the Judge's announcement. b) If the placement of all prefabricated and/or penalties of C/m is not completed within the specified time limit, the C/m already established may be ordered to remove and foul declared against the offender. (a) A due and/or C/m fine cannot be imposed against each other. b) Due to and/or fine C/m should not be placed covering the Central Circle in full or in part. When placing, the player will be asked to rectify the situation. A foul is declared against the offender in accordance with the law. Doubles should not take out a fine and/or due C/m for his partner, who must file it. In the event that his partner does not find the required C/m in the pockets adjacent to his side, he asks the judge to provide, specifying the color and amount of C/m required for placement. During the board, if a player gets up during his turn or at the turn of his opponent, for any reason, he loses the Board with his C/m number and/or the queen lying on the board. If the opponent's score is 22 or more, he loses the Board only by the number of C/m. The player has the right to pocket the queen and cover it, provided that his own c/m has already been pocketed. 21 22 19 20 The queen is placed by the judge only in the Central Circle. When placed so, however, if a shot is automatically formed, it cannot be changed. If the Central Circle is partially or completely covered by other C/m, the queen must be placed in such a way as to occupy most of the undisclosed part or in any position adjacent to the Circle Center so that it is not easy to pocket for the player having a turn. The placement of the queen by a judge in such a situation should be final. (a) If the queen is pocketed before any C/m player is pocketed, the queen will be removed for placement and the player will lose his turn. b) If the player pockets the queen, while there is a charge against him, the queen must be taken out for placement and the player loses his turn. c) However, if, after recovering Due and/or fine, all nine C/m are on C/B, the player has the right to pocket the queen and cover it. d) If at half-time or in a subsequent strike, when all of his nine C/m are on C/B, the queen is pocketed along with the Striker, the queen must be taken out for accommodation and due must be announced. The player loses his turn. If the queen is pocketed by a stroke and is not covered, the queen must be taken out for placement. If the judge or the opponent did not notice it, then before the next blow the queen should be recorded as properly covered. (a) If the queen and the player's C/m are pocketed together with one stroke, the queen is considered covered. b) However, during a break and/or in any subsequent impact, when all nine C/m players are on C/B, if the queen and one of the C/m are pocketed together, the queen should be covered. If more than one C/m and the queen are pocketed together, the queen is considered covered. a) If the queen, C/m player and striker is pocketed together by a proper stroke of the queen and C/m so pocketed with extra, both due, must be taken out for placement and the player must continue to turn. b) If the queen, C/m player and striker pocketed together an inappropriate blow, the queen and C/m are so pocketed with an extra two C/m, both from behind and must be taken out for placement and the player loses his turn. (a) If the queen and the assailant are pocketed with a proper blow, the queen must be removed for placement by the Judge. An additional C/m is placed to be placed by the enemy, and the player continues to turn. b) If the queen and the attacker are pocketed together by an inappropriate blow, the queen must be taken out by the judge for placement. An additional two C/m must be taken out to accommodate the enemy, and the player loses his turn. a) When covering the queen, if the striker has only pocketed a proper stroke, the queen should be taken out of the accommodation. The offending player's C/m is placed as due to be placed by the opponent, and the player loses his turn. b) When covering the queen, if the striker is one pocketed, the inappropriate blow of the queen must be taken out for placement. Two C/m intruder players must be taken out as due and penalty for placing the opponent and the player loses his turn. a) When covering the queen with a proper kick, if the player pockets the striker along with his C/m, C/m so pocketed plus one C/m for granted should be taken out to accommodate the opponent. The player, however, will continue his turn. If in this subsequent strike no C/m player is pocketed, the queen is not considered covered and it must be taken out for placement. b) When covering the queen, if the player pockets his attacker along with his C/m wrong hit, C/m is so pocketed plus two C/m, both due and the penalty must be taken out to accommodate the opponent and the player loses his turn. The queen must be removed for placement by the judge. a) When covering the queen player's pockets of the last C/m of his own along with his opponent's last C/m proper stroke, he should be awarded 3 points. If the score is 22 or more, it wins by 1 point. b) When covering the queen, if the player pockets the last C/m of his along with his opponent's last C/m improperly hitting the opponent must win by three points. If the score is 22 or more, it wins by one point. If necessary, the opponent is awarded an extra point for the wrong blow. a) When covering the queen, if a player pockets his opponent's last C/m proper stroke, he loses the board by the number of his C/m lying on the C/B along with the dots for the queen. If an opponent scores 22 or more points, he loses only by the number of C/m. b) When covering the queen, if the player pockets the last C/m of his opponent's inappropriate blow, he loses the Board by the number of his C/m lying on the C/B along with the points for the queen. If an opponent scores 22 or more points, he loses only by the number of C/m. If required, an additional point is awarded (a) If a player takes the queen along with his last C/m and his opponent's last C/m with the right blow, the player wins the Board by 3 points. If the score is 22 or more, it wins by 1 point. b) If the player pockets the queen along with his last C/m and