RULES BOOK

GILLI DANDA INTERNATIONAL FEDERATION- GDIF

VERSION 0.1 I 01.07.2017

http://www.gillidandasport.com

Approved by The Association for National Sports Federations
Member of The Association for International Sports For All- Tafisa Recognized by International Olympic Committee, World Health Organization
INTRODUCTION

Gilli Danda is an amateur sport, popular among rural youth in Indian subcontinent. It is called dânggûlî 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 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 bhilarda. 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...
Gilli danda has many variations. 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.

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 gulī 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.
GILLI DANDA INTERNATIONAL FEDERATION

GDIF Approved Ground Size -

Position of Fielding Players

Position of Playing Player

Size of Gilli & Danda -

1. Danda 18-24 Inch
2. Gilli 4-6 Inch
3. Gutthi- 6 Inch

Protective Guards-

- Gloves & Head Guards are Optional (Covering Complete Face Including Eyes)
GDIF Approved Technical Officials -

- **Table Officials** –
  - One Referee - रेफ़री
  - One Scorekeeper - स्कोरकीपर
  - One Timekeeper - टाइमकीपर

- **Ground Officials** –
  - One Umpire - अंपायर
  - Two Lineman - लाइनमैन

**Duty of Officials** –

- **Referee** - रेफ़री टाइमकीपर और स्कोरकीपर के मध्य में बैठेगा और सुनिश्चित करेगा कि अंपायर और लाइनमैन द्वारा प्रदानित अंको को ठीक प्रकार लिखा गया है या नहीं, साथ ही अंपायर और लाइनमैन द्वारा दिए गये अंको और संकेतों 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** - स्कोरकीपर अंपायर और लाइनमैन द्वारा दिए गये संकेतों और अंकों को समझ कर सही और उचित रूप से स्कोर पुस्तिका में अंकित करेगा.

  Scorekeeper will note marks and indications score notebook given by empire and linemen.

- **Timekeeper** - टाइमकीपर समयानुसार मैच शुरू होने और समाप्ति की घोषणा घंटी बजाकर करेगा.

  Timekeeper will announce the starting and ending of the match to ring.

- **Umpire** - अंपायर का कार्य सहीकर्ता महत्वपूर्ण होगा क्योंकि उसके द्वारा अंको, फाउल और आउट की घोषणा सहीकर्ता की जाएगी और संचालन स्थिति में लाइनमैन और रेफ़री 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 सीमाओं और गिल्ली डंडा की निगरानी करनी होगी तथा डंडा बाउंडर के अंदर होने की स्थिति में डंडा निजी का कार्य भी लाइनमैन का होगा. लाइनमैन डंडा संख्या स्कोरकीपर को अंकित करेगा.

  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 – एक्सेमपल द्वारा दों उंगलिया सामने की तरफ प्रदान की जाएगी
- If Stroke (टोल) out of Boundary – 1 Gola (100 Danda)

Approved by The Association for National Sports Federations
Member of The Association for International Sports For All- Tafisa Recognized by International Olympic Committee, World Health Organization
Fouls –

- **Warning One** - First Foul, Playing will Continue
  - प्रथम चेतावनी, खेलना जारी रखा जायेगा
  - Indicate – Right hand Index Finger Round to Upper side
  - अंक भी समाप्त लेकिन खेलना जारी रखा जायेगा

- **Warning Two** - Second Foul, Out of Score, But will be Play Continue
  - द्वितीय चेतावनी, मैच से बाहर और अंक भी समाप्त किये जाएगे
  - Indicate – Right hand Two Finger Show and upward
  - दाए हाथ की दो ऊंगेली दिखाकर हाथ ऊपर उठाना

- **Disqualification** – Third Foul, Out of Match and Score not Countable
  - तृतीय चेतावनी, मैच से बाहर और अंक भी समाप्त किये जाएगे
  - Indicate – Right hand Three Finger Show and go indicate to out side
  - दाए हाथ की तीन ऊंगेली दिखाकर हाथ से बाहर 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/बाएं किया जायेगा
- If Any misbehaver with Referee, Umpire & Linemen – अगर राउंडेरी, अंपायर और लाइनमैन के साथ असह्य व्यवहार किया गया हो
- If Danda throwing with Stroke – अगर डंडे को टोल के साथ फेंका गया हो, फेंककर भारा गया हो, साथ डंडे द्वारा अस्तित्वभूमी इशारा किया गया हो

- Technical Council, GDIF

******************************************************************************

**GILLI DANDA INTERNATIONAL FEDERATION**

H.O. 307TF, Krishna Apra Plaza, Alpha-1, Commercial Belt, Greater Noida-201308 INDIA
E-mail: gillidandafederation@gmail.com Visit: http://www.gillidandasport.com

Approved by The Association for National Sports Federations
Member of The Association for International Sports For All - TaTisa Recognized by International Olympic Committee, World Health Organization