

F-2

3-4

5-6

SKILL DEVELOPMENT

GAME CONCEPTS

Buroinjin

Players pass the ball to one another in an attempt to run across a goal line and score a point. The opposition can intercept to gain possession or lightly touch a player with the ball.

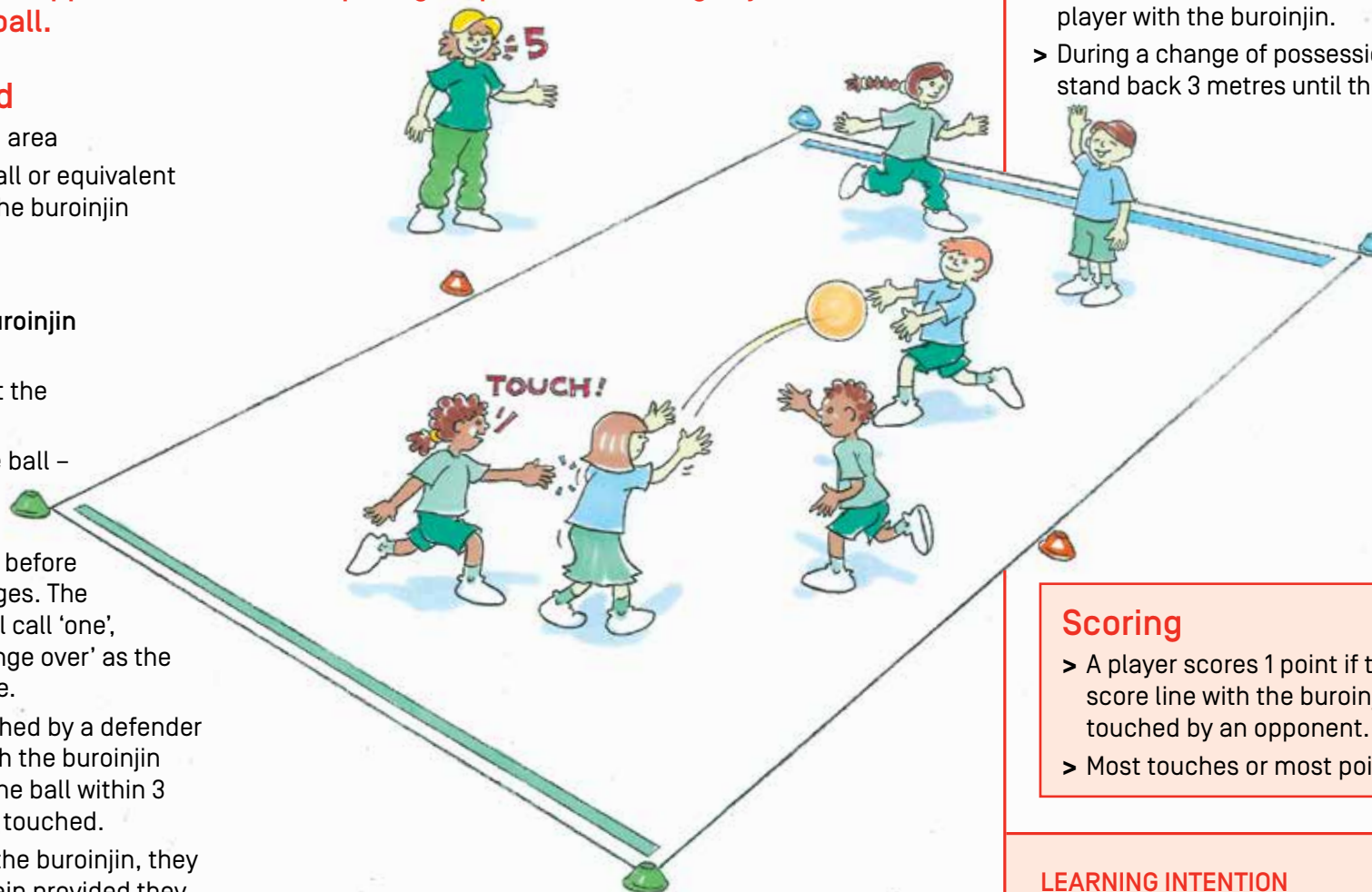
What you need

- > A marked playing area
- > A size 3 soccer ball or equivalent or touch ball as the buroinjin

What to do

Players with the buroinjin [attackers]

- > Start the game at the half-way mark.
- > Run and pass the ball – bounce passes are allowed.
- > Play to 6 touches before possession changes. The referee/coach will call 'one', 'two', ... 'six – change over' as the touches are made.
- > If a player is touched by a defender while running with the buroinjin they must pass the ball within 3 steps from being touched.
- > If a player drops the buroinjin, they can pick it up again provided they have not been touched.



