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If you're looking for a fun and engaging board game to play with family and friends, look no further than carrom. This popular game originated in India and has since spread around the world, captivating players of all ages and backgrounds. But before you dive in, it's important to understand the basic rules and objectives of the game. To set up a
game of carrom, you'll need a square board with pockets in each corner, as well as a set of small playing pieces called carrom men and a striker. The objective of the game is to use the striker to hit the carrom men and a striker. The objective of the game is to use the striker to hit the carrom men and a striker. The objective of the game is to use the striker to hit the carrom men into the pockets, scoring points along the way. The player with the most points at the end of the game is the winner. To play carrom, each
player takes turns hitting the striker with their finger, aiming to hit the carrom men and pocket them. There are a variety of rules governing how the game is played, including restrictions on how the striker can be hit and how the carrom men can be moved. With practice, you can develop advanced techniques and strategies to improve your game and
outmaneuver your opponents. Basic Rules and Objectives Carrom is a popular board game that originated in India and is now played worldwide. The game is played by two or four players, who take turns to strike a set of carrom men (coins) using a striker, with the objective of pocketing all their own carrom men and the queen before their
opponent(s) do. Starting the Game To start the game, a coin is tossed to determine who goes first. In a two-player game, each player gets nine carrom men and goes first. In a two-player game, each player game, 
carrom man, is placed in the center of the board. Game Objective The objective of the game is to pocket all of your carrom men and the queen before your opponent(s) do. Players take turns to strike their carrom men with the striker, aiming to pocket them into any of the four corner pockets on the board. If a player pockets a carrom man, they get to
take another turn, and if they pocket the queen, they must cover it with one of their own carrom men. Scoring and Winning In carrom, points are awarded for pocketing carrom men and the queen. Each carrom men is worth one points, while the queen is worth three points. The player or team that scores 25 points first, or the most points in a
predetermined number of rounds, wins the game. To win a game of carrom, players must strategize and aim carefully to pocket their carrom men and the queen before their opponent's carrom men, and not pocketing the queen before
pocketing any of their own carrom men. Overall, carrom is an exciting and challenging game that requires skill, strategy, and precision. By following the basic rules and objectives, you can enjoy a fun and competitive game of carrom with your friends and family. Equipment and Setup Carrom is a popular tabletop game that requires a specific set of
equipment and a proper setup to play. In this section, we will discuss the different components needed for a standard carrom Board is 29 inches by 29
inches, with a playing surface of 28 inches by 28 inches. The board has four pockets located at each corner and a circle at the center. The carrom pieces are small, circular discs made of wood or plastic. There are nine black pieces, nine white pieces, and one red piece called the queen. The black and white pieces are arranged in a specific pattern on
the board, with the queen placed at the center of the circle. Striker and Shooting Techniques The striker is a circular disc made of wood or plastic, used to shoot the carrom pieces, including the queen, using the striker.
To shoot the pieces, place the striker on the baseline and flick it towards the pieces. There are different shooting techniques, such as the straight shot, bank shot involves hitting the pieces off the board's sides. The carom shot involves
hitting one piece into another to pocket both. In conclusion, the equipment and setup for a carrom game are straightforward. With a proper carrom board, pieces, and striker, anyone can play the game to the fullest. Rules of Play When playing
carrom, there are certain rules that must be followed to ensure fair play. Here are the basic rules that you need to know: Pocketing and Covering the Queen is a red-colored carrom piece that must be covered by a player before
they can start pocketing their own pieces. If a player pockets the Queen is returned to the center of the board and the player loses their turn. Fouls and Penalties. Here are some common fouls to watch out for: Pocketing your
opponent's piece: If you accidentally pocket your opponent's piece, you must return it to the board and lose your turn. Pocketing the striker, you must place it back on the board and lose your turn. Foul strike: If you fail to hit any carrom pieces or pocket the striker, you lose your turn. Covering the Queen before pocketing all
your pieces: If you cover the Queen before pocketing all your pieces as a penalty piece on the board. Your opponent can then place the striker anywhere on the board and take their turn. If your opponent pockets the penalty piece, they get
to keep it and you lose your turn. Carrom can be played as singles or doubles, with each player taking turns to strike the carrom pieces. The game continues until one player or team has pocketed all of their pieces and covered the Queen. The player or team with the most points at the end of the game is declared the winner. By following these rules,
