



**All India Viti-Dandu (Gilli-Danda)
Association
SGFI Viti-Dandu Orientation Training
Program 2017-18**

Indian Traditional Game

Viti-Dandu (Gilli-Danda)/ Tip Cat

Viti-Dandu (Gilli-Danda) is known by various names all over India. This ancient game has a historical background, Viti-Dandu game Yadvage. Lord Krishna would play with his mates. We come to know if we study Mahabharata thoroughly. The journey of the game from Gokul, To day Lord Krishna would get joy playing this game so his playmates. Viti-Dandu game known as various names in village states and all over India But Viti-Dandu name is Marathi name. Viti-Dandu is very popular game in specially India, Young once old once played it, play and will play while childhood memories. Enthusiastically intelligentsia quotes Viti-Dandu proudly

How to Play Viti-Dandu (Gilli-Danda) / Tip Cat Game

- * It is a team game, each team fifteen players having 9 playing and six reserved.
- * Viti-Dandu is played in the 60/52 conical ground as per the 1,2,3,4 fields sector of 8m, 10m, 15m, 18m on the curve
- * A Tossed winner team decided Kolli or Fielding
- * Kolli player scoops Viti in conical ground by placing it in gully
- * Conical ground field by fielder Sector first no fielder only kolli player filed , Second sector filed two players, Third Sector three players filed, and Forth sector Four



* If a kolli player sector 2nd Crosse qualifying line he is giving hitting chance

* Filed player filed sector 2,3,4 and throw viti to the gully box

If touch the viti gully box kolli player out and next player play

* player has been qualifying , he play viti hits and giving more

point as 5,7,10, out of sector 12

* If fielder throw viti out side gully area than kolli player giving free hit

* Points :-

Sector :- 2nd – 5 points

Sector :- 3rd _ 7 Points

Sector:- 4th _ 10 Points

Out of Sector _ 12 Points

Last sctore throw viti and play agene

Role of Kolli

- Toss winner kolli scores more by scoping viti in to 2,3,4 areas and score more
- This action continues unit koli gets out by catch, or by hitting viti to dandu throwing viti in a gulli box
- If scooped viti goes beyond triangle (quilting sector), he get three chance
- If a kolli breaks viti or dandu he gets another chance but not score point and koli change viti-dandu umpire permission
- Koli scooping after stand near gulli box and hit

viti

- Koli player gets more point



Role of Fielders

- *Total 15 players playing only 9 players filed in the ground.
- Fielder field in sector tow in 2 players field.
- Fielder field in sector three 3 players field.
- Fielder field in sector four 4 players field.
- The area fielder (2,3,4) field only in there areas and field.
- They don't try to catch by crossing our touching a semi circle line.
- Only one player form each area will throw viti.



Viti-Dandu (Gilli-Dandu) Score Card

Viti-dandu score Card

Date _____ Time _____ From _____ To _____
 Team _____ District _____
 Venue _____
 _____ team wins toss and selects koli/fielding
 Age _____ Group _____ Boys/girls

No.	Name	of	Chess	Kolli	Score	Total
			No.	Chance		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		
1				1,2,3		

Field Out Koli Table

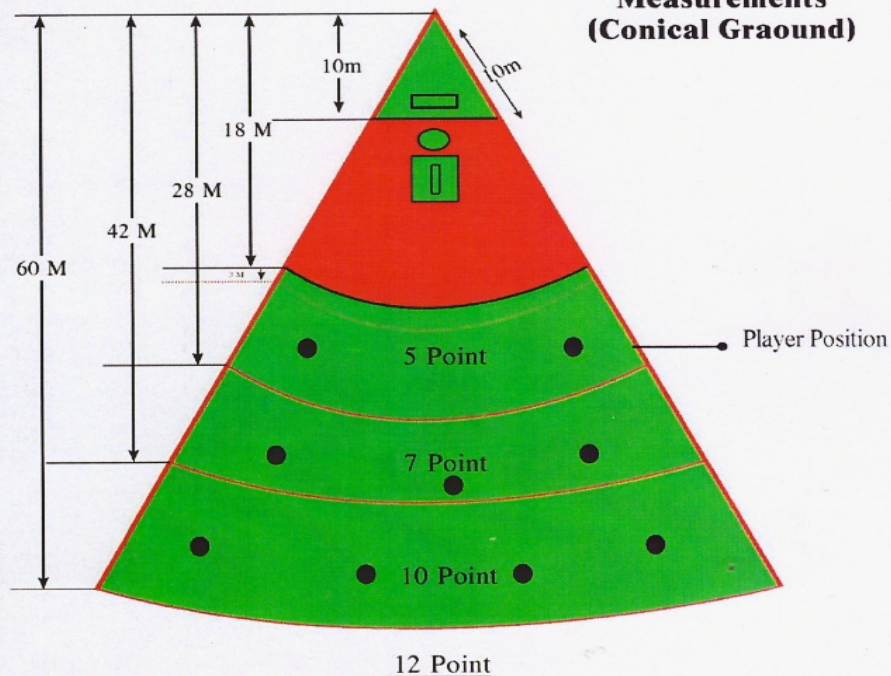
No.	Name of Players	Out Koli's	Out Method (Catch	Total
		Chess No.	Dandu/Box/Hit)	

No. of scooped viti by koli : 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27
 Individual out koli chess no _____ Total _____
 Team Wins by _____ score _____
 Score umpire _____ umpire 1 : _____ Captain 1: _____
 Signature _____ 2: _____

Figure Viti-Dandu (Gilli-Danda) Ground Measurements

All India Viti-Dandu (Gilli-Danda) Association

Figure – Viti-Dandu (Gilli-Danda) Ground Measurements (Conical Ground)



Gen. Secretary

Viti-Dandu (Gilli-Dandu) Koli player points sign



5 points



7 points



10 points



12 points

Role of Koli Player

- **Koli Umpire stands in a Umpaire box**
- **He vertices whether viti hits the dandu or not**
- **He gives `Out or not` out when a fielder appeals to him**
- **Miss scooping is given `out`**
- **He shows score by using his finger when viti goes into 2,3,4**
- **Any misbehavior anti gaming behavior abusing sledging quarreling and there anteing are strongly controlled by using red or yellow he can drive any player out of the ground he goes out of control**

Thank you very much