



A FREE FUN GAME

Let's play **Hwishu!**

A CULTURAL GAME FROM ZIMBABWE



Hwishu is a Shona name meaning the action of the foot missing the ball!

Introduction

HWISHU is an exciting Zimbabwean cultural game much like cricket in concept and is a favourite pastime for many people. It is usually played in December, when the onset of the rains makes marking a playground on the wet earth easier.

Hwishu is played by two teams – kicking and fielding. Each member of the kicking team takes a turn to kick a ball and score runs, while the fielding team skilfully fields the ball to restrict the kicker from scoring runs.

Both teams alternate between kicking and fielding. The objective of Hwishu is for one team to reach 100 points.



**Rules
& instructions
on next page**

— THE GIFT OF —
sports

THE
Greatest
GIFT

THE FIELD



Two big circles, separated at the midpoint by a dividing line are drawn on the ground. Only one member of each team can stand in their respective circles at any one time.

INSTRUCTIONS

- The above teams A and B both have 5 players each. (Team A has selected a kicker and Team B has selected a fielder)
- The fielder will start the game by skilfully rolling the ball to the kicker in their circle.
- The kicker must kick the ball over the diving line to the other side
- The kicked ball must be within the boundaries otherwise it doesn't count.
- The kicker runs as many times as they can between their circle and the centre line until the other team catches the ball and uses it to hit the kicker as they are running.
- Kickers are eliminated when they kick a high ball and a member of the fielding team catches it without it falling to the ground or they punch a high ball to the ground.
- The kicker only has immunity when standing inside his circle otherwise the fielders will throw the ball and try to hit the kicker when out of the circle.
- Good kickers are those who kick fast ground balls past all fielding team members and run to earn points for the team.
- When all team members are eliminated the teams swap sides and the game continues.
- When all members of the kicking team are eliminated, then the teams swap but if the kickers reach 100 points, each member of the kicking team gets a new life and starting kicking again. This can be frustrating for the team that is fielding as kicking is more fun than running after balls. Hence the fielding team always endeavor to eliminate the kickers before they reach 100 points.

Game instructions
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