Background
This was a popular and enjoyable ball game of the Walbiri people of central Australia and was usually played in spring. A purija (ball) was made of hair-string with the inside containing crumbled pith — the stems and leaves of small soft plants and shrubs.

The game was played by males who had reached puberty. Two teams from different generation moieties played — these were the Wanta (light) team and the Munga (dark) team.

Playing area
- A designated area on a rugby or Australian rules football field

Equipment
- A size 3 soccer ball or gator skin ball as the purija

Game play and basic rules
- A team in possession of the purija attempts to kick (at least 10 metres) or throw (at least 5 metres) to other players on the same team.
- The opposing team attempts to intercept any passes (kicks or throw) to gain possession of the purija. No running with the ball or physical contact is allowed.

Short description
The aim of this ball game is for one team to keep the purija (ball) away from the other team by kicking or throwing it through the air from player to player.

Players
- Two teams of 20 players or more. The teams are the Wanta (light) and the Munga (dark).
After catching the ball a player is allowed to throw or kick the ball without interference. A player may move up to 5 metres for this to occur, but play should not be delayed.

If the ball contacts the ground play can continue. The ball may not be kicked off the ground but must be picked up and thrown or kicked.

Players may not interfere with players of the other team. Marking an opposing player from 1 metre away is allowed.

**Scoring**

The winner is the team that is able to retain possession of the ball the longest in the game.

**Variations**

- Players run and handball, hit or kick the ball to other players as in Australian rules football.
- Count the number of passes a team makes. Every ten passes scores one point.

**Teaching points**

- Pass and move.
- Call for the ball.
- Move to open spaces. Keep moving.
- No contacts. Mark a player.
- Quick passes. Call for the ball.
- Find a player. Good play.