Buroinjin

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.

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.

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.

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?’
Fish in the net

3 players form the net by holding hands. They catch others by surrounding them. Caught players join the net and the game continues. (Play with 6 or more.)

**What to do**
- Establish boundaries.
- Nominate 3 players to be the net. Other players disperse. Start the game on a signal.

**Safety**
- If indoors, boundaries should be away from walls or freestanding objects.
- Players should be familiar with space and player awareness activities such as *All-in tag* and *Look out for others!*

**Change it**
- Vary the size of the playing area.
- Vary the methods of locomotion.
- Larger groups – start with two or more 3-person nets.
- Free players – pair off and have to evade the net by running in pairs.

**Hospital tag**

A nominated player tags any other player. The tagged player becomes the new tagger but has to hold the part of the body that was tagged. (Play with 6 or more.)

**What to do**
- Establish boundaries.
- Nominate a player to be the tagger – disperse the other players over the playing area.
- Start the activity with jogging.

**Safety**
- If indoors, boundaries should be away from walls or freestanding objects.
- Players should be familiar with space and player awareness activities such as *All-in tag* and *Look out for others!*

**Change it**
- Every player has to mirror the tagger who is holding a body part (i.e. hold the same body part as the tagger). Players will have to be extra alert because everyone else looks like a tagger!
- Encourage players holding a body part to be on the lookout for other players.
Follow the line

A designated player tries to tag players who are moving around a court area following the lines. Once tagged, players form ‘force fields’ for the remaining players. (Play with 8–30.)

What you need

- An indoor/outdoor playing area marked by lines that intersect with one another, or tape/chalk for line markings

What to do

- Designate one player as the tagger. All other players are scattered around the court on a line.
- On your signal, players begin to move around the court, following the lines.
- The tagger tries to tag players by following the lines.
- Once a player is tagged, they must sit down in the spot they were tagged and become a ‘force field’. This means they stop any players from getting past, except for the tagger.
- ‘Force fields’ cannot move.
- The game continues until all players have been tagged.

Change It

- Use cones or bins to be ‘force fields’ at the start of the game.
- Introduce a player who can free ‘force fields’.
- Introduce more than one tagger.
- Vary the locomotion movement in which players travel (e.g. hopping, jumping, lunges, side step, grapevine).

Safety

- When players are ‘force fields’, make sure their hands are off the ground.
- The tagger must tag gently between the shoulders and the waist.

ASK THE PLAYERS

- When tagging, what’s the best way to corner and tag a player?
- When running away from a tagger, where is the best place to run to?

LEARNING INTENTION:

Follow the line is an energiser or warm up that requires students to avoid being tagged by nominated player whilst running along the lines of the court.
**What to do**

Play for a set period, e.g. 30 seconds.

**PASSING**

> If a passer is tagged in possession of the ball they lose 2 points.

> Tag by lightly touching a passer – no touching on the head.

> **End-zone** – depending on player ability, designate a ‘no-go’ end-zone, which is out of bounds to other players.

**TAGGERS**

> **Change roles frequently** – after short periods of play, e.g. 30 seconds, taggers become passers and 2 on-court passers become off-court passers.

**Scoring**

> **On-court passers** – attempt to catch as many balls as possible before being tagged.

> **Off-court players** – attempt to receive as many passes as possible in the set time.

**LEARNING INTENTION**

*On-court off-court rapid pass* is a fast, inclusive passing game. Passers learn to simultaneously bring into view team-mates and taggers.

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4 passers on-court pass the ball around, each player trying to receive as many passes as possible. 2 other on-court players are taggers who try to tag a passer with the ball. Off-court, 2 players pass the ball to each other trying to reach a record total. The game is readily adapted to a wide range of ability levels. (8 or more players.)

**What you need**

> Suitable playing area without obstructions with space between other groups

> 2 balls per group (volleyball size) or alternative

> Markers
Coaching

The game will provide many ‘coachable moments’ for you to highlight invasion-game fundamentals by using player role models:

- Team-mates positioning themselves to receive
- Passers evading taggers
- Players moving about without bumping into team-mates or opposition
- Communicating
- Deceiving the opposition.

Game rules

- Taggers – vary the number of taggers (more or fewer).
- Vary the passing method.

Equipment

- Use different balls – vary size, shape and hardness depending on the experience of the players.

Playing area

- Change the dimensions of the playing area.
- Create one or 2 in-court ‘islands’ where passers can move to (5 seconds maximum) without being tagged.
- Change the distance – between off-court passers.

Safety

- Ensure a smooth playing area with adequate space between players and other games.
- Create tag-free zones to equalise play as required.
- Overarm throws should be soft.
- The ball cannot be taken from another player’s possession.

ASK THE PLAYERS

Passers (on-court)

- ‘How can you help your team-mates?’
- ‘If you have the ball, is it best to “pass long” or “pass short”?’

Taggers

- ‘How can you work with another tagger to be more effective?’
Partner tag

Players are paired off. On a signal, one player, the tagger, tries to tag the other player. At the same time, all the other pairs are doing the same thing – taggers are trying to tag their partners.

**What to do**

**SETTING UP**
- Form pairs, see *Form a group*.
- Allow the players to decide which partner is the tagger.

**PLAYING**
- The tagger counts to 5 to give the other player time to get away.
- If space is restricted, or on the first occasion, restrict movement to a fast shuffle (2 feet on the ground or pretty close to it).
- When a person is tagged, roles swap – don’t forget the count to 5.

**Change it**
- Vary the locomotion.
- Change partners.
- Add a challenge – e.g. the player being chased could try to run to each boundary line before being tagged (boundaries should be away from walls).

**Learning Intention**
*Partner tag* can be used as a warm up game to develop spatial awareness and locomotor movement skills.

**Equalise players** – e.g. long walking steps followed by knee to chest could be used to restrict the mobility of players.

**Safety**
- Choose an area away from walls and other obstructions.
- Other player awareness is very important; see *All-in tag* and *Look out for others!*, which might be played first.
- If performed in a pool, the activity should not come within one metre of a wall – call ‘STOP’ if necessary.
One team called *Warriors* pass a ball to other Warriors and try to tag an opposition called *Dragons*. If Dragons are tagged they become Warriors. When all the Dragons are caught the teams swap over.

### What to do

#### Setting Up
- Establish a playing area. A moat surrounds the playing area. A moat is not required in the pool version of the game.
- Two teams: Warriors and Dragons
- One medium-sized ball
- Bibs for the dragons. In a pool use caps.

#### Playing
- Dragons can run but not into the moat because dragons can’t swim.
- In the pool game, Dragons can avoid being tagged by ducking under the water.
- Warriors are not allowed to step with the ball or throw it at a dragon.
- Warriors are not allowed to hold the ball for any longer than 3 seconds.

#### Change It
- **Team size** – uneven team sizes. More Warriors speeds up the game and makes it harder for Dragons.
- Vary type and size of ball, type of pass, size of playing area, safe zones, immediately pass the ball – ‘hot potato’, vary the locomotion.

### Safety
- Tagging on the head is not permitted.
- Encourage players to call ‘mine’.
- Pool version – no holding or tagging under water.

### Learning Intention
Successful play requires anticipation and evasion skills in defence or teamwork in attack. For related cards see *Base run*.

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> If a Warrior or Dragon has limited mobility all players must hop or jump.

> If necessary establish two adjacent safe zones. A Dragon can’t be tagged in a safe zone but must not stay in a safe zone for more than a specified time, e.g. 10 seconds.