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Each player must play a card without sending the total number of points higher than 99. If a player cannot play a card that keeps the total at or less than 99, that player loses a token and the round ends.

The cards are then shuffled and dealt, and play begins again.

[99 \(Ninety Nine\) - Bicycle Cards](#) : how-to-play : [99-ninety-nine](#)

[100 BALL CRICKET](#)

[100 BALL CRICKET](#) : 100 balls per innings. Whoever scores the most runs wins.

The fielding side change ends after 10 balls.

Bowlers deliver either five or 10 consecutive balls. The captain decides.

Each bowler can deliver a maximum of 20 balls per match.

[Competition Rules - The Hundred](#)

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