you can enjoy a fair and enjoyable game of carrom with your friends and family. Advanced Techniques and Strategies Shooting Styles and Grips When it comes to carrom, the way you shoot can make all the difference. There are several shooting styles and grips that you can use to improve your game. One popular grip is the thumb and index finger
grip, where you use your thumb and index finger to hold the striker. This grip gives you more control over the striker and allows you to shoot with more force. However, it can be more
difficult to control the striker with this grip. In terms of shooting styles, there are two main styles: the straight shot is when you shoot the striker at an angle, so that it bounces off the board and hits the coin. To improve
your shooting, it's important to practice both styles and grips. Experiment with different grips and find the one that works best for you. Practice your straight and bank shots to improve your accuracy and power. Defensive and Offensive Play In carrom, there are two main strategies: defense and offense. Defense is when you focus on protecting your
own coins and preventing your opponent from scoring. Offense is when you focus on scoring points and trying to hit your opponent's coins. To play defensively, you should focus on blocking your opponent to hit your coins and score points. You
should also try to hit your opponent's coins out of the way, so they can't score. To play offensively, you should focus on hitting your opponent's coins at once, or to hit your opponent's coins at once
key to success in carrom is to find the right balance between offense and defense. Practice your shooting and experiment with different strategies to find what works best for you. With time and practice, you can become a skilled carrom player and dominate the board. Frequently Asked Questions What is the proper way to arrange carrom men on the
board at the start of the game? At the beginning of the game, you must arrange the carrom men in a specific manner. The queen must be placed in a circular pattern around the queen and the four center carrom men. How are
points calculated in a game of carrom? Points are calculated based on the number of carrom men you pocket during the game. Each carrom men you pocket the queen, you earn three points. The player with the highest number of points at the end of the game wins. What constitutes a foul in carrom?
A foul occurs when you fail to follow the rules of the game. Examples of fouls include pocketing the striker, pocketing the opponent's carrom men, and failing to hit any carrom men with the striker. If you commit a foul, your opponent earns a penalty point, and you must return one of your pocketed carrom men to the board. Can a player strike the
striker backwards, and what are the rules around it? Yes, you can strike the striker backwards and it goes into a pocket, you lose your turn. What are
the differences between standard and international carrom rules? Standard carrom rules are used in tournaments around the world. The main differences between the two sets of rules are in the scoring system and the rules for fouls. How many players can participate
in a carrom game, and what are the rules for team play? Carrom can be player sit opposite each other, and the order of players are divided into two teams of two players each. Players on the same team sit opposite each other, and the order of players are divided into two teams of two players each.
alternates between teams. The team with the highest number of points at the end of the game For other uses, see Carom (disambiguation). CarromGenresBoard gamePlayers flick discs, attempting to knock them to the corners
of the board. In South Asia, many clubs and cafes hold regular tournaments. Carrom is commonly played by families, including children, and at social functions. Different areas. The word carrom probably comes from carom, which means "to strike and rebound".[1] The game of carrom originated in India.[2] One
carrom board with its surface made of glass is still available in one of the palaces in Patiala, India. [3] State-level competitions were being held in the different states of India during the early part of the 20th century. Serious carrom tournaments may have begun in Sri Lanka in 1935; by 1958, both India and Sri Lanka had formed official federations of
carrom clubs, sponsoring tournaments and awarding prizes.[4] The International Carrom Federation[5][6] (ICF) was formed in 1988. In the same year the ICF officially codified the rules. The UKCF was formed in 1991 in London. The main work of
this organisation is to promote the game of Carrom throughout the UK and ensure the participation of UK players in all major international championships. The UKCF have hosted 3 Euro cups in England and have had fantastic success in the tournament with UK players. UKCF organised national championships and league tournaments throughout the
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game throughout Italy. The federation is supported by a large number of volunteers who regularly run events throughout Italy to teach and educate about the game. The Japan Carrom Federation was established in 1997. In 2001 they moved into their new headquarters in Tokyo from Hikone. Originally set up to allow players to compete in overseas
tournament but held their first national championship in 2004 and now hold tournaments, demonstrations and training camps across Japan. The board and pieces can be bought in Europe, North America or Australia and are usually imported from India. The most expensive boards are made to a high standard with high quality wood and decorations
