



Australian Government
Australian Sports Commission

ilye
'il-ye'



SCHOOL
YEARS
7-9

SCHOOL
YEARS
10-12

Post-school age

Background

A boomerang game was played by the Wogadj people of central Australia. This was a keep-away type of game that encouraged a lot of running. A boomerang was thrown along the ground in the game.

The older men usually played against the younger men.

Language

ilye was the word for boomerang (throwing stick) in the Eastern Arrernte language from central Australia.

Short description

The game is one of running and throwing using a disc (frisbee) in place of a boomerang.

Players

- Two teams of 10–20 players (or more)

Playing area

- A designated area such as a football field or larger area

Duration

- Either play until one team 'gives in' or for an agreed time (such as 10–20 minutes).

Equipment

- A disc (frisbee) in place of a non-returning boomerang

Game play and basic rules

- Players group together at one end of the playing area at the start of the game but then can spread out after play starts.

- To start the game a disc is thrown and players run after it to catch up with it and give it another throw. The player who catches or picks it up may throw in any direction or may run (up to 10 metres) with it before he or she throws it. A throw must travel at least 10 metres to another player.
- A team attempts to work together and by throwing back and forth to each other aim to keep possession and wear down the opposition team. (Fitter players usually give a team an advantage after a time and team play should consider this.)
- No physical contact is allowed. A player with the disc cannot be interfered with in any way but players can follow (or 'guard') him or her until it is thrown.
- A player who catches a disc in the air or touches it first when it is on the ground gains possession of it.

Scoring

The team retaining possession of the disc the longest is considered the winner of the game.

Variations

- Play in a restricted area using a small disc.
- A cricket oval represents an ideal area to use. All players start at one end of the field.
- Play a set number of passes (such as ten) to score one point. The most points in a set time will win the game.
- Use two discs at the same time.
- Play with three teams in same playing area.
- Play a keep-away version of the game of ultimate disc.

Comment

A disc (frisbee) is substituted for a boomerang in the game. This is used because it is easy for most players to use when compared to a boomerang and also for safety reasons.

Suggestion

This can be played as a disc (frisbee) game.

Teaching points

- Throw and run.
- Spread out. Call for the pass.
- No contact. Keep moving.
- Run and pass.
- Keep going. A fast game is a good game.

