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

**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.