



## REGOLE TORNEI DI CARROM ORGANIZZATI CON IL PATROCINIO DELLA FEDERAZIONE ITALIANA CARROM

### REGOLE DEL GIOCO

Si applicano le **Laws of Carrom as adopted by ECC** (in allegato - si può richiedere versione italiana). Le partite non sono arbitrate. E' quindi buona norma avvisare se si pensa che l'avversario sta commettendo fallo prima del tiro. Usare il buon senso. Dare sempre consigli ai principianti! Qualunque variazione al regolamento sopra sarà segnalato dagli organizzatori prima dell'inizio del torneo.

La suoneria dei cellulari deve essere SPENTA

Se richiesto dagli organizzatori andranno indossate le mascherine.

### CHI PUO' GIOCARE

Nei campionati nazionali validi per la classifica nazionale potranno partecipare tutti i giocatori residenti in Italia (precedenza a chi ha partecipato a campionati regionali) ma per la partecipazione a mondiali ed europei avranno la precedenza quelli con il passaporto italiano. In base alle regole europee e alla discrezione del comitato FIC si potranno assegnare "wild cards" a Under 18, femmine, top players o altre categorie.

I giocatori residenti fuori dall'Italia potranno giocare se l'organizzazione lo permette ma non verranno classificati.

Nei tornei OPEN tutti possono giocare a discrezione del club organizzatore.

### TESSERAMENTO

Per partecipare ai campionati Italiani, Europei o altri tornei organizzati dalla FIC o con patrocinio della FIC bisogna essere in regola con il pagamento della tessera annuale di EURO10. Tessera gratuita per Under 18. Lo statuto della Federazione Italiana Carrom può essere visionato sul sito ufficiale [www.carrromitaly.com](http://www.carrromitaly.com)

### ISCRIZIONI

Le richieste di iscrizione ai campionati Italiani e Europei devono essere fatte attraverso il sito [www.carrromitaly.com](http://www.carrromitaly.com). **E' importante controllare il sito per informazioni ufficiali.** I gruppi whatsapp sono utili ma non ufficiali.

### CONSIGLIATO L'USO DEL SOFTWARE SOL

Il software elaborato per il carrom da Lele Gaifas viene usato in tutta Europa e molte parti del mondo. Permette agli organizzatori di gestire facilmente tornei anche con centinaia di partecipanti. Il Sistema "Svizzero" usato in moltissimi sport elabora una classifica dal primo all'ultimo giocatore senza bisogno di sorteggi, finali etc. Le finali sono un optional e consigliate fra 1 e 2 posto.

Tutti i tornei giocati con questo software contribuiscono al rating e ranking individuale internazionale e nazionale. I tornei possono essere seguiti anche in diretta da qualunque parte del mondo. Per questo ogni torneo acquista importanza anche se è solo amichevole. Tutti i giocatori che iniziano a giocare devono rimanere per l'intero torneo se no rischiano di rovinare i risultati per gli altri. Nelle competizioni internazionali ci sono severe sanzioni per chi abbandona un torneo senza giustificazione.

E' importante studiare le regole di comportamento riguardo all'arbitraggio, falli etc e specialmente all'uso di SoL. Si ricorda che eventuali errori nell'inserimento del punteggio non si possono sempre correggere. E' la responsabilità del VINCITORE controllare la correttezza dei dati inseriti prima che venga generato il round successivo.

Tutti i giocatori che desiderano giocare devono aderire al "privacy statement" di SoL.

Il Software è libero e tutti gli iscritti alla federazione possono richiedere le credenziali per il login. Solo per l'inserimento di nuovi giocatori va richiesta l'autorizzazione a Elisa.



## Laws of Carrom for Self-Umpired Games As Adopted by ECC

### **A. Explanation of Terms**

I. Proper

shall mean in accordance with the Laws.

II. Improper

shall mean contrary to the Laws.