between exactly 73.5 and 74 centimetres (28.9 and 29.1 in) along each side, that the edges be bounded by bumpers of wood, and the underside of each pocket be covered by a net capable of holding at least 10 carrom pieces.[14] Carrom men and one striker, arranged at the start of a game Carrom is played using small disks of wood or plastic known
as carrom men (sometimes abbreviated CM, c.m. c/m, etc.). These pieces, aside from the special queen, may also be known as seeds, coins, pawns (as in chess), or pucks. Carrom men are designed to slide when struck and are made with a smooth surface that slides easily when laid flat on the board. They are struck by a Striker of a standard
specification which is larger and heavier. Carrom follows similar "strike and pocket" games, like pool, with its use of rebounds, angles, and obstruction of opponent's carrom men, 9 black carrom men, 9 black carrom men and 1 red queen. ICF-approved pieces must have
a diameter of no more than 3.18 cm and no less than 3.02 cm. The pieces must be between 7 and 9 mm thick. The pieces must be between 5.0 and 5.5 g. Striker pieces are used to hit the carrom men and the queen across the board to the pockets. The carrom striker normally weighs 15 grams of size
4.1 cm diameter. The gueen The red disk is called the gueen; it is the most valuable piece. During board setup, it is placed at the centre of the gueen must be the same as those of other carron men. [15] The player must pocket
the queen and subsequently pocket a carrom man of the player's own colour. This is termed covering the queen, then the queen has to be placed in the centre of the board again. If the player fails to pocket a subsequent carrom man, the queen is
replaced at the centre of the board. If the player pockets their opponent's last carrom man before pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen is automatically covered, but it does not matter which went first. Fine-grained powder is used to the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man before pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker, the queen and a carrom man of the player pocket with one use of the striker.
on the board to enable the pieces to slide easier. Boric acid powder is the most commonly used for this purpose. [16][17] In the UK, many players use a version of anti-set-off spray powder from the printing industry [citation needed] which has specific electrostatic properties with particles of 50 micrometres in diameter. The powder is made from pure,
food-grade vegetable starch.[citation needed] Main article: International Carrom (also termed "The Laws of Carrom"). ICF acts as the governing body of carrom. The organisation also ranks players, sanctions tournaments and presents awards. ICF has many national affiliates such as the
All-India Carrom Federation, Australian Carrom man in one hand one white carrom man on the other hand. The players guess which colour
carrom men is being held in each hand. The winner of the toss at the opening break. The winner of the toss may not pass this decision to the other player. If the winner of the toss may not pass this decision to the other player. If the winner of the toss has the opening break.
the toss chooses to change sides then the loser must strike first. The player taking the first shot (or break) plays white carrom men. The opponent can choose to play any carrom man, Black or White in favour. Carrom being played in Tanzania A
successful pot entitles the player to shoot again. This means that, as in pool and snooker, it is possible for a player to pot all his/her pieces and cover the queen from the start of the game without the opponent being given the chance to shoot. Any player pocketing the queen is required to cover it immediately by pocketing one of their carron men on
the entitlement shot. If after potting the queen is returned to the queen must always be covered. Thumbing is allowed by International Carrom Federation which allows the player to shoot with any finger including the thumb (known
as "thumbing", "thumbshot", or "thumb hit"). Crossing the diagonal lines on the board by coming in touch with it, pocketing the striker is a foul. A player committing a foul must return one carrom man that was already pocketed. If a player
pockets his striker, he has to pay a penalty. This penalty is usually 10 points. Each team or player is assigned a colour and can only be pocketed if the player has already pocketed a carrom man but has not
opponent's carrom men left at the finish and three points for the queen if covered by the winner (if covered by the winner (if covered by the points). No more points are collected for the queen after your score reaches 21. A game consists of 25 points. When placing the striker on the board to shoot, it must touch both baselines, either covering the end
circle completely or not touching it at all. The striker may not touch the diagonal arrow line. Shooting styles can vary between players, but all shots must involve flicking the striker and not pushing it. While players may orient their bodies for aiming, they must remain seated for the shot. Carrom men can be struck directly only if they are not touching
the player's baseline or situated behind the baseline. According to the carrom man is behind the baseline, the player can directly hit the carrom man by the carrom man by the carrom man by the carrom man is behind the baseline. According to the new rule, if the carrom man is behind the baseline are not believed by the carrom man by th
penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker that piece is also removed. These pieces are returned to the board in the center circle. If the striker is sunk before any of a player's carron men, that player must later return a carron man after sinking to make up for the deficit. If while the queen and a
carrom man are sunk on the same shot, the queen is not considered covered regardless of the pieces land on end or are overlapping, they are left that way. If the center spot is partially covered when replacing the queen or a jumped piece, they are left that way. If the center spot is partially covered when replacing the queen or a jumped piece, they are left that way. If the center spot is partially covered when replacing the queen or a jumped piece, they are left that way. If the center spot is partially covered when replacing the queen or a jumped piece, they are left that way. If they are left that way. If the center spot is partially covered when replacing the queen or a jumped piece, they are left that way. If they are left that way is partially covered when replacing the queen or a jumped piece, they are left that way. If they are left that way is partially covered when replacing the queen or a jumped piece, they are left that way is partially covered when replacing the queen or a jumped piece, they are left that way is partially covered when replacing the queen or a jumped piece, they are left that way is partially covered when replacing the queen or a jumped piece, they are left that way is partially covered when replacing the piece is partially covered when replaced the piece is partially cove
piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot. One can touch any coin. However, if the player sinks an opponent's piece, that player loses a turn. If a player sinks an opponent's last
carrom piece they lose the board and three points are deducted from their score. If a player sinks their last piece before the queen, they lose the board, three points and one point for each of their opponent's pieces left. [18] If the striker does not leave both lines, the player has another chance. After three tries without leaving the lines the player loses left.
their turn.[18] These rules are mostly played in the UK, Sri Lanka, and India. This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. (October 2023) (Learn how and when to remove this message) Point carrom is a variant that is popular with
children or an odd number of players. Each player is allowed to pocket carrom men of either colour are assigned 1 points. The white gives 2 points. The player is allowed to pocket after the queen on the same or a
subsequent strike in the same turn. If the player fails to "cover" the queen in this fashion, the queen in this fashion, the queen in this fashion, the player with the highest points is declared the winner. If the scores are tied, a tie-breaker must be played. Players who
are tied select a colour and are only allowed to pocket carrom men of the other colour on the rebound. This section by adding citations to reliable sources. Unsourced material may be challenged and removed. (October 2023) (Learn how and when to remove this message) Family-point carrom
(also known as simple-point carrom) is an informal variant suitable for an odd number of players. Each player is allowed to pocket carrom men of any colour. Typically, a black carrom men of any colour.
same pocket on the same or subsequent strike in one's turn. With the points system, if one team/player gets queen points early in the game, the opponent still has a good chance to win by earning more points. This section does not cite any sources. Please help improve this section
by adding citations to reliable sources. Unsourced material may be challenged and removed. (October 2023) (Learn how and when to remove this message) The black carron men are worth 1, 5, or 10 points. As in the above two
variants, it must have a carrom man pocketed after it. To win, a player must receive all the carrom men in the center. The others must match this score in the center and the players play for the carrom men in the center. They
repeat this until one team or player has all the carrom men. This style of play is widely accepted in many areas of Bangladesh, India and Pakistan. Carrom boards with larger pockets are used by beginners for easier gameplay
On traditional carrom boards, the corner pockets are only slightly larger than the carrom men, but smaller than the striker. On boards with larger pockets, it is possible to pocket the striker, resulting in a "scratch shot" as in pool. This results in a "due". On a due, the player has to return one previously pocketed carrom man to the board. The
standardised association and federation size is a 74 × 74 cm[19] (29 × 29 inch) square playing surface with 5-10 cm (2-4 in) borders. Other play-area sizes are not used in tournaments and competitions. Main article: Pichenotte § Canadian-American carrom, played primarily in Canada and the northern United States, is a
variant developed around 1890 by Christian missionaries to Asia, who brought the game back with them. Concerned with young boys loitering around pool halls (where gambling was common), an American Sunday school teacher named Henry L. Haskell altered the game back with them. Concerned with young boys loitering around pool halls (where gambling was common), an American Sunday school teacher named Henry L. Haskell altered the game back with them.
