

# Jillora

'jil-lor-a'

## (Language from Boulia) Game of Amusement

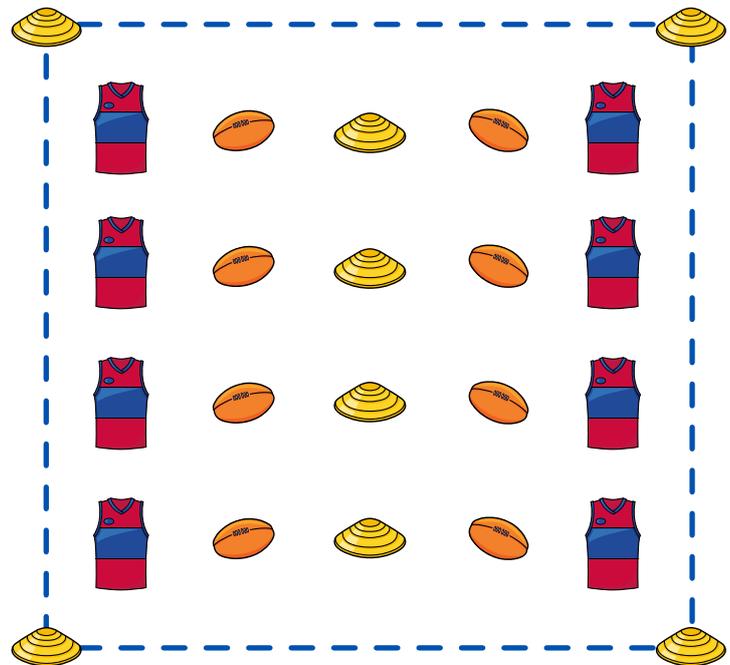
Origins: The game was played Across Australia & Torres Strait.



### How to Play

1. Give every player a football.
2. Line players up opposite a partner.
3. On whistle, players spin the ball on the ground for as long as possible with one attempt.
4. Play best of 3, swapping partners after each set.

### Setup



### Equipment

Cones and footballs



### Change it Up

Players can only use one hand to spin the ball.

#### Acknowledgment

The AFL recognizes the traditional owners of the games and activities included in this resource. The AFL also acknowledges the Australian Sports Commission for producing the Yulunga resource which some of the games in this resource has been adapted from.

# kai wed

‘kai wed’

Origins: Torres Strait Islands

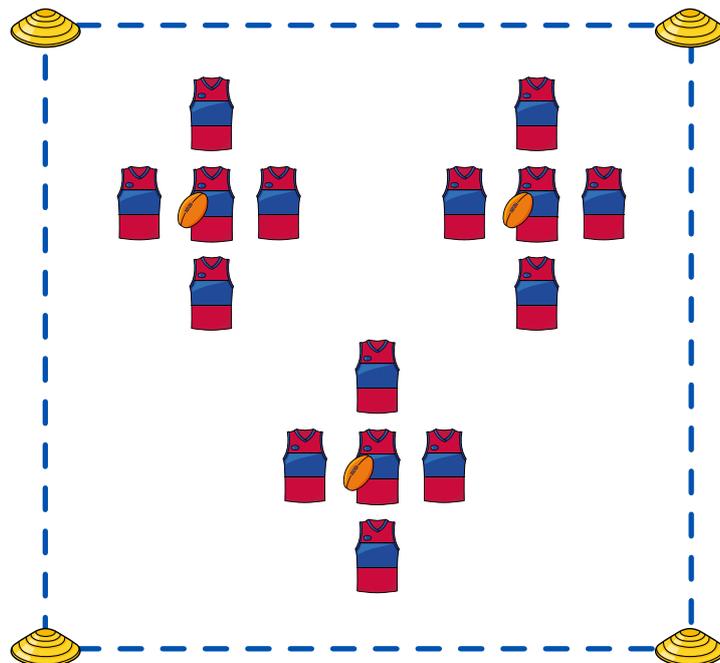
The game was played using the thick, oval, deep-red fruit of the kai tree, which is quite light when dry.



## How to Play

1. Groups of 3-5 with a footy.
2. You can play this sitting or standing.
3. One player starts by throwing the ball to another player in the group.
4. Players use underhand and overhand strikes to keep the ball in the air.
5. Groups count how many hits they can make before the ball hits the ground.