III. C/B

shall mean Carrom Board.

IV. C/m

shall mean Carromman / Carrommen or coins.

V. A Board

shall mean break to completion.

VI. Break

shall mean the first stroke of a board.

VII. Finish

shall mean the completion of the board.

VIII. Player

shall mean a Carrom player.

IX. Placing

shall mean placing the coins or Queen in a flat position within the Outer circle

X. Pocketing

shall mean putting C/m and or Queen in the pocket by a stroke.

XI. Push

shall mean a jerk or sudden motion of the elbow of the playing "hand" instead of striking the Striker with the tip of the finger.

XII. Queen

shall mean the red C/m.

XIII. Due

shall mean pocketing the Striker with or without C/m.

XIV. Penalty

shall mean punishment for infringement or violation of the Laws.

XV. Covering

shall mean pocketing one of his own C/m by a player in the same or immediate subsequent stroke, when or after the Queen is pocketed.

XVI Shot

shall mean a pair or cannon.

XVII. Pair

shall mean placing a C/m within the Outer Circle near another C/m and/or Queen in such a way the there is space and the existing C/m faces the general direction of a pocket.

XVIII. Cannon

shall mean placing a C/m within the Outer Circle near another C/m and/or Queen in such a way that there is no space and the existing C/m faces the general direction of a pocket.

XIX. Thumbing

shall mean taking a stroke with the thumb.

XX. Turn

shall mean the right to strike.

**XXI. Hand**

shall mean the portion of the playing hand from the fingers up to the wrist.

**XXII. Finger**

shall mean the portion of the nailside of a finger up to the second joint.

**XXIII. Imaginary lines**

shall mean the lines drawn in extension of the arrows between the Base Circles.

**XXIV. Stroke**

shall mean hitting the C/m by the Striker directly or indirectly.

**XXV. White Slam**

shall mean pocketing all nine white C/m and the Queen as per Laws in the first turn of play. It may also be called "Break to Finish".

**XXVI. Black Slam**

shall mean pocketing all the remaining black C/m with or without Queen as per Laws in the first turn of play.

**B. 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. If this happens the opponent may give a warning.
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. Use of any material to raise and/or adjust the height of the seat is permissible after the completion of the board only.
6. No part of the body, except the "hand" of the player shall go beyond the imaginary lines of the arrows.

**C. How to Strike¶**

7. The Striker shall be struck and not pushed.
8. The Stroke shall be made with the finger with or without support of other fingers.
9. Any hand may be used in play.
10. While taking the stroke, the "hand" may touch the playing surface.
11. The elbow of the playing "hand" shall not come within the playing surface nor shall extend beyond the 12. imaginary lines of the arrows.
13. The "hand" may, however, cross the arrow.
14. While making a stroke, taking support of the Stool or Chair, Stand or Table of the C/B and/or keeping the legs on the rim of the stand/table, by the player, is not permissible.
15. However, hands may rest on his body and legs, may rest on the rim of the stool or chair on which he sits.

**D. Toss**

16. There shall be a toss before commencement of each match. The toss shall be by calling the C/m. The player/pair winning the toss shall have the choice of side or the option to strike first.
17. If, however, break is chosen by the winner of the toss, the choice of side shall lie with the losers. This order of sitting shall continue throughout the match.

**E. Late Arrival or No Show**

18. It is the players' responsibility to check the rounds schedule. Player who does not arrive at his board after 6 minutes from announcement of "Start" loses the match 25-0. Players cannot agree to play their match anyway.

**F. Break**

19. Before the break, the player can use the brush to clean the board and C/m must be arranged in the proper manner within the Outer Circle. A player may use his fingers or striker to keep the C/m intact. Powder may be applied only by player whose turn it is to break.
20. The C/m should be arranged for the break with least possible loss of time after each board.

