

TM NO. 3006926

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REGISTRATION. NO. 323

GILLI DANDA INTERNATIONAL FEDERATION



RULES BOOK

GILLI DANDA INTERNATIONAL FEDERATION- GDIF

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INTRODUCTION

Gilli Danda is an amateur sport, popular among rural youth in Indian subcontinent. It is called dānggűli in Bangla, chinni-dandu in Kannada, kuttiyum kolum in Malayalam, viti-dandu in Marathi, kitti-pullu in Tamil, gooti-billa in Telugu, and Lappa-Duggi أليا ألكى in Pashto. This sport is generally played in the rural and small towns of the Indian subcontinent. It is widely played in Punjab and rural areas of the North-West Frontier Province and Sindh (Pakistan) and Sultanpur district. Uttar Pradesh (north India).

Gilli-Danda is a very exciting game played among teenagers and even adults. The game involves a lot of vigor and thrill. It is an amateur sport very prevalent in the villages and rural regions of India and Pakistan. However, this amateur sport has grabbed the curiosity and attention of people living in other regions of the world. Gilli-Danda has caught the attention of people in Italy, Spain, Cambodia, and Columbia. The game is actually played with 2 sticks. The bigger stick is known as a danda and it is used to hit the smaller stick, which is called a gilli.

The game is also known by other names. Gilli-Danda is called Dandi-Biyo in Nepal, Tipcat in England, Alak-Doulak in Iran, Chinni-Dandu in Karnataka (India), Viti-Dandu in Maharashtra (India), Billam-Godu in Andhra Pradesh (India) and other different names in diverse parts of India. It is certainly an ancient game of India, perhaps with origin dating back to more than 2500 years ago. Many people have an opinion that Gilli-Danda is derived from traditional Western sports like cricket, softball and baseball. As an amateur sport, it has several regional variations. According to some versions, the points scored by a particular striker actually depend on the total distance covered by the gilli from the striker's point.

In some cases, the distance is actually measured with respect to the length of gilli whereas some measure the distance with respect to the length of danda. Scoring might depend on the number of times gilli was actually hit in one strike in the air. If the gilli travels some distance with double midair strikes, then the points are doubled.

ORIGIN & HISTORY

This ancient game is said to have evolved in India some 2000-2500 years ago. However, some people and sports enthusiasts think that the sport evolved in Europe, particularly in England. The sport is similar to baseball which is the most popular sport of America. On the other hand, Gilli-Danda is similar to cricket and even softball. In Galicia, a particular game is played known as bilharda. It is very much identical to gilli-danda. In Philippines, gilli-danda takes the form of a popular sport called syatong. People in the United States call this exciting game as pee-wee. In Italy, teenagers play a similar game known as lippa.

People in Malaysia play an identical game to gilli-danda known as konda kondi. In Poland, an identical sport is played called klipa. Whatever may be the variations or similarities, gilli-danda has certainly grabbed the curiosity of people living in other areas of the globe.

Dimension of Gilli and Danda

Gilli is made from wood. It is small in size and measures approximately 4-6 inches in length. Danda is also made from wood. It is slightly bigger in size and measures two feet in length. An open ground or space is required to play gilli-danda.

RULES & REGULATIONS

Gilli-Danda is actually played with wooden equipment's, a gilli and danda made from wood. Gilli is smaller in size like an oval-shaped stick whereas danda is bigger in size representing a long wooden stick. 5+ players stand in an open field or area. They make a circle and the player stables the gilli in an inclined method on a stone with one end touching the ground and the other end of the gilli is actually in the air. Afterwards, the player utilizes the danda to



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strike the gilli on the elevated end. This results in the flipping of gilli into the air. Whilst the gilli is still in the air, player hits the gilli, striking with full power. After hitting the gilli, player has to run with full speed and touch a predetermined point located outside the circle prior to the gilli getting retrieved by the opposite player. This feature of gilli-danda is identical to homerun in baseball and runs in cricket.

It must be noted that there is no official requirement of the number of players present in each team. The sport can be easily played by an individual or even between two teams.

