

HAH CHAMPIONSHIP

SEASON 9

UNLEASH YOUR PASSION



CARROM

Official Rulebook & Tournament Guidelines

City Rounds ▶ Zonal Championship ▶ **National Finals — Mumbai**



Prepared & Managed by **SPORTSBOX**

Championship Management Partner • www.sportsbox.co.in

READ THIS FIRST — HOW POINTS WORK IN THIS GAME

Before the rules, understand what every Carrom player is playing for. HAH Season 9 runs on **THREE kinds of points** — every point is recorded against the player's HC9 ID and shows on their Player Report Card on the championship website.

#	Points Type	How You Earn It	Points
1	Skill Points — Badminton	Win this game — the category winner earns the full skill score; runners-up and semi-finalists earn scaled points down the bracket Points Awarded to City / Zone Leader	90 points
2	Winning Points	Finish in the Top 4 of this game — fixed points by final position (see the breakup below) Points Awarded to Player	50 / 30 / 20 / 10

Winning Points — position-wise breakup (same in every game):

Final Position	Winner (1st)	Runner-Up (2nd)	3rd Place	4th Place
Winning Points	50	30	20	10

Why Winning Points matter: Winning Points from every game are added up into the player's TOTAL score. This total is counted at the City level and the National level only — and it decides the Best Male Athlete and Best Female Athlete of the championship. The more games you play and win, the higher your total climbs. Play more games, win more points, take the athlete title.

Example: a woman who registers for Carrom (200 participation), wins her category (80 skill points) and finishes 1st (50 winning points) earns 330 points from this one game alone.

This 3-point system is identical across all Season 9 games. City Leaders and Zone Leaders additionally earn credits for every registration they drive. Point values are subject to final approval by the HAH Organizing Committee.

ABOUT THIS TOURNAMENT

Carrom is the classic desi board game of HAH Championship Season 9 — flick, strike and pocket your way to glory in every city across the country. The tournament runs on a **knockout basis** in four categories — Men's Singles, Women's Singles, Men's Doubles and Women's Doubles — with fast 15-minute matches where the player or team that wins the most completed boards takes the match. City winners and runners-up advance to the **Zonal Championship**, and zone champions battle at the **National Finals in Mumbai**. Every match follows the same rules in every city — one rulebook, one standard, everywhere. SportsBox provides the draws, fixtures, scoring formats and live results; boards, strikers, coins and carrom powder are provided at the venue; players bring nothing but a steady hand.

1. Categories

The tournament will be conducted in the following categories:

- Men's Singles
- Women's Singles
- Men's Doubles

- Women's Doubles

2. Player Eligibility

- A player may participate in one Singles category and one Doubles category only.
- A player cannot register with more than one doubles partner.
- Once a doubles pair is registered, the partnership cannot be changed during the tournament.

Duplicate or false entries in any category will result in:

- Immediate disqualification from the tournament.
- Permanent ban from all future SPORTSBOX Championship events.

3. Tournament Format

- The tournament will be conducted on a Knockout Basis in all four categories.
- Each match shall have a maximum duration of 15 minutes.
- The objective is to win the maximum number of completed boards within the allotted time.
- The player/team winning the greater number of completed boards shall be declared the winner.

NOTE: The Organizing Committee reserves the right to modify the match duration, scoring system, number of boards, or tournament format depending on the number of entries received.

4. Direct Qualification

- If only one valid entry is received in any category, or a player/team has no opponent in the Final due to insufficient participation, the player/team shall be declared the winner of that category.
- The player/team will directly qualify for the Zonal/National Championship, subject to tournament eligibility.

5. Reporting Time

- Players must report at least 15 minutes before their scheduled match.
- A maximum waiting period of 10 minutes from the scheduled match time will be allowed.
- Failure to report within the permitted time may result in a Walkover.

