

CARROM

- **Pocket all coins of your chosen color (white or black)**
- **Player must also cover the Queen after pocketing their coins**
- A toss or coin flip determines who plays first
- The first player can choose white or black coins
- Players take alternate turns
- You must hit the striker from within the baseline (two arrows on your side)
- You can hit any of your assigned coins (white/black)
- The Queen can be pocketed only after pocketing at least one of your coins
- Must be covered by pocketing another coin on the very next turn
- If not covered, the Queen is returned to the center
- Fouls (Penalty = 1 coin returned to center) : Pocketing the striker / Pocketing opponent's coin / Pocketing the Queen but failing to cover it / Jumping striker off the board / Touching coins or board illegally
- **No Argument with the REFEREE, if it is followed then that Player will be DISQUALIFIED from the Tournament.**