

भारतीय मानक ब्यूरो
(सतर्कता विभाग)

हमारा संदर्भ: सतर्कता/45/6/2023-24

16 अक्टूबर 2023

विषय: : **Guidelines for Carrom Tournament (Women) - Observance of Vigilance Awareness Week, 2023**

उपरोक्त विषय पर दिनांक 16 अक्टूबर 2023 का एक परिपत्र आवश्यक कार्रवाई के लिए संलग्न है।

संलग्न: यथोपरी

(अनिल कापड़ी)
वैज्ञानिक-डी/ संयुक्त निदेशक (सतर्कता)

Circulated to all employees posted at BIS HQ

**BUREAU OF INDIAN STANDARDS
(Vigilance Department)**

Our Ref: Vig/45/6/2023-24/TT

16.10.2023

Subject: Guidelines for Carrom Tournament (Women) - Observance of Vigilance Awareness Week, 2023

As part of observance of Vigilance Awareness Week, 2023, Carrom tournament (Women) is being organized by Vigilance Department for all the female employees & contractual staff of BIS HQ.

Steps to register for the tournament:

1. BIS female employees posted at BIS HQ who are interested in participating in the tournament may register themselves for the tournament by providing the following details:

- a. Name & Designation
- b. Department
- c. Employee ID
- d. Contact number

2. **Link for registration** <https://forms.gle/px11NefsJVbDY5Np7>

3. Last date for registration is **25 October 2023**.

I. Basic rules

- i. The player that selects white colour will be allowed to break.
- ii. For the very first turn, the player is allowed three attempts to "break" i.e. disturb the central group of counters.
- iii. It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
- iv. If the striker pockets the Queen and/or one or more pieces of her own colour, the player retrieves the striker and takes another strike.
- v. If the player pockets no pieces or commits a foul, the turn finishes.
- vi. Pieces returned to the centre can be placed on top of other pieces within the main circle.
- vii. If pieces come to rest standing on their edge or overlapping another piece, they are left as they are until moved again in the normal course of play.
- viii. If the striker comes to rest under another piece, the striker should be removed with as little disturbance to the covering piece as possible.
- ix. The selected colour for the player will switch each round of a match (3 rounds max in a match).

II. Striking

- i. For each strike, the player must position the striker within the baseline OR on one of the two circles at either end of the baseline.
- ii. A striker within the baseline must touch both the front line and the rear line.
- iii. The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
- iv. The player must flick the striker with one finger so that it crosses the front baseline - it is not permitted to flick backwards or horizontally.
- v. A piece that is on or behind the front baseline must not be struck by the striker until the striker has crossed the front baseline.
- vi. In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

III. Covering the Queen

- i. A player may only pocket and cover the Queen if that player has already pocketed at least one piece of that player's colour.
- ii. Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the centre at the end of the turn.
- iii. If a player pockets the Queen and one of her own pieces in the same turn, this counts and that player has covered the Queen. Such a player must have already pocketed at least one piece in order to cover the Queen as per normal.
- iv. When a player pockets the Queen but does not cover it, the Queen is returned as near as possible to the centre circle by the opponent.

IV. Fouls

- i. When a player commits a foul, the turn comes to an end immediately and a penalty is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle. Any other pieces requiring to be returned to the board are also placed within the main circle by the opponent. It is normal for pieces to be positioned in order to confer an advantage for the opponent.
- ii. A foul is recorded in the following situations:
 - a. The striker is pocketed.
 - b. The striker or any other piece leaves the board.
 - c. A player pockets an opponent's piece. If the Queen was also pocketed, it is returned to the centre by the opponent together with the penalty piece. Any other pieces pocketed in the same strike remain pocketed.
 - d. A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the centre in addition to the penalty piece.
 - e. A player pockets the final piece before the Queen has been covered. In this case both the pocketed piece and a penalty piece are returned to the centre.
 - f. A player contravenes the rules for striking.
 - g. A player touches any piece in play, other than the striker.
 - h. The first player to strike fails to break the counters in three attempts.

- iii. Where a penalty is incurred but no pocketed pieces exist to return, the penalty is "owed" until a piece becomes available. If a penalty is owed, when a piece becomes available due to being pocketed, the piece is returned to the centre by the opponent at the end of the turn. Should the opponent forget to do this before the start of the next turn, any owed penalties are lost.

V. Scoring

- i. At the end of the game the winner scores 1 point for each opponent's piece left on the board. If the winner also covered the Queen, a bonus 5 points are scored (No point for capturing the queen by non-winner).
- ii. Each match will have three round. The player to obtain 15 points first will be the winner for the match. If no player reaches 15 points by the end of the three rounds, then the player with the higher point will be winner. In case of draw additional rounds may be played.

VI. Decisions of the referee of the match shall be final in all cases.

**(JS Kavın Keerthy Vinayagam)
Scientist-C/ Deputy Director (Vigilance)**

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