21. Break is taken by a player who has chosen to strike first.
22. The player who is to break shall have the white C/m during that board leaving the black C/m to his opponent. The Queen shall be the common C/m.
23. Break is considered to have been made if the Striker touches any of the C/m even slightly.
24. Break is not considered to have been made if no C/m is touched by the Striker in the usual run or jumping out. In that case, a maximum of two more chances shall be allowed.
25. If after permissible number of chances, no C/m is touched, the right to break shall be lost and the turn to play shall pass to the opponent who shall have black C/m for play but no re-arrangement of C/m already arranged, shall be permitted. The above condition will prevail till the break is effected.
26. If a player in his attempt to break, pockets his Striker without touching any of the C/m, he shall lose his turn. However, Due shall not be applicable.
27. The first break shall be taken only after the Umpire or Tournament Secretary calls "Play"/ "Start" and the stroke shall be made within 15 seconds of such call.

### **G. Turn of Play**

28. As long as a player pockets his own C/m and/or Queen his turn shall continue. Otherwise it shall pass on to the opponent.
29. Turns:  
Singles: the player who chooses to break the first board shall have the white C/m. The turn to break shall pass alternately during the game.  
Doubles: the turn passes on to the player sitting to the right hand side of the player who had his turn.
30. A player shall not take more than 15 seconds for making a stroke from the moment the C/m/Queen/Striker has come to rest and picked up by the opponent and/or after observing the time limit for placing the C/m and/or Queen and/or forgoing Due/penalty C/m, if any. If a player repeatedly takes longer to play the opponent can ask for use of timer. After 15 seconds player will lose his turn.
31. If a player attempts to play out of turn, the opponent shall stop him before he takes his stroke. If the above remains unnoticed the turn shall be allowed and the next turn shall be as per the Laws.

### **H. How to Score**

32. The player who completes pocketing all his C/m first wins the board.
33. The value/points are as follows  
Queen: 3 points up to and including 21 points.  
C/m: 1 point each.
34. The number of C/m of the opponent on the C/B shall be the points gained by that player in that board.
35. The player is entitled to be credited with the value of the Queen, only if he wins the board.
36. The player who loses the board is not credited with the value of the Queen, even if he has pocketed and covered the Queen.
37. The player loses the advantage of getting the credit of an additional 3 points for covering the Queen, once he has reached the score of 22 points.
38. The maximum number of points that can be scored in a board is 12 only. Any Due and/or penalty C/m shall automatically be written off.
39. A game shall be of 25 points or eight boards or time limit (50 +7 minutes). The player who reaches 25 points first or leads at the conclusion of the eighth board or after the bell has rung final call shall be the winner of the game.
40. Time: When the first bell rings players have an additional 7 minutes to finish the board and are not allowed to start another board. If however at the ring of the first bell the board is completed and they are about to start another board they must do so. They have 7 minutes to complete this board.
41. Play must stop upon ringing of the second bell. The difference in coins left on the board will be counted excluding the Queen.

### **I. Fouls**

42. The following violations committed by a player during his turn must be stopped by the opponent before a stroke is taken and no penalty is applied:  
Wrong position of striker (eg. not touching base lines) , playing out of turn, breaking out of turn, crossing imaginary lines with body....

43. The following violations shall entail one C/m of the offending player being brought out for placing by the opponent and the turn to play shall be lost:

Moving or touching a coin with the hand, phone ringing, putting powder on the board during play, moving or knocking against the carrom board, talking with partner in doubles during play, stopping the striker with the hand before it has finished moving...

#### **J. C/m Overboard**

44. If a C/m and/or Queen jump out of the playing surface, the jumped C/m and/or Queen shall be placed by either player in the Centre Circle, if space permits, covering it fully or the maximum portion of it that is available.

45. 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.

46. 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 manner described in the previous point.

47. If more than 2 C/m jump in the same stroke, the placing of the first 2 C/m shall be in accordance with previous points. The rest of the C/m shall be placed touching the first 2 C/m, as far as possible.