## Setup



## Change it Up

- » Players can only use one hand
- » Introduce a second footy per group

## Equipment

Footballs



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# Kool-chee Kool-chee

‘kool-chee kool-chee’

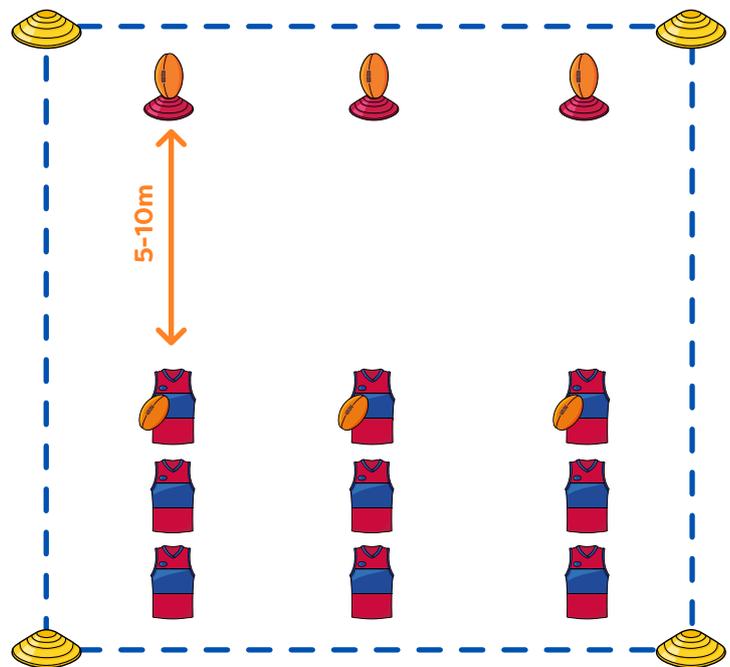
Origins: Played by the Diyari people from near Lake Eyre in South Australia.



## How to Play

1. Equal teams of 3-4 players.
2. On whistle players attempt to roll a ball at the target.
3. If they knock the target off the cone they score a point.
4. Team to score the most points in 5 min wins that round.

## Setup



## Equipment

Cones and footballs



## Change it Up

- » Use different types of balls to roll at the target – footballs being the most difficult
- » Increase the distance each round

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# gorri

'gor-ri'

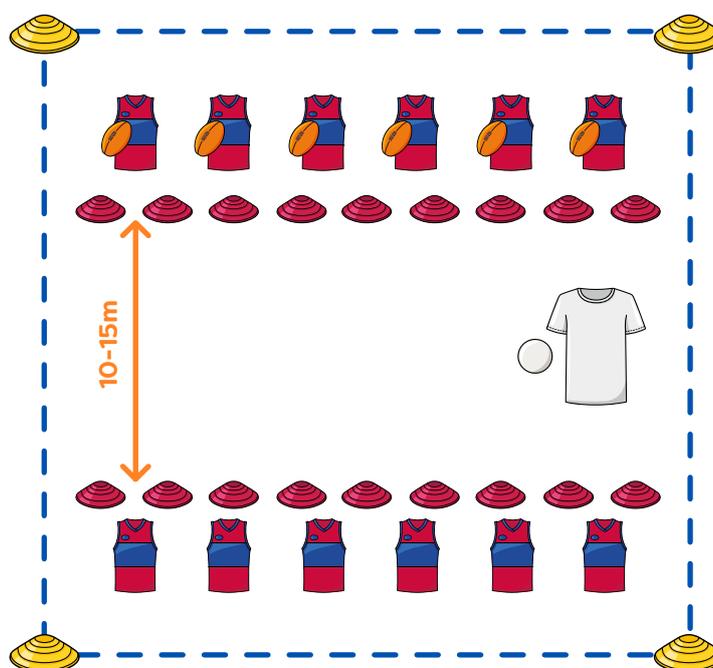
Origins: Central Australia



## How to Play

1. Two teams facing each other 10-15m apart.
2. Coach rolls a ball through to the end of the line of players.
3. Players handpass their footy and attempt to hit the ball as it passes.
4. Award points for each hit.

