

buroinjin

'bur-oin-jin'



SCHOOL
YEARS
4–6

SCHOOL
YEARS
7–9

SCHOOL
YEARS
10–12

Post-school age

Background

This was a ball game played by the Kabi Kabi people of south Queensland. The game was played with a ball made of kangaroo skin, which was called a *buroinjin*.

The ball, which was smaller than a soccer ball, was sewn with tendons and stuffed with grass.

Teams from different groups played against each other. The game was often played until sunset. Spectators used to mark their applause by calling out 'Ei, ei'.

Language

The game is named for the ball (*buroinjin*) used.

Short description

This is a running-and-passing ball game.

Players

- Two teams of six to eight players

Playing area

- Use a designated area approximately 50–70 metres long and 35–50 metres wide. A line is marked at each end of the playing area.

Equipment

- A size 2 or 3 soccer ball as the *buroinjin* (ball)
- Use a high-jump stand or mark a line as the score line

Game play and basic rules

- The *buroinjin* is thrown into the air in the middle of the playing area to begin the game.
- The aim is for a player of one team to run as far as possible with the ball and cross over a line at the other end of the field. He or she attempts to do this without being touched by an opponent.

- There are no player positions or offside, and the *buroinjin* can be thrown in any direction. The *buroinjin* may be passed from player to player but it cannot be hit with the fist or kicked.
- The game is played by running and passing and does not stop if a player drops the *buroinjin*. Players may not dive on the *buroinjin* if it is on the ground — they must bend over and pick it up.
- Immediately a player with the *buroinjin* is touched, it has to be thrown up and away (at least 2–3 metres in the air) by that player, for team-mates or the opposing players to attempt to pick up. The player who was touched may not catch the *buroinjin*.

Scoring

If a player is able run past the score line one point is scored. The game is then restarted at the halfway mark.

Variations

- Use a post at one end of the area only. When a team gains possession they aim to run past the post (or score line) to score.
- Either way. Players are allowed two running steps to pass the ball after they are touched or a 'one and two' count if touched while standing still. When a team gains possession, players must always run towards the longest end of the field. The opposing team gains possession of the ball for any infringements.
- Players may run towards either score line when the team gains possession.
- To score, a player has to run through a marked area 20 metres wide.

Comment

It is expected that players follow the 'intention' of the game by throwing the ball up and away after being touched.

Safety

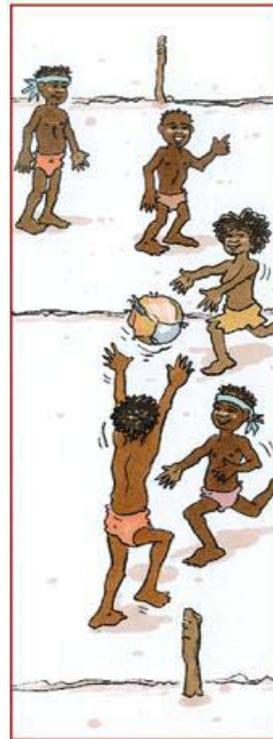
For safety reasons players should not be allowed to dive on the ball on the ground — they must bend over and pick up the ball.

Suggestion

This could be used as a skill game or a variation of touch football.

Teaching points

- Teams ready. Start behind the line.
- First pass is a free pass.
- Everyone keep moving.
- Watch out for other players.
- Run and pass. Call the touches.
- Keep going. Play on.
- Keep going. Call for the ball.
- Hands up to catch the ball.
- Keep the game fast. Move to space.
- No interference please.



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