reduced and the carrom men are smaller. Generally, instead of disks, carrom men (including the striker) are rings, originally of wood but today commercially made of light plastic. In addition, as an alternative to using the fingers to flick the striker, some of the American carrom boards use miniature cue sticks. American carrom boards also have
pockets built into the corners, rather than circular holes in the board, to make pocketing easier. While traditionally made boards vary widely, current commercially produced American carrom boards, by the Carrom Company of Michigan, are squares measuring 28 inches (71 cm) to a side, are printed with checkerboard and backgammon patterns
among others, and are sold with dice, skittles, etc. to allow other games to be played on the same board. These boards may also be printed on the reverse with the circular pattern for playing crokinole. Carrom was introduced to Japan in the early 20th century. Carrom became popular as tōkyūban (闘球盤, Japanese for 'pounding board', 'fight ball
board' or "throw ball board'), but fell in popularity in the Showa period. However, carrom became known as "Hikone carrom) in Hikone, Shiga. The Hikone carrom board has larger pockets (not unlike those of pichenotte), the discs are arranged in a ring (also like in Pichette), each player is given twelve discs instead of nine, and the
queen (known as the "jack") is pocketed last (similar to Eight-ball or Black ball). It is similar to Carrom played in South Asia, but coins are used rather than rocks. Since 2008 there is a Mexican variation called fichapool or colloquially, fichapúl (from Spanish ficha). The men (12 each side) as the strikers, are plastic rings. As the South African
 fingerboard, it has larger pockets.[citation needed] Bangladesh Carrom Federation was formed in 1990. The reason for Bangladesh's lack of success at the international level may be that the game is played at different levels at the roots level.[20] Several companies made copies of Haskell's carrom game board. The Transogram Company made a
version in the 1950s and called it Skooker.[21] Coleco made reproductions in the 1980s with names like "Carom-playing Games Board" with up to 202 derived replication games.[21] Some variants in the 1970s were called "101 Games Board" with up to 202 derived replication games.[21] Some variants in the 1980s with names like "Carom-playing Games Board" with up to 202 derived replication games.[21] Some variants in the 1970s were called "101 Games Board" with up to 202 derived replication games.[21] Some variants in the 1970s were called "101 Games Board" with up to 202 derived replication games.[21] Some variants in the 1980s with names like "Carom-playing Games Board" with up to 202 derived replication games.[21] Some variants in the 1970s were called "101 Games Board" with up to 202 derived replication games.[21] Some variants in the 1980s with names like "Carom-playing Games Board" with up to 202 derived replication games.[21] Some variants in the 1980s with names like "Carom-playing Games Board" with up to 202 derived replication games.[21] Some variants in the 1980s with names like "Carom-playing Games Board" with up to 202 derived replication games.[21] Some variants in the 1980s with names like "Carom-playing Games Board" with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derived replication games.[21] Some variants with up to 202 derive
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Ukraine Carrom Federation Carrom Korea — Korea Carrom Federation Carrom UK — UK Carrom Club Factory assembly steps of carroms games Retrieved from "Indian tabletop game For other uses, see Carom (disambiguation). CarromGenresBoard gamePlayers2-4 Tibetans playing carrom in Delhi Carrom is a tabletop game of Indian origin in
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from Hikone. Originally set up to allow players to compete in overseas tournament but held their first national championship in 2004 and now hold tournaments, demonstrations and training camps across Japan. The board and pieces can be bought in Europe, North America or Australia and are usually imported from India. The most expensive boards
are made to a high standard with high quality wood and decorations though cheaper boards are available. Some of the largest exporters of carrom boards are in India, e.g. Precise, Surco, Syndicate Sports and Paul Traders.[9][10][11][12][13] The game is usually played on a square board made of plywood, with a pocket in each corner. The
International Carrom Federation says that the edges be bounded by bumpers of wood, and the underside of each pocket be covered by a net capable of holding at least 10 carrom pieces. [14] Carrom men and one striker, arranged at
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board to the pockets. The carrom striker normally weighs 15 grams of size 4.1 cm diameter. The queen The red disk is called the queen; it is placed at the centre of the circle. In accordance with the ICF rules, pocketing the queen adds 3 points to the player's total score. The dimensions of the queen