The objective of the sport is to use the danda like a baseball bat to strike the gilli (similar to striking a ball in cricket or baseball). For this purpose, a circle is drawn in the ground in which a small, oblong- or spindle-shaped hole is dug (the overall shape looks like a traditional boat). This hole is smaller than the gilli but as the play progresses the size may increase due to wear. The gilli is inserted into the hole either orthogonally, or at an angle. The danda is then swung (similar to a golf swing) and strikes the gilli. Another variation is when the danda lifts or pries the gilli out of the hole at a high speed. As it is quite similar to cricket, many people believe that cricket originated from it.

Scoring and Outs

There are many regional variations to scoring.

The gilli becomes airborne after it is struck. If a fielder from the opposing team catches the gilli, the striker is out. If the gilli lands on the ground, the fielder closest to the gilli has one chance to hit the danda (which has to be placed on top of the hole used) with a throw (similar to a run out in cricket). If the fielder is successful, the striker is out; if not, the striker scores one score and gets another opportunity to strike. The team (or individual) with the most points wins the game. If the striker fails to hit gilli in three tries, the striker is out

Equipment & Teams

Gilli-danda has no official requirements for equipment. The game is played with a gilli or guli and danda, which are both wooden sticks. The danda is longer and handmade by the player, who can swing it easily. The gilli is smaller and is tapered on both sides so that the ends are conical. The gilli is analogous to a cricket bail and the danda is analogous to a cricket bat.

There is no standard length defined for the danda or gilli. Usually, however, the Gilli is 4 to 6 inches long and the Danda is 18 to 24 inches.

There is no official maximum number of players or teams. Gilli-danda can be played where each individual plays for themselves, or between two teams. *Now IGDF decided for team events* 5+2=7 *players each team.*

Variations

As an amateur youth sport, gilli-danda has many variations. A common variation is where the striker is allowed to hit the gilli twice, once initially, and then while the gilli is in the air.

In some versions, the points a striker scores is dependent on the distance the gilli falls from the striking point. The distance is measured in terms of the length of the danda, or in some cases the length of the gilli. Scoring also depends on how many times the gilli was hit in the air in one strike. If it travels a certain distance with two mid-air strikes, the total point is doubled.

In the Philippines, a game known as syatong is similar to gilli-danda.



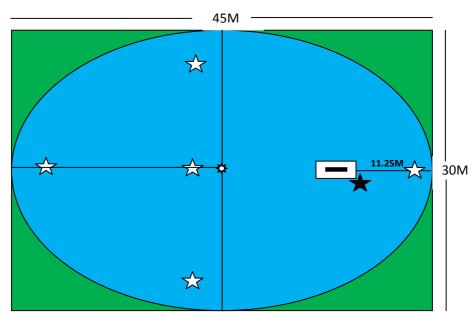
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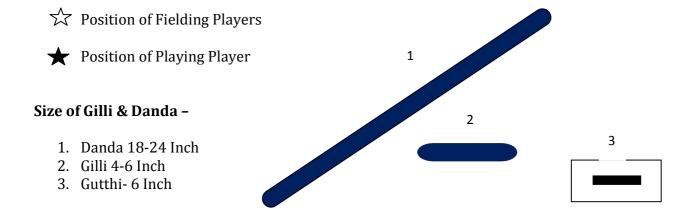
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GDIF Approved Ground Size -



450 Perimeters



Protective Guards-

• Gloves & Head Guards are Optional (Covering Complete Face Including Eyes)



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GDIF Approved Technical Officials -

- Table Officials
 - o One Referee रेफ़री
 - o One Scorekeeper स्कोरकीपर
 - o One Timekeeper टाइमकीपर
- Ground Officials
 - o One Umpire अंपायर
 - o Two Lineman लाइनमैन