his opponent's last C/m improperly hitting, the opponent must win the board by 3 points. If the score is 22 or more, it wins by 1 point. If necessary, one more point is awarded. a) If a player pockets the last C/m of his and his opponent's proper stroke while the queen is on C/B, the opponent must be awarded 3 points. If the score is 22 or more, it gets only 1 point. b) If a player prepares the last C/m of his and his opponent's wrong strike, while the queen is on C/B, the opponent gets 3 points. If the score is 22 or more, it gets only 1 point. If necessary, the opponent is awarded 1 additional point. a) If a player pockets his opponent's last C/m proper stroke when the queen is on C/B, he loses the board by the number of his C/m lying on C/B along with the dots for the queen. If the opponent's score is 22 or more, he loses only by the number of C/m. b) If the player pockets the last C/m of his opponent's inappropriate blow when the queen is on C/B, he loses the board by the number of his C/m lying on the C/B along with the points for the queen. If the opponent scores 22 or more, he loses the Board only by the number of C/m. If required, the opponent gets one point in addition. a) If a player pockets his last C/m proper stroke leaving the queen at C/B, he loses the board by 3 points. If the opponent's score is 22 or more, he loses by one point. b) If a player pockets his last C/m inappropriate blow leaving the queen on C/B, he loses the board by 3 points. If the opponent's score is 22 or more, he loses by one point. If necessary, the opponent is awarded another point. a) If a player pockets his last C/m along with the striker leaving the queen on a C/B proper stroke, he loses the board by 3 points. If the opponent scores 22 or more points, he loses by one point. Another point for a pocket striker is awarded if the opponent demands it. b) If a player pockets his last C/m along with the striker leaving the queen on a C/B mis strike, he loses the board by 3 points. If the opponent scores 22 or more points, he loses by one point. If necessary, the opponent gets two additional points. a) If a player pockets the queen, his last C/m, his opponent's last C/m proper stroke along with the attacker, the player loses the board by 3 points. If an opponent's score is 22 or more, he or she must one point. Another point for a pocket striker is awarded if the opponent demands it. b) If the player pockets the queen, his last C/m, the last C/m of his opponent along with the attacker inappropriately hitting, the player loses the board by 3 points. If the opponent scores 22 or more points, he loses by one point. If necessary, the opponent gets two additional points. a) If a player pockets the last C/m of his and his opponent along with a striker proper stroke he loses the board by one point if the queen has been covered by it. b) If a player pockets the last C/m of his and his opponent's with an improper strike, he loses the Board by one point if the queen has been covered by it. a) If a player pockets his opponent's last C/m along with the attacker leaving the queen on a C/B proper stroke, he loses the board by the number of his C/m lying on the C/B plus the cost of the queen. If the score is 22 or more, he loses only by the number of C/m. Another point for the pocketed striker is awarded if required by the opponent. b) If a player pockets his opponent's last C/m along with the striker leaving the queen on a C/B mis strike, he loses the board by the number of his C/m lying on the C/B plus the cost of the queen. If the score is 22 or more, he loses only by the number of his C/m. If necessary, the opponent gets two additional points. a) If a player pockets the last C/m of his and his opponent along with a striker proper stroke, he loses the board by 3 points if the queen was covered by the opponent. If the opponent's score is 22 or more, he gets one point. Two additional points are awarded if the opponent demands it. If the queen dangerously rests in the mouth of her pocket and actually falls into her pocket for any reason, she is considered (properly) pocketed. The player must not use due and/or fine C/m to make a shot with the queen. If it is used, the judge asks him to correct the situation. The foul is declared in accordance with the laws. Stroke is taken only with the help of a striker. The striker must be delivered by the player and certified by the main referee/umpire before the game. Taking a stroke if the attacker Over C/B, the player's turn continues if he pockets his own C/m and/or queen in that kick. A modified new striker, duly approved by the chief referee/umpire, is allowed in the match after the work of the specific Board has been completed. However, if in the middle of the board, the attacker is damaged, it is allowed to change the same only after the completion of this particular stroke. (a) After the set, the C/B position should not be changed mid-match. b) However, the only right to make any changes after consideration, on appeal of any player, lies with Umpire. C/B, stand or table on which C/B is allocated for the match can be changed only after the board has finished. The only body to decide on the condition of the C/B, stand or table rests on the Umpire. Any damaged C/m, if it has been submitted for replacement, must be replaced by a judge in the original position of the damaged C/m as far as possible. (a) The countdown stops when there is an appeal to the Umpire player, during the game. The performance will not continue unless the judge orders 'Play'. b) The player who violates this loses the entire board with his C/m number lying on the C/B with the queen's dots, in accordance with the Laws, if it lies on C/B. a) The powder must be applied evenly, by the player having a turn, above the playing surface before the break. The use of powder should be neither excessive nor meagre. b) (c) The powder should not be applied or removed after the judge has declared Play. (ii) Any deliberate attempt to remove or wipe the powder from the playing surface is not permitted. (iii) Removing the powder from the playing surface by blowing, wiping or any other way is not allowed. For any violation as stated above in 122 (b) (i), (ii) and iii) a foul is declared against an intruder in accordance with the law. c) However, excess powder, if any, along the baselines and base circles of his hand, can be removed by the player during his turn of the game only with the help of a striker. d) The judge has the right to control the uniform use of the powder on the playing surface. 