## Setup

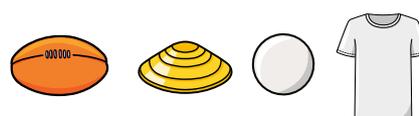


## Change it Up

- » Roll different sized/shaped balls to increase difficulty
- » Alternatively the coach runs through as the target

## Equipment

Cones, alternate balls and an adult



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# pulyuggie

‘puly-ugg-e’

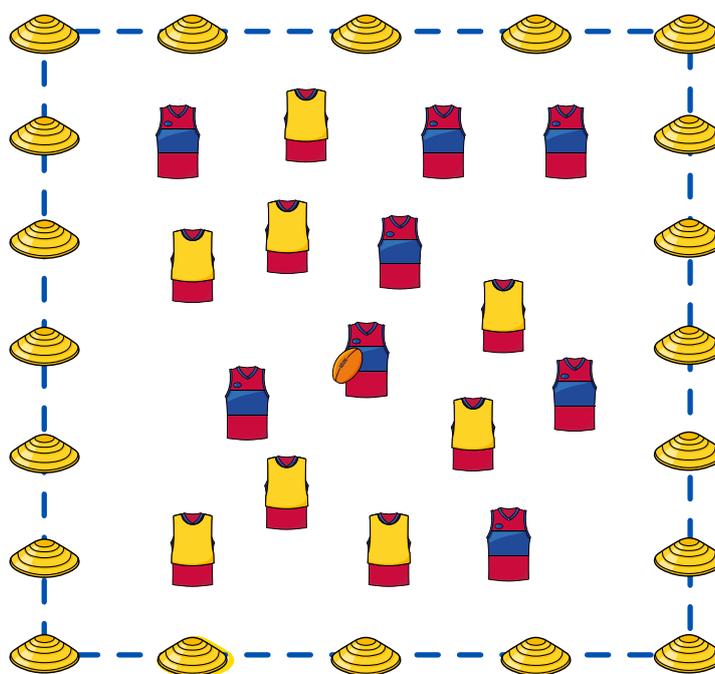
Origins: Played in the Murray, Lake Alexandria and Lake Albert areas of South Australia.



## How to Play

1. This keepings-off game encourages players to pass the ball using throwing/handpassing to keep the ball from the other team.
2. Start simple then add/modify rules based on ability:
  - » 5 seconds with the ball
  - » No running with the ball
  - » No contact
  - » No stealing of the ball

## Setup



## Equipment

Cones, footballs and bibs



## Change it Up

- » Introduce second football
- » Points for successive passes
- » Players must jump when passing & receiving

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# Weme

'we-me'

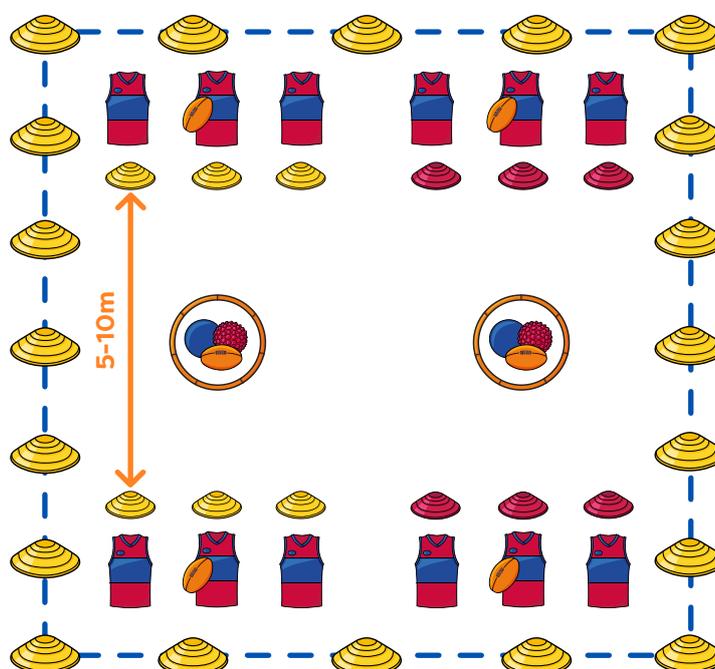
Origins: Warlpiri people of Central Australia.



## How to Play

1. Two teams split in half facing their team mates.
2. Players attempt to handpass their footies at the balls in the middle and knock them out of the hoop.
3. First team to clear their hoop wins.