must be the same as those of other carrom men. [15] The player must pocket after "pocketing" the queen, then the queen has to be placed in the centre of the
board again. If the player fails to pocket a subsequent carrom man, the queen is replaced at the centre of the board. If a player puts the queen and a carrom man of the player's own colour in the pocket with one use of the striker, the queen is
automatically covered, but it does not matter which went first. Fine-grained powder is used on the board to enable the pieces to slide easier. Boric acid powder from the printing industry[citation needed] which has specific
electrostatic properties with particles of 50 micrometres in diameter. The powder is made from pure, food-grade vegetable starch.[citation needed] Main article: International Carrom Federation The icrometres in diameter. The powder is made from pure, food-grade vegetable starch.[citation needed] Main article: International Carrom Federation The icrometres in diameter. The powder is made from pure, food-grade vegetable starch.[citation needed] Main article: International Carrom Federation The icrometres in diameter. The powder is made from pure, food-grade vegetable starch.[citation needed] Main article: International Carrom Federation The icrometres in diameter. The powder is made from pure, food-grade vegetable starch.[citation needed] Main article: International Carrom Federation The icrometres in diameter. The powder is made from pure, food-grade vegetable starch.[citation needed] Main article: International Carrom Federation The icrometres in diameter. The powder is made from pure, food-grade vegetable starch.[citation needed] Main article: International Carrom Federation The icrometres in diameter. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The icrometres is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure, food-grade vegetable starch. The powder is made from pure from 
ranks players, sanctions tournaments and presents awards. ICF has many national affiliates such as the All-India Carrom Federation, Australian Carrom Federation, and United States Carrow Federatio
carrom man in one hand and one white carrom man on the other hand. The players guess which colour carrom men is being held in each hand. The player who guesses correctly wins the toss strikes first, which is called the opening break. The winner of the toss strikes first, which is called the opening break. The winner of the toss strikes first, which is called the opening break.
opening break. The winner of the toss may not pass this decision to the other player loses the turn and their opponent can be opponent can be opponent plays black. If that player cannot score any points then that player loses the turn and their opponent can
choose to play any carrom man, Black or White in favour. Carrom being played in Tanzania A successful pot entitles the player to shoot again. This means that, as in pool and snooker, it is possible for a player to shoot. Any player
pocketing the queen is required to cover it immediately by pocketing one of their carrom men on the entitlement shot. If after potting the queen after the last piece since the queen must always be covered. Thumbing is allowed by International
Carrom Federation which allows the player to shoot with any finger including the thumb (known as "thumbing", "thumbshot", or "thumb hit"). Crossing the diagonal lines on the board by coming in touch with it, pocketing the striker is a foul. A player needs to ensure that his striking hand does not infringe/cross the diagonal lines aerially/physically. A
player committing a foul must return one carrom man that was already pocketed. If a player pocket that colour of carrom men. Pocketing the queen must be followed by pocketing another coin on the consecutive strike
The queen can only be pocketed if the player has already pocketed in the player has already pocketed in the same strike, irrespective
of the order they enter the pocket. The winner of a board collects one point for each of the opponent's carrom men left at the finish and three points for the queen after your score reaches 21. A game consists of 25 points. When
placing the striker on the board to shoot, it must touch both baselines, either covering the end circle completely or not touching it at all. The striker may not touch the diagonal arrow line. Shooting styles can vary between players, but all shots must involve flicking the striker and not pushing it. While players may orient their bodies for aiming, they
must remain seated for the shot. Carrom men can be struck directly only if they are not touching the player can directly nit the carrom man by the carrom men off any side of the
carrom board or any other carrom piece on the board but not directly. Sinking the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn. If a piece is pocketed in the same shot as the striker incurs a penalty of one piece and a loss of turn.