48. If C/m and/or Queen jump out and fall back on the playing surface, the C/m and/or Queen shall be placed in the Centre Circle as per the Laws. The position of the disturbed C/m shall not be touched.

49. 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.

#### **K. C/m Rolling and Overlapping**

50. If C/m and/or Queen stands up on its rim, it shall be allowed to remain as it is.

51. If two C/m and/or Queen overlap each other, they shall be left undisturbed.

52. If the Striker rests on C/m and/or Queen, the Striker shall be removed without disturbance to the C/m and/or Queen. If disturbed, the original position of the C/m and/or Queen shall be restored, as far as possible by player taking his turn.

53. 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 falls into the pocket, they shall be placed back in the original position.

54. If C/m and/or Queen rest on the Striker, the Striker shall be removed by lifting the C/m and/or Queen and replacing them, as far as possible, in the position where they would rest if the Striker was not there.

55. If a C/m resting periously at the mouth of the pocket and actually falls into the pocket for any reason, it shall be placed back in the original position.

#### **L. Dues and/or Penalties**

56. If in a 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".

57. If this happens before any of his C/m is pocketed the penalty Due shall remain outstanding and shall be taken out as soon as it is available.

58. If a player pockets the Striker with his own C/m, 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.

59. If a player pockets the Striker with the C/m of his opponent, the C/m shall be deemed to have been pocketed. The Due shall be taken out for placing and the player shall lose his turn.

60. If a player pockets the Striker with C/m of his own and of his opponent, 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.

61. Due C/m shall be taken out for placing immediately after being available, but only after the conclusion of the stroke, though it may be during the turn of the same player.

62. In Doubles the Due 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 the availability of C/m.

63. 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 C/m becomes available, the player himself shall take out the C/m for placing.

64. If Due 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.

65. In Doubles, however, if the eligibility to place the Due C/m has passed on to the partner, the partner alone shall have the right to take out and place the C/m.

66. If space is available for placing the Due 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.

67. If the space becomes available for placing the Due C/m during the turn of the player eligible to place, the placing shall be made immediately.

68. While placing the Due if a player places his own C/m by mistake, it has to be rectified, if pointed out by the opponent. If not play shall continue.

69. If more than one C/m are to be placed by a player as Due the C/m available shall be placed immediately and rest of the C/m have to be placed as soon as available.

70. 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.

71. While placing Due holding of any other C/m and/or Striker is not permitted.

72. While placing the Due the player should not move any other C/m and/or Queen. If it so happens, the same shall be replaced in the original position, as far as possible. A penalty shall be paid and the player shall lose his turn.

73. A player may choose to forego the Due and/or penalty C/m in toto only and not partially.

74. The time limit for placing Due and/or penalty C/m shall be 15 seconds like for a normal turn of Play

75. Due and/or penalty C/m cannot be set off against each other.

76. 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.

77. In Doubles, a player can ask his partner to take out of the pockets the penalty and/or Due C/m for him.

78. During the course of the board, if a player gets up and abandons his position, 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 22 or more, he shall lose the board by the number of C/m only.

#### **M. Queen**

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

80. The Queen shall be placed only in the Centre Circle. While placing so, if shot is automatically formed, it cannot be altered.

81. 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.

82. 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.

83. 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.

84. 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.

85. 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.

86. 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 player or the opponent, before the next stroke is made, the Queen shall be recorded as properly covered.

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

88. However, at the break and/or any subsequent stroke, when all 9 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.

89. If the Queen, C/m 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 the player shall continue his turn.

90. If the Queen and the Striker are pocketed together, the Queen shall be taken out for placing. An additional C/m shall be taken out and the player shall continue his turn.

91. 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 and the player shall lose his turn.