## Setup



## Change it Up

- » Add/subtract balls from the hoops
- » Add in more hoops & balls
- » Increase distance required to handball

## Equipment

Cones, footballs, hoops and alternate balls



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# pukamitjal

‘puka-mit-jal’

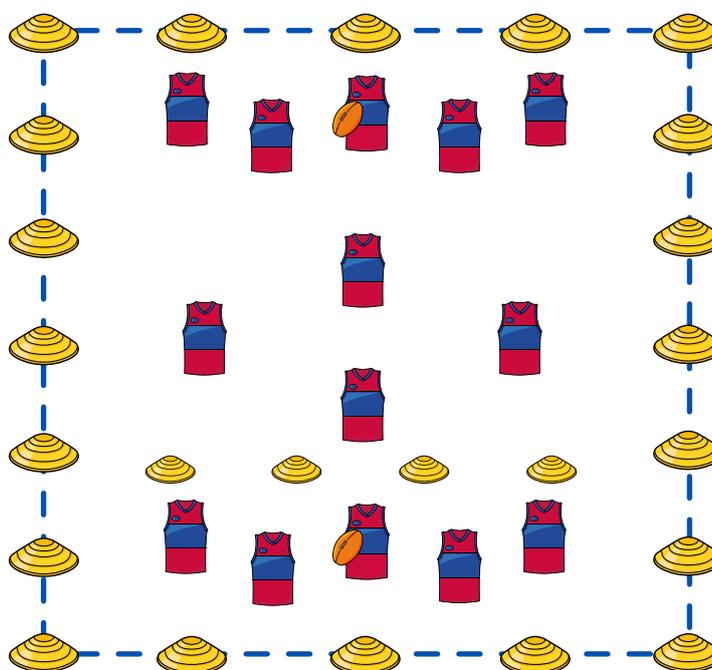
Origins: Played on Mornington Island in northern Australia.



## How to Play

1. Divide players into 3 teams, 1 in each zone.
2. Teams in the end zones must kick the ball to the furthest team and avoid the ball landing in the centre.
3. Teams score points by successfully marking the ball in their zone.
4. Rotate teams every 5 min.

## Setup



## Change it Up

- » Send a player from each team to a different zone to cause disruption and create marking contests
- » Bonus points for increased difficulty
  - » Extra points for overhead marks
  - » Double points for one-handed marks

## Equipment

Cones and footballs



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# Apwerte

‘ap-wer-te’

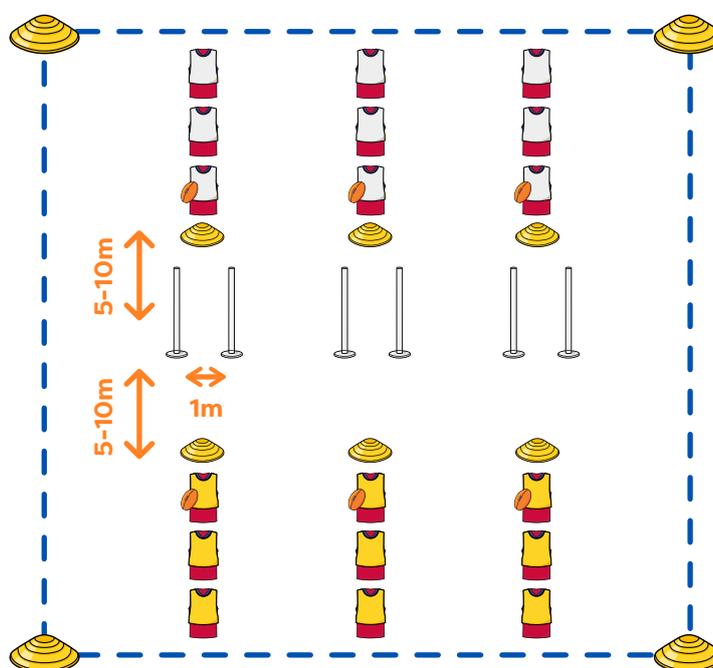
Origins: Warrina in Central Australia and Goondiwindi in Queensland.



## How to Play

1. 8 x equal teams, 1 footy per 2 teams
2. Teams line up opposite their target posts.
3. First player on “Team A” attempts to roll the ball through the target posts.
4. The opposite team picks up the ball, returns to their cone and has their turn.
5. Once a player has rolled they go to the back of their team.
6. Points are scored by rolling through posts
7. Rotate teams every 3min

## Setup



## Change it Up

- » Players dribble kick the ball at the post
- » Place a cone between the kicker and the post which the ball must curl around

## Equipment

Cones, footballs, posts and bibs



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