must later return a carrom man after sinking to make up for the deficit. If while the gueen and a carrom man are sunk on the same shot, the gueen is not considered covered regardless of the order that the pieces entered the pocket. If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that
way. If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player touches their last piece directly before the queen, penalty will be imposed. If a player
sinks an opponent's piece, that player loses a turn. If a player sinks an opponent's piece before the gueen, they lose the board and three points are deducted from their score. If a player sinks their last piece before the gueen, they lose the board and three points are deducted from their score. If a player sinks their last piece before the gueen, they lose the board and three points are deducted from their score. If a player sinks their last piece before the gueen, they lose the board and three points are deducted from their score.
player has another chance. After three tries without leaving the lines the player loses their turn. [18] These rules are mostly played in the UK, Sri Lanka, and India. This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. (October 2023) (Learn
how and when to remove this message) Point carrom is a variant that is popular with children or an odd number of players. Each player is allowed to pocket carrom men of either colour. Carrom men of either colour are assigned 1 points. The white gives 2 points. The white gives 2 points. The white gives 2 points. To get queen points, one needs to
put a carrom man of any colour in the same pocket after the queen on the same or a subsequent strike in the same turn. If the player fails to "cover" the queen in this fashion, the queen in this fashion, the queen in this fashion, the player with the highest points is
declared the winner. If the scores are tied, a tie-breaker must be played. Players who are tied select a colour and are only allowed to pocket carrom men of the other colour on the rebound. This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and
removed. (October 2023) (Learn how and when to remove this message) Family-point carrom (also known as simple-point carrom) is an informal variant suitable for an odd number of players. Each player is allowed to pocket carrom men of any colour. Typically, a black carrom man scores 10 points, and a white scores 20 points The queen scores 50
points. As in point carrom, the queen must be "covered" pocketing another carrom man in the same pocket on the same points early in the game, the opponent still has a good chance to win by earning more points. This style of play is widely accepted in many
areas of South-East Asia. This section does not cite any sources. Please help improve this message) The black carron men are worth 1, 5, or 10 point(s) and the white ones are worth 2, 10, or 20
points (depending on exact game variant). The queen is assigned 5 or 50 points. As in the above two variants, it must have a carrom man pocketed after it. To win, a player must receive all the irram men on the board. [clarification needed] After the first round, the player or team with the lowest score puts all their carrom men in the center. The
others must match this score in the center and the players play for the carrom men in the center. They repeat this until one team or player has all the carrom men. This style of play is widely accepted in many areas of Bangladesh, India and Pakistan. Carrom boards are available in various board sizes and corner-pocket sizes. There are smaller boards
and boards with larger pockets. Boards with larger pockets are used by beginners for easier gameplay. On traditional carrom men, but smaller than the striker, resulting in a "scratch shot" as in pool. This results in a
"due". On a due, the player has to return one previously pocketed carrom man to the board. The standardised association and federation size is a 74 × 74 cm[19] (29 × 29 inch) square playing surface with 5-10 cm (2-4 in) borders. Other play-area sizes are not used in tournaments and competitions. Main article: Pichenotte § Canadian-American
carrom North American carrom, played primarily in Canada and the northern United States, is a variant developed around 1890 by Christian missionaries to Asia, who brought the game back with them. Concerned with young boys loitering around pool halls (where gambling was common), an American Sunday school teacher named Henry L. Haskell
altered the game for Western tastes. Much of the game is the same, but the striker's weight is reduced and the carrom men (including the striker) are rings, originally of wood but today commercially made of light plastic. In addition, as an alternative to using the fingers to flick the striker, some of
the American carrom boards use miniature cue sticks. American carrom boards also have pockets built into the corners, rather than circular holes in the board, to make pocketing easier. While traditionally made boards vary widely, current commercially produced American carrom boards, by the Carrom Company of Michigan, are squares measuring
28 inches (71 cm) to a side, are printed with checkerboard and backgammon patterns, among others, and are sold with dice, skittles, etc. to allow other games to be played on the same board. These boards may also be printed on the reverse with the circular pattern for playing crokinole. Carrom was introduced to Japan in the early 20th century.
