

# betspeed cnpj

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

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100 BALL CRICKET

100 balls per innings. Whoever scores the most runs wins.

The fielding side change ends after 10 balls.

3

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

4

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

[Competition Rules - The Hundred](#)