



Australian Government
Australian Sports Commission

EASY MED HARD



Buroinjin

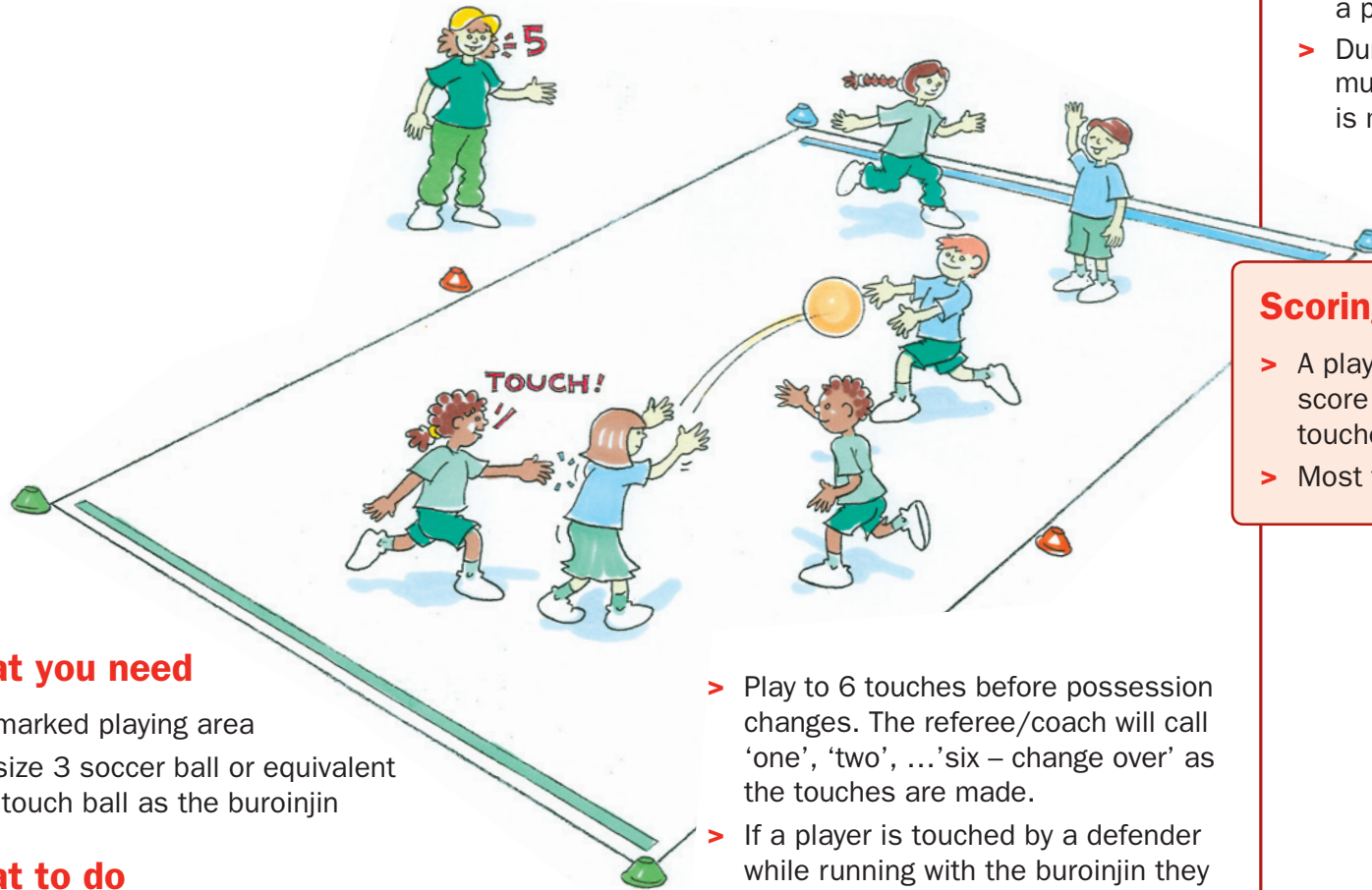
Players pass the ball to one another in an attempt to run across a goal line and score a point. The opposition can intercept to gain possession or lightly touch a player with the ball.

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.



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.

LESSON LINK

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.

SESSION
PLANS

Combo > Start out WC 09b + Get into it INV 07b + Get into it INV 13
Mixed combo > Start out WC 09b + Start out TG 01 + Get into it INV 13

change it...

Coaching

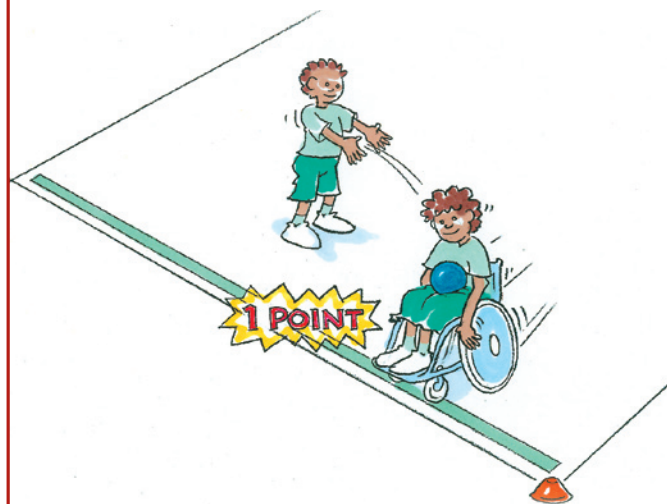
Ensure enough time has been spent on developing confidence with running and passing using easier activities.

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.

**CULTURAL HISTORY**

This is a ball game played by the Kabi Kabi people of southern Queensland. The game was made with a ball made of kangaroo skin which was called a buroinjin. Spectators used to mark their applause by calling out 'Ei, ei'.

ASK THE PLAYERS

- > 'How can you score in the shortest time?'