Carrom became popular as tōkyūban (闘球盤, Japanese for 'pounding board', 'fight ball board'), but fell in popularity in the Shōwa period. However, carrom became known as "Hikone carrom" in Hikone carrom board has larger pockets (not unlike those of pichenotte), the discs are arranged in
a ring (also like in Pichette), each player is given twelve discs instead of nine, and the queen (known as the "jack") is pocketed last (similar to Eight-ball or Black ball). It is similar to Carrom played in South Asia, but coins are used rather than rocks. Since 2008 there is a Mexican variation called fichapool or colloquially, fichapúl (from Spanish ficha).
The men (12 each side) as the strikers, are plastic rings. As the South African fingerboard, it has larger pockets.[citation needed] Bangladesh's lack of success at the international level may be that the game is played at different levels at the roots level.[20] Several companies made
copies of Haskell's carrom game board. The Transogram Company made a version in the 1950s and called it Skooker. [21] Coleco made reproductions in the 1970s were called "101 Games Board" and "Carom-playing 166 Games Board" and "Carom-playing Games Board" and "Carom-playing 166 Games Board" and "Carom-playing Games Bo
Board".[21] An ice-box manufacturer made "Combinola" and "Crokinola" variants.[21] Films depicting Carrom include the 2003 Hindi film Munna Bhai M.B.B.S, the 2010 Hindi film Munna Bhai M.B.B.S, the 2010 Hindi film Munna Bhai M.B.B.S, the 2010 Hindi film Striker and the 2018 Tamil film Vada Chennai. Games similar to carrom include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, Chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, crokinole, chapayev, novuss and button football. ^ "Definition of Include pichenotte, pitchnut, chapayev, novuss and pitchnut, chapayev, novuss an
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Maharajas were playing this game in their palaces. One Carrom Board with its surface made of glass is still available in one of the palaces in Patiala. It became very popular among the masses particularly after the 1st World War. State level competitions were being held in different States of India during early part of the nineteenth century. Once
treated to be a pastime game, carom is now being played by about 20 million people in India alone. It is widely played in the Indian sub-continent. Like Badminton, Polo and Hockey, little known in the West earlier, carrom is now poised to have massive presence in the West. It is increasingly becoming popular all over the world and is played in about
50 countries. At international level this game is controlled and supervised by the International Carrom at Antarctica. A record created by USA players in carrom has been included in the Guineas Book of Records. International carrom players were
honoured in the Palace of Westminister, House of Commons, U.K. Indian world champions were honoured by Her Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Member of Parliament, His Excellency, President of Republic of Maldives, Mr. Jai Parkash Agarwal, Maldives, Mr. Jai Parkash Agarwal, Maldives, Mr. Jai Parkash Agarwal, Mr. Jai Parkash Agarw
Maumoon Abul Gayoom is the Patron-in-Chief of the Asian Carrom players, A. Maria Irudayam, was conferred with most prestigious India, Mr. K.R. Narayanan. Carrom is one of the most popular indoor games in India. Once treated
a pastime game limited to children and ladies, it is now played at competitive level in an organized manner. It is a scientific game and is based on physics and geometry. It requires thorough knowledge of angles, deftness of touch, keen sight and superlative control of nerves besides mental and physical fitness. It also requires skill and deep
concentration. The All India Carrom Federation controls this game in India. Forty-seven affiliated units (30 State Associations and 17 Institutions) are supervising carrom activities in India through hundreds of District Associations and 17 Institutions.
hundreds of other tournaments. The Government of India and State Government of India is releasing grant-in-aid for national carrom championships. Different State Sports Councils are also extending financial help to the State Associations for different carrom
activities. In 1991, the Government of India included the game of carrom in its list for the purpose of recruitment under sports quota in Government offices, organizations. Hence, carrom players are getting scholarships from Sports Authority of
India. This game is also recognized by few State Governments for admissions under sports in different degree courses including medicines and engineering. The School Games Federation of India recognized it in 1996. The Indian Olympic Association has also recognized this game.
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