Players pass the ball to one another in an attempt to run across a goal line and score a point. The opposition can intercept to gain possession or lightly touch a player with the ball.

What you need
- A marked playing area
- A size 3 soccer ball or equivalent or touch ball as the buroinjin

What to do
Players with the buroinjin (attackers)
- Start the game at the half-way mark.
- Run and pass the ball – bounce passes are allowed.
- Play to 6 touches before possession changes. The referee/coach will call ‘one’, ‘two’, ‘six – change over’ as the touches are made.
- If a player is touched by a defender while running with the buroinjin they must pass the ball within 3 steps from being touched.
- If a player drops the buroinjin, they can pick it up again provided they have not been touched.

Scoring
- A player scores 1 point if they run over the score line with the buroinjin, without being touched by an opponent.
- Most touches or most points in 2 minutes.

Players without the buroinjin (defenders)
- Players call out ‘touch’ when they touch a player with the buroinjin.
- During a change of possession, defenders must stand back 3 metres until the pass is made.

LEARNING INTENTION
Buroinjin is a fast moving invasion game. It requires a high level of cooperation between team members and calls on good timing, effective space finding and tactical risk taking.
**Coaching**

Ensure enough time has been spent on developing confidence with running and passing using easier activities.

**Game rules**

- No offside rule and players may run with the buroinjin and pass in any direction;
- If an attacking player is touched while stationary, they have to pass the ball within 3 seconds.
- 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.

- Lead in to the full game playing in smaller groups.
- Vary the number of touches, particularly with smaller teams allowing fewer touches.
- Play for a set period of time, e.g. 2 minutes before changing possession – that is, don’t count the number of touches.
- **Scoring options** - allow players to be over the score line to receive a pass – you may wish to impose a restriction such as the player over the score line has to keep running up and down the score line or is limited to a set-time behind the line, e.g. 10 seconds.
- This rule change is useful in making the game inclusive, e.g. with a player whose mobility is restricted might be allowed to stay behind the goal line without any restrictions.

**Safety**

- Players must bend over to pick up a dropped buroinjin and not dive on it.
- When competing for loose buroinjin, players must avoid contact.
- Holding an opponent is not permitted.

**Aboriginal and Torres Strait Islanders histories and cultures**

Buroinjin is a ball game that was played by the Kabi Kabi people in southern Queensland. The game was played with a ball made of kangaroo skin called buroinjin. The rules are simple, limited and easily understood which allowed for a unique social cohesion to be formed through organised play.

For those not taking part, spectating formed another important element, with onlookers marking their applause by calling, ‘Ei, ei’.

**ASK THE PLAYERS**

- ‘How can you score in the shortest time?’