



AGES
8+

- No of players** : 2 Players/Teams
Contents : • Gilli (shorter piece) – 1 No.
• Danda (longer piece) – 1 No.

Game Setup:

This can be played as a team sport or as an individual sport.

A circle of around 20 feet diameter is drawn on the ground and an oval-shaped hole is dug at the centre of the circle. The size of the oval shaped hole should be just big enough to accommodate the Gilli when placed across the hole.

Objective: The game is played in two innings. An inning will consist of two turns, one striking and one fielding. The objective of the game is to score as many points as possible against the opponent.

Game Rules:

1. Form two teams with equal number of players in each team. One team will be the striker team and the other will be the fielder team.
2. Toss a coin (not provided) to decide which team becomes the strikers and which team becomes the fielders.
3. The fielding team will take their positions across the field.
4. The opening player of the strikers places the Gilli across the oval-shaped hole.
5. The striker uses the Danda to lob the Gilli up in the air and places the Danda across the hole.
6. One of the following outcomes can happen:
 - a) If a fielder catches the Gilli, the striker is ousted from the innings.
 - b) If the Gilli falls safely onto the ground, a fielder throws the Gilli from the point of its landing, with an aim to hit the Danda that is placed across the oval shaped hole. If the Gilli hits the Danda, the striker is out from the innings. However, if the fielder fails to hit the Danda with the Gilli, the striker has to lob the Gilli (the Striker has to tap the tapered end of Gilli with the Danda, and quickly strike it) far using the Danda. If the striker misses hitting the Gilli at all in three successive attempts, the striker is ousted from the innings.
 - c) If a fielder catches the Gilli that was hit away also, the striker is ousted from the innings.
7. After three attempts, the distance from the Gilli to the centre of the oval hole is measured using the Danda. One length of the Danda is counted as one point. The striker scores as many points as the number of measures of the Danda it takes to cover the distance from the Gilli to the oval hole.

Note: The points are doubled for the total distance if the striker succeeds in hitting the Gilli in at least two successive attempts. The first innings continues till all strikers get ousted by any of the possibilities explained above. The strikers and the fielders swap roles to start the second innings. The fielders now become the strikers and chase the score. The score of a team is the sum total of the points scored by all the players of the team.

WINNER: The team that scores more points wins at the end of the second innings. Every team player tries to hit the Gilli as far as he can to earn more points in an innings.

Warning: Parent/Adult supervision is required while playing.

Caution:

1. Be sure to guard your face/eyes while playing. The Gilli hitting you when it is struck with the Danda, can cause injury.
2. Avoid playing near glass windows or parked vehicles. If the Gilli strikes, it can crack the window/windshield.