29 30 27 28 e) Judge must be requested to remove dust, insects, etc., from C/B during the game. A stroke is considered completed only after the attacker, C/m and/or the queen disturbed attacker comes to rest. The attacker is removed from the C/B immediately after the strike is completed. The judge can assist on request. a) As long as the player pockets his own C/m and/or queen, the amount of time begins as soon as the stroke is complete. b) However, in case of a stroke, when a player cannot pocket his C/m and/or queen, the countdown for the opponent begins only after the attacker has been removed from C/B. c) The player must not make a kick before When a player pockets his opponent's C/B or unknowingly, the referee must stop the player from playing further. b) If the referee or the opponent is undetected, the C/m is considered to be properly scored. The player's queue is lost as and when it is noticed. a) The player must not hit, press or disturb C/B intentionally or otherwise. If this is done, a foul is declared against the offending player, in accordance with the laws. b) However, if this is done by a player/s in such a way that the C/m permutation becomes impossible, he loses the entire C/m board lying on C/B with points for the queen in accordance with the Laws. (a) A stroke is considered to be done if the attacker slips, leaving any baseline or base circle, regardless of whether he has touched any C/m or not. (b) However, if Stryker slips and does not leave any baseline or base circle or moves any C/m, the impact is not considered to have been made. The player can learn the score from the referee only during his turn of the game. The player should not divert the enemy's attention by any action. (a) When hit, the attacker must touch both baselines. b) If the kick is made from the base circle, the attacker should completely cover the base circle, but not touch the arrow. In doubles, during the reign, partners are not allowed to talk or communicate with each other with gestures. Any violation in this regard is punishable by a foul in accordance with the law. Players should not talk to spectators during the game without the permission of the referee. The player must not hold any solid material (s), except for the striker in both hands during his turn. C/m and/or Ferry should not be moved or disturbed after the break, except for a stroke. If touched, moved or violated the same should be replaced in the original referee position as far as possible and a foul is declared against the offending player in accordance with the laws. The striker's run should not be tested on the playing surface during the reign. (a) The player must not keep his attacker in the frame or in the C/B pocket during the reign. b) However, the player is allowed to place the attacker and/or C/m on the C/B playing surface, next to his baselines only, when the Due and/or penalty C/m is placed. There should be a 10-minute interval between the second and third games. The player is allowed to skip the game and/or match at any stage. In the event of unforeseen circumstances beyond the judge's control, this particular Council should be replicated. If C/m is damaged by a stroke during The board, the position of most of the damaged C/m is considered for all purposes, and the judge's decision must be final. In the case of C/m lying on the baselines/basic circles, preventing the player from taking a turn for incredible space to accommodate his striker, that board should be reproduced. A player may lose the entire match for any act of indiscipline and/or any of the following: (a) leaves the match board area (3.05 metres) during the game without the permission of the referee. b) Does not comply with the deadline given for others in the decisive game during the match. (c) Refuses to comply with the judge's and/or chief arbitrator's decision. (d) conveys offensive remarks to the referee, the chief referee and/or the authorities before or during or immediately after the match. (e) Smokes or smells foul during play due to intoxicating drinks and/or is under the influence of drugs. (f) Plays with an uncertified striker. (g) Stops playing during the match, without the permission of the referee. (h) Disturbing and distracting the opponent during the game more than twice, despite the warning umpire. (i) Do not appear before the referee at his board match within 15 minutes of the match announced. The All protests are written in English addressed to the tournament secretary and must be presented through the chief referee/judge duly signed by the player/captain or team manager. An oral protest must be assigned to the judge immediately after the incident, along with the established fee for verification. No protest should be dealt with without paying a verification fee. A written protest must be submitted within 15 minutes of the completion of this particular Council. The protest is only a fact, as was the case, the decision of the Chief Justice/Judge and the point appealed by the aggrieved party. Protesting uncouth and offensive language should be simplistic and disciplinary action should be offered. Once a protest is filed, it cannot be withdrawn. Once the protest is recorded and handed over, the play must continue from where it left off. The result of the match will not be announced until the protest is considered. (a) If the protest is upheld, the match will continue from the very beginning of the particular council in which the protest was lodged and the control fee is returned. b) If the protest is cancelled, the result will be annulled and the verification fee cancelled. (c) The decision of the Championship/Tournament authorities must be communicated to the interested parties within one hour of the time of the protest. Filed. carrom board rules in marathi language. carrom board game rules in marathi language

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