

IUCAA Annual Sports Event 2025–2026

Carrom Tournament – Rules

The IUCAA Carrom Tournament will be conducted broadly in accordance with the **All India Carrom Federation (AICF)** rules. Certain adaptations have been made to suit the time constraints and structure of the IUCAA Annual Sports Event. These rules define the match format, scoring, time limits, tie-breaks, and expected player conduct.

1. Tournament Overview

Category: Singles

Tournament Structure

- Participants in each age bracket will be divided into two groups (Group A and Group B).
- If the number of participants in an age bracket exceeds 15, four groups will be formed.
- Participants will be divided into groups randomly, primarily using AI-based randomization.

Stages:

- Group Stage: Partial round-robin within each group
- Knockout Stage: Quarterfinal and or Semifinals followed by Final

2. Group Stage Format

- Partial round-robin within each group (not a full round-robin).
- Each player will play **two matches**.
- Each match consists of **two rounds** and must be completed on the same day within a total duration of **35 minutes**.
- The total time includes settlement or margin calculation.
- The winner of each round is awarded **one match point**.
- The winning margin will be recorded.
- If a player is absent or fails to report on time, the opponent will be awarded **two match points** and the margin will be recorded as zero.
- Thumb shots are not allowed during play.

3. Round Rules

- A round ends when a player pockets all assigned coins or when the time limit expires.

- The Queen may be pocketed only after pocketing at least one own coin.
- The Queen must be covered by pocketing another own coin in the same turn.
- If not covered, the Queen is returned to the centre of the board.
- A successfully covered Queen carries a value of **+5 margin points**.

Fouls include:

- Pocketing the striker or an opponent's coin
- Playing out of turn
- Illegal touching of coins or board
- Improper stance, scooping, or jumping shots
- Lifting both feet off the floor
- Releasing the striker outside the baseline
- Causing coins or striker to go out of the board

The standard penalty for a foul is the return of one coin to the board and loss of turn.

4. Time-Limit Decisions

- If time expires before a round is completed, the player with more pocketed coins wins the round.
- The winning margin is the difference in pocketed coins.
- If the Queen is covered, an additional **+5 margin** is added.

If both players have pocketed an equal number of coins:

- If the Queen is covered, the player who covered it wins with a margin of 5.
- If the Queen is not covered, the round is decided by sudden death.

5. Break and Striker Rules

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- A legal break must cause at least one coin to cross the baseline.
- In case of an illegal break, the referee may allow a re-break or award the break to the opponent.
- The striker must be released from within the baseline.
- Scooping, jumping, or curved shots are not permitted.
- At least one foot must remain in contact with the ground during the shot.
- In Round 1, the toss winner breaks.
- In Round 2, the loser of Round 1 takes the break.

6. Scoring and Group Stage Ranking

- Match results are decided by total match points from both rounds.
- Total winning margin is recorded for ranking purposes.
- Rankings are determined first by match points and then by total winning margin.

7. Tie-Break System

- If players are tied on match points, the higher total winning margin is considered.
- If a tie still remains, an additional playoff match may be scheduled.
- If required, a sudden-death round will be used as the final decision method.

8. Knockout Stage Format

Match Format: Best of 3 rounds, to be completed on the same day within **45 minutes**.

A. Two-Group Format (15 or fewer players)

Top two players from each group advance to the semifinals:

Semifinals

- SF1: Group A #1 vs Group B #2
- SF2: Group B #1 vs Group A #2

Final

- Winner SF1 vs Winner SF2

B. Four-Group Format (More than 15 players)

Top two players from each group advance to the quarterfinals:

Quarterfinals (Crossover Format)

- QF1: Group A #1 vs Group B #2
- QF2: Group B #1 vs Group A #2
- QF3: Group C #1 vs Group D #2
- QF4: Group D #1 vs Group C #2

Semifinals

- SF1: Winner QF1 vs Winner QF4
- SF2: Winner QF2 vs Winner QF3

Final

- Winner SF1 vs Winner SF2

9. Conduct and Fair Play

All players are expected to maintain fair play and sporting spirit throughout the tournament. Coaching or external assistance is prohibited. Mobile phones must remain silent during matches. Decisions of referees and organizers are final.

10. Special Cases

In any unusual, ambiguous, or unforeseen situation, the IUCAA Sports Organizing Committee reserves full authority to interpret the rules and make the final decision in accordance with AICF guidelines.

11. Coordinators

The match framework has been finalized during the scheduled coordinator meetings. The coordinators for Carrom are:

- Mr. Shankar Kurmi
- Mr. Harshad Sawant
- Mr. Sagar Shah