Duty of Officials -

- Referee रेफ़री टाइमकीपर और स्कोरकीपर के मध्य में बैठेगा और सुनिश्चित करेगा कि अंपायर और लाइनमैन द्वारा प्रदर्शित अंको को ठीक प्रकार लिखा गया हे या नहीं, साथ ही अंपायर और लाइनमैन द्वारा दिए गये अंको और संकेतो पर भी नजर रखेगा
 - Referee will sit between timekeeper and scorekeeper and will ensure that the score displayed by empire and linemen are correct or not and will check the marks and indications given by empire and linemen.
- Scorekeeper स्कोरेकीपर अंपायर और लाइनमैन द्वारा दिए गये संकेतो और अंको को समझ कर सही और उचित रूप से स्कोर प्स्तिका में अंकित करेगा.
 - Scorekeeper will note marks and indications score notebook given by empire and linemen.
- Timekeeper टाइमकीपर समयानुसार मैच शुरुवात और समाप्ति की घोषणा घंटी बजाकर करेगा.
 - Timekeeper will announce the starting and ending of the match to ring.
- Umpire अंपायर का कार्य सर्वाधिक महवपूर्ण होगा क्योंकि उसके द्वारा अंको, फाउल और आउट की घोषणा सांकेतिक की जाएगी और संधिग्ध स्थिति में लाइनमैन और रेफरी की सलाह से उचित निर्णय लिया जायेगा.
 - Empire has to perform significant duty because announcement of marks fouls and outs will be indicated by him and right decision will be taken by the consent of linemen and referee in doubtful condition. (When Necessary)
- Linemen- लाइनमैन को मैदान की सीमाओ और गिल्ली टोल की निगरानी करनी होगी तथा टोल बाउंड्री के अंदर होने की स्थिति में डंडा गिनने का कार्य भी लाइनमैन का होगा. लाइनमैन डंडा संख्या स्कोरकीपर को अंकित करायेगा.

 Linemen have to walk out boundary and stroke And have to count Danda when stroke is inside the boundary. Linemen will renumber of Danda to the scorekeeper.

GDIF Approved Scoring System & Indicate -

- 1 GOLA (गोला) 100 DANDA (डंडा)
- Dualla (दुअल्ला) Double Stroke Means Double Gola/ Danda
 - 🕨 Indicate- Two Finger Forward by Empire -एम्पायर द्वारा दो उंगलिया सामने की तरफ प्रदर्शित की जाएँगी
- If Stroke (टोल) out of Boundary 1 Gola (100 Danda)



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- Indicate- Right Hand Index Finger Round to Upper side -एम्पायर द्वारा प्रथम ऊँगली को उपर उठाकर गोल घुमाया जायेगा
- If Stroke in side of Boundary Counting by Danda
 - Indicate to Linemen for Counting Finger Doubling एम्पायर द्वारा लाइनमैन को डंडा गिनने के लिए दोनों उंगलियों को सामने रखते हुए राउंड किया जायेगा
- Only Three Stroke Allowed Each Player in Each Round एक मैच में केवल एक खिलाड़ी को केवल तीन टोल ही मान्य होंगे
- Gola will be counted only out of Half Centre Line गोला हमेशा मध्य रेखा के बाद ही मान्य होगा

Fouls -

- Warning One- First Foul, Playing will Continue प्रथम चेतावनी, खेलना जारी रखा जायेगा
 - > Indicate Right hand Index Finger Show and upward दाए हाथ की प्रथम ऊँगली दिखाकर हाथ ऊपर
- **Warning Two-** Second Foul, Out of Score, But will be Play Continue –द्वितीय चेतावनी सभी अंक समाप्त लेकिन खेलना जारी रखा जायेंगा
 - > Indicate Right hand Two Finger Show and upward दाए हाथ की दो ऊँगली दिखाकर हाथ ऊपर
- **Disqualification** Third Foul, Out of Match and Score not Countable तृतीय चेतावनी, मैच से बाहर और अंक भी समाप्त किये जायेंगे
 - Indicate Right hand Three Finger Show and go indicate to out side दाए हाथ की तीन ऊँगली दिखाकर हाथ से बहार जाने आ इशारा करना

Conditions-

- If Gilli Stroke move Backside अगर टोल पीछे के तरफ किया गया हो
- If Gilli Move Left/Right Side before Centre Line अगर टोल मध्य रेखा से पहले ही दाए/ बांये किया जाये
- If Any misbehaver with Referee, Umpire & Linemen अगर रेफ़री, अंपायर और लाइनमैन के साथ असभ्य व्यवहार किया गया हो
- If Danda throwing with Stroke अगर डंडे को टोल के साथ फेंका गया हो, फेंककर मारा गया हो, साथ डंडे द्वारा अस्सोभ्नीय इशारा किया गया हो

Technical Council, GDIF

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