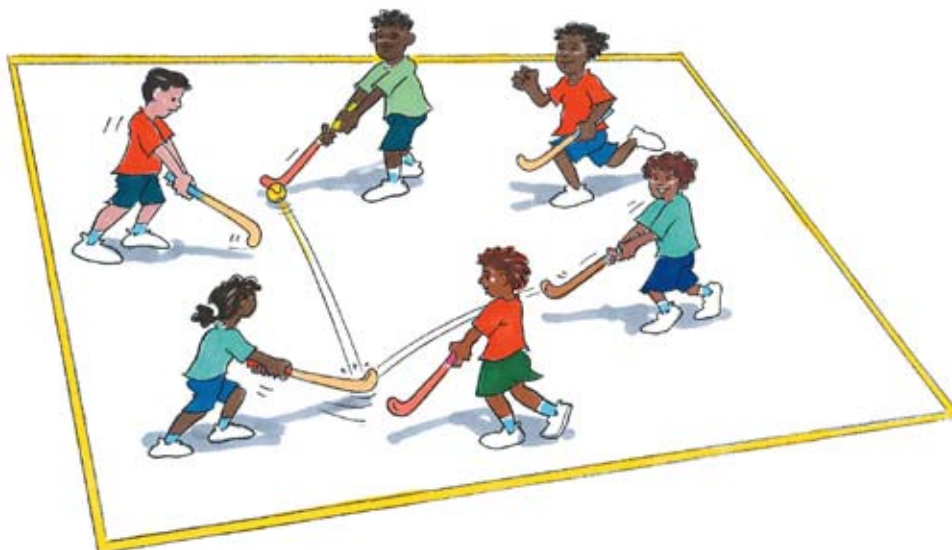




Australian Government
Australian Sports Commission

dabi
'dab-i'



SCHOOL
YEARS
4–6

SCHOOL
YEARS
7–9

SCHOOL
YEARS
10–12

Post-school age

Background

Various hockey-type games were played in many areas of the Torres Strait and Papua and New Guinea. A hockey game called *kokan* was played on Mabuiag Island.

The *kokan* (or ball) was struck with a rough bat or club, *baiwain* or *dabi*, which was usually cut from bamboo. On Mabuiag Island the game was played by both genders.

Language

This game is named after the stick (*baiwain* or *dabi*) used in the game as part of the game of *kokan*.

Short description

This is a practice version of *kokan* (hockey), where players are allowed two touches of the ball — usually one to control the ball and another hit to pass to another player as part of a continuous activity. More-skilled players could use one contact only.

Players

- Teams of four or five players

Playing area

- A half tennis court or similar sized area

Equipment

- Each player has a hockey or unihoc stick (for the *baiwain* or *dabi*).
- Use a softball-sized, perforated ball (unihoc) or a tennis ball or larger, light ball as the *kokan*.

Duration

- Play for 5–7 minutes per game.

Game play and basic rules

- Players hit the *kokan* to other players within the playing area as part of a continuous and random passing activity.

- The object of the game is for the players to pass the *kokan* around among themselves while moving around the playing area. Use one or two contacts. The team counts the number of passes made in a designated period of time (for example, one minute). The *kokan* must travel at least 2–3 metres to count as a pass. It is recommended that players use push passes only.

Variations

- One team may challenge another team to find a winner or a number of teams can compete against a time limit.
- Two teams use the same area and perform the same activity — one ball for each team in the area.
- Keep-away *dabi*: Two teams in the playing area attempt to pass to other players on the same team. Count the number of passes up to ten.
- Players might be restricted to areas of the court. For example, two defenders who stay in their own half, two attackers who stay in the attacking half and a centre who can go anywhere (instead of a centre, a goalkeeper may be used). Players rotate around positions. The goal is 1–2 metres wide.

Safety

- Players are expected to play the game with some consideration for other players.
- For safety reasons the game should be played with no swings of the stick above waist high and the ball cannot be hit or bounced above the knees at any time.

Teaching points

- Ready. Go.
- Pass and move. Two hands on the stick.
- Keep the sticks below the waist. Ball below the ankles.
- One to control, one to pass. Push and pull on the stick to pass.
- Call for the ball. Move to space.
- Be careful of others.
- Count the passes.
- Do not use your body to stop the ball.
- Play on. Keep going. Good. A fast game is a good game. Spread out.
- Pass to everyone.