



Australian Government
Australian Sports Commission

kabi kabi buroinjin

'ka-bi ka-bi bur-oin-jin'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

SCHOOL
YEARS
10-12

Post-school age

Background

This was a traditional game of some Aboriginal groups such as the Kabi Kabi in 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 football, was sewn with tendons and stuffed with grass. The game was often played until sunset. Spectators used to mark their applause by calling out 'Ei, ei'.

Short description

This indoor version of a game called *buroinjin* involves running and passing a ball in an attempt to score a touchdown. This is done by running across a line at the other end of the playing area without being touched by an opponent.

Players

- Teams of five to seven players

Playing area

- A basketball court works well

Equipment

- A size 3 gator skin ball or similar to the *buroinjin* (see page 12)

Duration

The game may be played in halves of ten minutes or as a seven-minute game (suitable for sport education lessons).

Game play and basic rules

- There is no offside in the game except that players may not stand in the in-goal area to receive the ball. To score a touchdown a player must run across the baseline at the other end of the court without being touched.
- Start: One team starts the game from behind the baseline. Opposition players are not allowed to interfere with or intercept this first pass. A player in possession of the ball may run with it as far as possible unless he or she is touched by a player from the opposing team.
- Play: A player with the ball who is touched must pass the ball as soon as possible — he or she has two steps if running or a quick '1 and 2' count if stationary or walking. The opposition may not interfere with this pass but can intercept it. The idea is to pass to another player on the same team who is able to run across the baseline without being touched.

- **Touch:** Every time a player is touched the referee will call out the touch count. When a team has been touched in possession four times (three times can be used in some competitions) the opposing team will gain possession of the ball where the final touch was made. Minimum force must be used on all touches.
- **Infringements:** For any infringements the opposing team will take possession of the ball and pass to another player — no interference or interception is allowed on this pass. If a player runs out over a sideline, the other team gains possession on the sideline, whether he or she has been touched or not.
- **Passing:** The ball may be passed in any direction and may be played (including a bounce pass) off the floor. The ball may not contact a player below the knees (change of possession). For safety reasons no players will be allowed to dive on the ball on the court and the ball may not be contacted with the fist but can be tapped or hit to another player using the flat of the hand.
- A touch on the ball will count but a defender cannot hit the ball from the hands of the player with the ball.
- When an intercept or loose ball is retrieved by the opposing team, play continues unless there is no advantage. (If a player or the ball goes out over the sideline then there is a throw-in to the other team.)
- If an attacking player is touched and crosses the baseline, the opposing team starts with the ball from behind the baseline. After a touchdown (score) is made, the defending team re-starts play from behind its own baseline.
- Replacements may be made at any time. A player leaves the court across the sideline and makes contact with the player who is to replace him or her.
- Players who do not play in the spirit of the rules are to be sent off the court for a designated period of time without being replaced. A free throw for an infringement is taken from the place where it occurred on the court and must pass at least 3 metres to another player. (For all free throws defenders must move away at least 3 metres.)

- An advantage rule applies in the game.
- Depending on the situation, players may at the next opportunity be sent from the playing area — at the discretion of the referee — for a designated period of time for a breach of the rules.
- If a player runs with the ball behind the team's baseline and is touched, possession goes to the opposing team 5 metres out from the line. For safety reasons an in-goal area of 3–5 metres may be marked.

Comment

This game may be used as a variation for the sport of touch football. The game usually proves to be popular and involves a good deal of activity and involvement. It is possible to have two teams playing and a team ready to rotate after a period of time (usually five to seven minutes) as part of a sport education program.

Variations

- A set number of players or passes (such as four) must handle the ball for a team to score.
- To avoid defenders placing themselves along the defensive line, players in a team may be restricted to attacking or defending parts of the court.

Teaching points

- Teams ready. Start behind the line. First pass is a free pass.
- Everyone keep moving. Watch out for other players. Go.
- Run and pass. Call the touches. Keep going. Play on.
- Touch 1, touch 2, touch 3, touch 4. Change over.
- Keep going. Call for the ball. Hands up to catch the ball.
- Keep the game fast. Move to space. No interference defenders.