Players without the buroinjin (defenders)

- > Players call out 'touch' when they touch a player with the buroinjin.
- > During a change of possession, defenders must stand back 3 metres until the pass is made.

Scoring

- > A player scores 1 point if they run over the score line with the buroinjin, without being touched by an opponent.
- > Most touches or most points in 2 minutes.

LEARNING INTENTION

Buroinjin is a fast moving invasion game. It requires a high level of cooperation between team members and calls on good timing, effective space finding and tactical risk taking.

PHYSICAL LITERACY ELEMENTS

MOVING WITH EQUIPMENT
OBJECT MANIPULATION

AGILITY
SOCIETY AND CULTURE

RULES

AC:HPE CONTENT DESCRIPTIONS

ACPMPO61
ACPMPO63

change it...

Buroinjin

Coaching

Ensure enough time has been spent on developing confidence with running and passing using easier activities.

Game rules

- > No offside rule and players may run with the buroinjin and pass in any direction;
- > If an attacking player is touched while stationary, they have to pass the ball within 3 seconds.
- > Play doesn't stop if the buroinjin is dropped – players must not dive on a buroinjin that is on the ground.
- > Holding an opponent is not permitted.
- > If a ball goes out, it is thrown in to a team-mate.
- > Allow passing by hitting with an open hand.
- > Lead in to the full game playing in smaller groups.

- > Vary the number of touches, particularly with smaller teams allowing fewer touches.
- > Play for a set period of time [e.g. 2 minutes before changing possession – that is, don't count the number of touches].
- > **Scoring options** - allow players to be over the score line to receive a pass – you may wish to impose a restriction such as the player over the score line has to keep running up and down the score line or is limited to a set-time behind the line [e.g. 10 seconds].
- > This rule change is useful in making the game inclusive [e.g. with a player whose mobility is restricted might be allowed to stay behind the goal line without any restrictions].

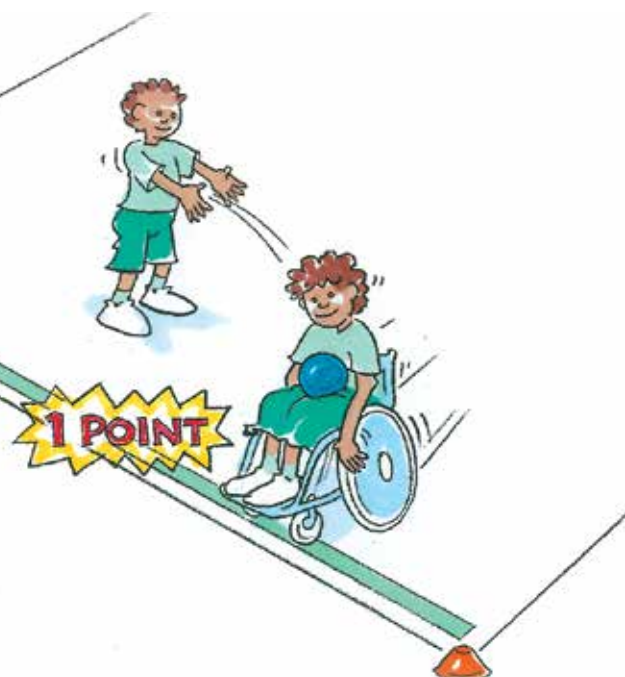
Safety

- > Players must bend over to pick up a dropped buroinjin and not dive on it.
- > When competing for loose buroinjin, players must avoid contact.
- > Holding an opponent is not permitted.

Aboriginal and Torres Strait Islanders histories and cultures

Buroinjin is a ball game that was played by the Kabi Kabi people in southern Queensland. The game was played with a ball made of kangaroo skin called buroinjin. The rules are simple, limited and easily understood which allowed for a unique social cohesion to be formed through organised play.

For those not taking part, spectating formed another important element, with onlookers marking their applause by calling, 'Ei,ei'.



Ask the players

- > How can you score in the shortest time?