



IIHS
GHAZIABAD

Indirapuram
INSTITUTE OF HIGHER STUDIES
(An Institution Promoted by Tapindu Educational Society)
(Affiliated to CCS University, Meerut)

DIKSHA UTSAV – 2025

Sports (Carrom & Ludo) Competition

Entries Closing Date: 19th August 2025

Competition Date: 22nd August 2025

Venue: IIHS Campus

Timing: 10:00 AM – 12:00 PM

Venue: Ground Floor, IIHS Campus

Eligibility:

Open to all students from BBA, BCA, B.Com, and BAJMC courses.

Rules & Regulations Carrom

Basic Rules:

- **Setup:**
Carrom men are arranged in a circle in the center of the board, with the queen placed in the middle of that circle.
- **Striker Placement:**
Players must place the striker within their baseline and may only strike forward, not backward or sideways.
- **Flicking:**
The striker must be flicked with one finger and must cross the front baseline.
- **Fouls:**
Fouls include pocketing the striker, pocketing the queen before any other carrom men, or pocketing the last carrom man before the queen.
- **Penalties:**
For fouls, the player may have to return one of their pocketed carrom coin (10 Marks) to the board.
- **Queen:**
The queen can be pocketed at any point after the first carrom man is pocketed, but it must be covered by pocketing another carrom man in the same turn or the queen is returned to the center.
- **Winning:**
The first player to pocket all their carrom coin and the queen along with cover wins the game.

Additional Rules and Regulations:

- **Time Limits:** 30 Minutes per game & 5 seconds per strike.
- **Striker Placement:** The striker must touch both base lines when placed on the baseline, or completely cover the base circle when placed within it.
- **Body Positioning:** No part of the body, except the hand, should cross the diagonal lines marking the baseline area.
- **Distracting Opponents:** Distracting the opponent during their turn is not permitted.

Scoring:

- Each carrom man (black or white) is worth a certain number of points (e.g., black = 10 points, white = 20 points).
- The queen is worth a higher number of points (e.g., 50 points).
- The player who pockets the queen and covers it with maximum carrom points wins the game.
- Making fun, mocking, or casual use is not allowed.

Rules & Regulations Ludo

Getting Started:

- Each player chooses a color and places their four tokens in their corresponding starting area.
- Players take turns rolling the die, and the highest roller goes first.
- Turns proceed in a clockwise direction.

Moving Tokens:

- To move a token out of the starting area, a player must roll a 6.
- Once a token is out, each roll of the die determines how many squares the token can move forward.
- Players can choose which token to move based on the die roll.
- A roll of 6 also grants the player an additional turn.

Capturing Opponent's Tokens:

- If a player's token lands on a square occupied by an opponent's token, the opponent's token is sent back to its starting area.
- This also gives the capturing player an additional turn.

Reaching Home:

- To move a token into the home column, a player must roll the exact number needed to land on the final square.
- The first player to move all four tokens into their home column wins.

Other Rules:

- Rolling three consecutive sixes may result in losing a turn.
- Safe squares, often in front of starting areas, protect tokens from being captured.