6. Board Setup & Seating

Each board shall consist of:

Item	Quantity
White Coins	9

Item	Quantity
Black Coins	9
Red Queen	1
Standard Striker	1

Seating

- **Singles:** the two opponents sit directly opposite each other.
- **Doubles:** partners sit opposite each other, so the four players alternate around the board (Team A – Team B – Team A – Team B).
- Seating positions cannot be changed once the match has started.

Toss

A coin toss will determine:

- The player/team to strike first, or
- Choice of coin colour (White or Black).

The opposing player/team will receive the remaining choice.

7. Objective of the Game

- Players/teams shall pocket only their allotted coloured coins.
- The objective is to complete and win the highest number of boards within the allotted match time.
- If time expires while a board is still in progress, that board shall not be counted unless it has been completed.

8. Playing the Game

Singles

- Each turn consists of one legal strike.
- A player continues their turn as long as they successfully pocket one of their own coins without committing a foul.
- If no coin is pocketed or a foul is committed, the turn passes to the opponent.

Doubles

- The same striking rules apply, with the turn passing around the board so that the two teams strike alternately and, within a team, both partners strike in rotation.
- Partners may not swap or give away their turn — every player must take their own strike.
- Partners must not touch, adjust or guide the striker for each other, and must not coach or signal while a strike is being taken.

9. Queen Rule

- The Queen may be pocketed at any stage of the game.
- A player/team must cover the Queen by pocketing one of their own coins in the same turn or immediately on their next eligible turn, as per standard carrom rules.
- If the Queen is not successfully covered, it shall be returned to the centre of the board.

10. Winning a Board

A board is won when a player/team:

- Pockets all of their allotted coins, and
- Successfully covers the Queen.

The winner shall be awarded one board win.

NOTE: *Championship points: the winner of each category earns the Carrom Skill Score (80 points) for their city and personal tally — see the points panel at the start of this rulebook.*

11. Fouls & Penalties

A foul shall occur if:

- The striker is pocketed.
- An opponent's coin is pocketed illegally.
- The striker or any coin leaves the playing board.
- A player commits an illegal strike.
- A player touches or moves the coins by hand during play without permission.
- In doubles — a partner touches the striker or coins, or strikes out of turn.

Penalty

- One previously pocketed coin (if available) shall be returned to the board.
- If no pocketed coin is available, the penalty shall be adjusted as per the Tournament Official's decision.

12. Turn Rotation

- In Singles, turns alternate between the two players.
- In Doubles, turns rotate between the two teams so that all four players strike in a fixed order throughout the board.
- After a foul, the turn immediately passes to the opponent unless otherwise decided under standard carrom rules.

13. Tie Situation

- If both players/teams win the same number of completed boards within the allotted match time, the match shall be declared a draw.
- If the tournament format requires a winner (such as Knockout rounds), the Organizing Committee may conduct:
 - One Sudden-Death Board, or
 - Any other tie-break format announced before the match.

14. Equipment

- Standard tournament-size Carrom Boards, Strikers, and Coins will be provided by the organizers.
- Players may use personal strikers only if approved by the Tournament Committee.
- Carrom powder shall be provided by the organizers.

15. Player Conduct

All participants are expected to:

- Maintain good sportsmanship throughout the tournament.
- Respect opponents, officials, volunteers, and organizers.
- Avoid unnecessary delays during matches.
- Refrain from distracting opponents or interfering with play.
- Follow all instructions issued by the Tournament Committee.

Any player found guilty of misconduct may face:

- Warning
- Board Forfeit
- Match Forfeit
- Disqualification from the tournament
- Suspension from future SPORTSBOX events (for serious misconduct)

16. Tournament Committee

- The Tournament Coordinator's decision shall be final and binding on all matters related to the tournament.
- The Organizing Committee reserves the right to amend or modify the tournament format, match duration, scoring system, board limits, or any other rules whenever necessary for the smooth conduct of the event.
- Any situation not covered in these rules shall be decided by the Tournament Committee, whose decision shall be final.

PLAY HARD. PLAY FAIR. UNLEASH YOUR PASSION.

For queries contact your City Coordinator or SportsBox • sportsboxind@gmail.com