



Australian Government
Australian Sports Commission

kami kami

'kam-i kam-i'

SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

Background

Turlurlu is the name of a traditional ball-rolling and hitting game observed being played by boys in the Great Sandy Desert of central Australia. A rough ball called a *kamikami* was cut from the thick root of the *ngulyungu* tree. Each player held a *mukurru*, or fighting stick, as a bat. The boys formed teams and each side took turns to bowl the ball to each other.

Language

In the words of the Walmajarri language:

Turlurlu palu rijikarrinyani yapangu jarlu pujja

The children used to play turlurlu in the bush in the old days.

The version of *turlurlu* outlined here has been named after the *kamikami* (ball) used in the game.

Short description

A ball-hitting and stopping skills practice activity.



Players

- Two teams of four to six players facing each other. Players spread out behind a goal line and no further back than 2 metres from it. (A 10-metre diameter circle with a centre line could be used.)

Playing area

- An indoor or outdoor area about 20 metres long and 10 metres wide

Equipment

- Players use a unihoc or hockey stick as a *mukurru* (fighting stick). Use a unihoc ball or soft (low pressure) tennis ball or similar as the *kamikami* (ball).

Game play and basic rules

- Players spread out (half a metre apart) behind a goal line facing the other team, which is 5–10 metres away, or spread around a large circle (10-metre diameter) with a line through the middle.
- Players on each team attempt to hit (and/or roll the ball if agreed by players) the *kamikami* over the goal line and past the opposing players while preventing them from scoring in the same way. The *kamikami* must be close to the ground at all times (below shin height) and the end of the *mukurru* must always be below waist level. Players must have both feet behind the goal line and must not use their feet or other parts of the body to stop the *kamikami*.
- Players must stop the *kamikami* before it crosses the goal line and goes past them. When they stop it they immediately hit it at the opposite goal line or pass to another player on the same team to hit/shoot. A goal is scored when the *kamikami* crosses the goal line and goes past a player.

Scoring

A team only scores if the *kamikami* is hit towards the goal line and past a player of the other team. If a player scores with the *kamikami* (ball) it is counted as catching *kuyi* (game). The teams keep score of how much *kuyi* they catch. The winning team is the one to make the most scores in the time allowed or the first to reach a set score (such as 11). The game may also be played in a non-competitive manner.

Suggestion

This could be used as a hockey or cricket skills practice or warm-up activity.

Teaching points

- Ready. Teams face each other.
- Hit the ball or push the ball.
- Keep the ball down. Sticks below the waist.
- Keep going. Faster. Stop the ball and hit the ball.
- Take turns. Pass to next person.
- Keep the ball away from your body.