92. 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.
93. 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. If the score is 22 or more he shall win by 1 point.
94. If a player pockets the Queen along with his last C/m and the last C/m of the opponent, the player shall win the board by 3 points. If the score is 22 or more he shall win by 1 point.
95. 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. If the score is 22 or more he shall be awarded only 1 point.
96. If a player pockets the last C/m of the opponent when the Queen is still 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 22 or more he shall lose by the number of C/m only.
97. If a player pockets his last C/m leaving the Queen on the C/B, he shall lose the board by 3 points. If the opponent's score is 22 or more, he shall lose by 1 point.
98. 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. If the score of the opponent is 22 or more, he shall lose by 1 point. One additional point for the pocketed Striker shall be awarded to the opponent.
99. If a player pockets the Queen, this last C/m, the last C/m of his opponent together with the Striker the player shall lose the board by 3 points. If the score of the opponent is 22 or more, he shall lose by 1 point. One additional point for the pocketed Striker shall be awarded to the opponent.
100. If a player pockets the last C/m of his own and of his opponent with the Striker, 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 to the opponent.
101. 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 board plus the value of the Queen. If the score is 22 or more, he shall lose by the number of C/m only. One additional point for the pocketed Striker shall be awarded to opponent.
102. 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 been covered by the opponent. One additional point shall be given to the opponent for the striker.
103. If the Queen resting periously at the mouth of the pocket falls into the pocket for any reason, it shall be taken out and replaced where it was.
104. A player shall not utilise the Due and/or penalty C/m to make a shot with the Queen. If utilised, he shall be asked by the opponent to rectify.

## **0. GENERAL**

105. While taking a stroke if the Striker jumps from the board the turn will continue if player has pocketed.
106. Change of Striker is permitted at the end of the board only unless damaged.
107. Damaged C/m can be changed at the end of the board.
108. Powder shall be applied evenly only by the player having his turn, before the break.
109. The removal of powder by brush, blowing or other means except use of striker during Play is not permitted.
110. Removal of dust, insects etc from playing surface is permitted upon agreement with opponent.
111. A stroke is completed after coins and striker come to rest. Striker must not be stopped or picked up until it comes to rest.
112. A player shall not make a stroke before the opponent picks up the striker.
113. Players shall not hit, tap or disturb the C/B. If they do opponent must give a warning. Foul will be declared after 2 warnings.
114. If a player disturbs board in such a way that rearrangement of C/m is impossible he shall lose the board by number of his C/m or Queen lying on the board.
115. If during stroke the striker slips and does not leave the base lines and does not touch any coins the stroke shall not be considered as made and may be repeated.
116. A player shall not distract the opponent by any act.
117. While taking a stroke the striker must touch both base lines.

118. If the stroke is made from the Base Circle it must cover it entirely and not touch the arrow.
119. Doubles partners are not allowed to talk during Play.
120. Players are not allowed to talk to spectators.
121. The player shall not hold any object other than striker during his turn.
122. Run of striker must not be tested during the board.
123. The striker must not be kept on the frame. It may be placed on surface near base lines during placement of dues/penalties.
124. If players pass their turn 3 times consecutively Board shall be replayed.
125. In the event of C/m lying on the base lines preventing the player from taking a stroke for want of space, the board shall be replayed.

#### **P. LOSS OF ENTIRE MATCH**

124. A player may lose the entire match 25-0 for:  
Abandoning the game, failing to appear at match board after 6 minutes after Start is announced.

#### **Notes.**

Eurocup Finals shall be played with Umpire and Official Laws of Carrom applied

All players who start to play in a Swiss System Eurocup event must be aware that they have to play ALL matches. A player who interrupts his participation will distort results for all the others. Only for serious health or personal reasons can a player abandon a tournament half way through. Players not showing up for their games for no good reason are liable to disciplinary action from their federation or Eurocup Committee and may be suspended from playing in future Eurocup tournaments.

In Doubles, teams may be formed by players from different countries only after prior agreement with national federation and ECC. As a general rule players must find a partner from their own country when available.