



Sports Ability

Activity Card

Buroinjin

This game was played by the Kabi Kabi people of Southern Queensland. The ball was made of kangaroo skin which was called a buroinjin.

Playing the Game

What you need

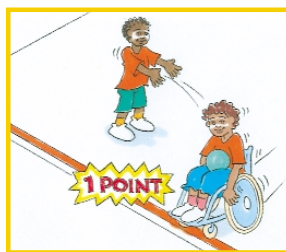
- Cones to mark out a suitable indoor or outdoor area.
- A ball for the buroinjin.

What to do

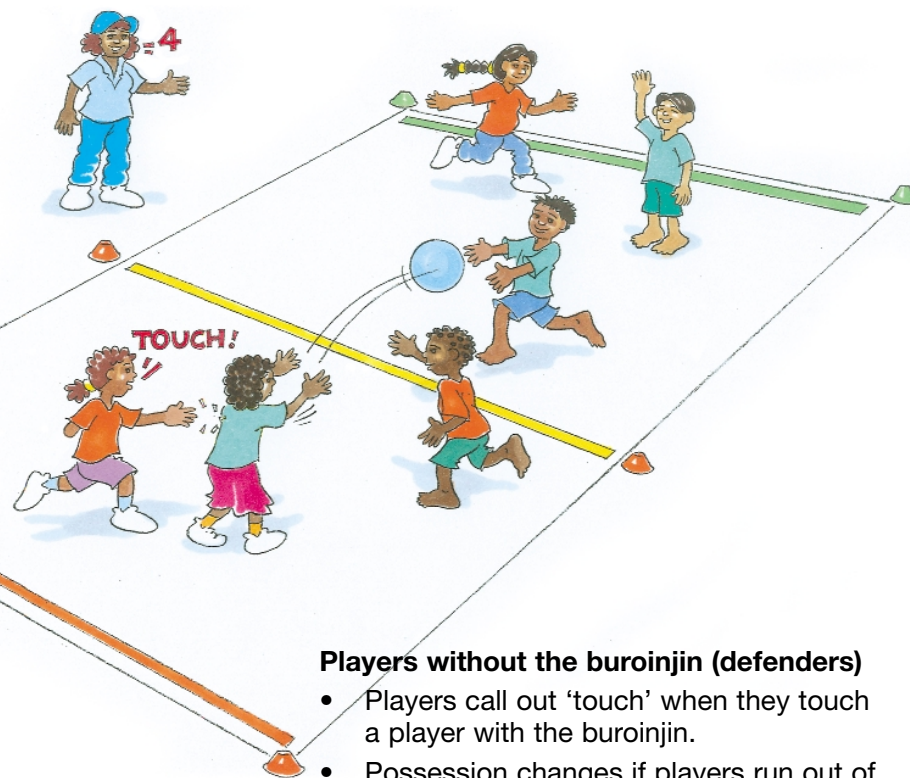
- Divide players into two equal teams.

Players with the buroinjin (attackers)

- One team starts the game at the half-way mark (defenders). The other team starts at their end line (attackers).
- The aim is to carry the buroinjin over the opposing team's end line.
- There is no offside rule and players may run with the buroinjin and pass in any direction.
- If a player is touched by a defender while running with the buroinjin they must pass the ball within two steps from being touched.
- If an attacking player is touched while stationary, they have to pass the ball within three seconds.
- If a player drops the buroinjin, they can pick it up again provided they have not been touched.
- 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.
- Play to 4 touches before possession changes. The referee/coach will call 'one', 'two', 'three', 'four – change over' as the touches are made.



PLAYERS SCORE WHEN TAKING THE BUROINJIN OVER THE END ZONE



Players without the buroinjin (defenders)

- Players call out 'touch' when they touch a player with the buroinjin.
- Possession changes if players run out of the playing area, hold onto another player or via intercepts.
- During a change of possession, defenders must stand back 3 metres until the pass is made.

Buroinjin



Use the TREE model to modify this game.
Try the modifications suggested below or devise your own.

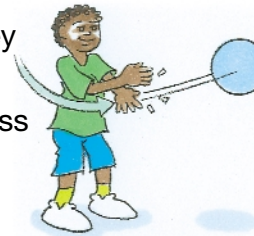
Buroinjin

Teaching style

- Develop confidence in running and passing using easier activities.
- Discuss with players ways of ensuring that everyone is included.
- Make sure that players are aware of the movement capabilities of everyone in the group.

Rules

- Think about rules that promote inclusion, for example:
 - A certain number of passes must be made before the buroinjin can be passed to the score line
 - Everyone needs to touch the buroinjin before a team may score
 - Introduce netball-style rules (pass and move, no travelling with the ball)
 - No end-to-end passing, the ball must pass through each zone
 - Create touch-free zones for some players where they can receive and make passes unchallenged
 - Vary passing styles, for example a roll or bounce pass
 - Start with three players per side and build up
 - Increase or decrease the number of touches before possession changes to match team sizes and abilities.



Equipment

- Play with a variety of different balls depending on age and abilities of players, for example:
 - Slower/faster-moving ball
 - Sport-specific: basketball, rugby ball or soccer ball.

Environment

- Change the playing area in a way that increases the possibility of scoring, for example, by attacking / defending the long sidelines of the playing area instead of the short end zones.
- Match players in ability zones to increase their participation.

Safety

- Players must bend over to pick up a dropped buroinjin and not dive on it.
- When competing for a loose buroinjin players must avoid contact.
- Make sure that players understand the need to play sensibly and avoid physical contact.

Questions

- What alterations could be made to ensure that every player is involved as much as possible?

Other games to play

Buroinjin can lead into:

- Other invasion games, for example netball, rugby, basketball or soccer.

Integrity

Whatever modification is used, ensure that the integrity of the game is maintained. Games and activities should never be modified to the extent that they no longer resemble the original.

