



Australian Government
Australian Sports Commission

pulyugge

'puly-ugg-e'



SCHOOL
YEARS
4–6

SCHOOL
YEARS
7–9

SCHOOL
YEARS
10–12

Post-school age

Background

Keep-away types of ball games were played in many parts of Australia. *Pulyugge* was played between selected teams of different groups in the Murray, Lake Alexandria and Lake Albert areas of South Australia.

Short description

A running, passing and ball-catching game of team keep-away.

Players

- Four to six players (or more) on each team. One team can be the Ibis team and the other the Eagle-hawk team. Sometimes another team, such as the Water-rat team, may act as referee.

Playing area

- An area approximately 20–40 metres square

Equipment

- A ball such as a football

Duration

- Play for 5–10 minutes or continue until both teams agree to stop the game.

Game play and basic rules

- This keep-away game starts when a player of one team throws the ball towards another player on the same team. Passes must be at least 3 metres.
- Players of the opposing team attempt to catch the ball, and if they do, throw it to one of their team. A player with the ball may only run up to 5 metres before passing.
- The game continues with players of one team attempting to keep the ball among each other, catching and throwing it while dodging or evading their opponents.

- No physical contact is allowed and the ball should not be punched (safety rule). Players may only guard each other from 1 metre away and intercept or knock down passes. If a player who is standing still, running or walking holds the ball for more than three seconds then there is a change of possession.
- If the ball is dropped or knocked to the ground it can be picked up and play continues — but only if picked up by a player on the non-offending team. There is no diving on the ball on the ground or contacting it with any part of the body below the knees (including kicking).

Scoring

A team is deemed the winner when it retains the ball for the longest time or for a designated number of passes (such as ten).

Variations

- Some limited physical contact is allowed in attempting to gain the ball. (This is the traditional form of the game.)
- A player touched while holding the ball will lose possession.
- Players count the number of passes. The team with the highest number in one turn will be the winner.
- When a player catches the ball he or she may only pivot on one foot to pass the ball.
- If the ball is knocked out of the hands of a player (by using the flat of the hand) he or she loses possession. No other physical contact is allowed.
- If a player in possession of the ball is touched by a player of the other team he or she loses possession of the ball. The first pass made is a 'free' (unobstructed) pass. The team in possession aims to make ten passes.
- Vary the size of the playing area and/or the number of players.
- Have a small group (such as three attackers and two defenders). If a defender touches a player with the ball they swap places.

- Players run (up to 5 metres) and pass the ball to each other in an attempt to touch a designated player with the ball. Swap around roles.
- One player runs around the area and the other players pass the ball to each other (pivoting on one foot when they catch the ball) and attempt to catch the runner — touch the ball with two hands against their body.

Teaching points

- Teams ready. Go.
- Pass and move.
- Call for the ball.
- Move to open spaces. Keep moving.
- No contacts. Watch the guarding.
- Quick passes.
- Call for the ball.