

MATARIKI MURIWHENUA

Ki o Rahi Games

TAIPA AREA SCHOOL, DOUBTLESS BAY, 13 & 14 JULY



GAME RULES

1. 8 aside, with a minimum of 3 girls on the field at all times.
2. 5 minute quarters, 2 minute half time breaks – once siren goes game is over
3. Substitutions at the end of each quarter – injuries can be substituted any time during game.
(Must inform referee)
4. Both teams will wear tags (if teams can provide their own sets this will help game times run smoother) Players must have both tags on their belt before they can resume play.
5. Tags must be worn on hips, not tucked into the belt, belts must be worn over the top of t-shirts.
6. Double Rips – if a player makes a simultaneous rip of both tags of the player with the ball this will result in an instant handover.
7. No fending, tackling, pulling on clothes for this particular event – non contact.
8. No manipulating the pou or tupu
9. Taniwha (*Shooters*) can have their tags ripped by Pawero players (*Defenders of the Tupu – Barrel*), Taniwha players can also rip Pawero Players
10. Te Ara (Pathway) is out of bounds for all players except where Kioma defenders are swapping. Kioma cannot run with the Ki in Te Ara. (They must enter between the cones.)
11. Players can play at the Ki – Ball if their feet are planted in the correct zone – i.e Taniwha can play at a ball in Te Motu Zone (The Island) as long as their feet are planted in Te Roto (The Lake)

KIOMA

12. Points will reset if: Kioma run into the lake and back out, if taniwha get a hand to or touch the ball, if tag gets ripped in Te Roto Zone (the lake).
13. Up to three defenders in Te Motu zone – (Pawero Players)
14. Defenders cannot touch the Tupu (Bin)
15. Only one defender can roam within the Pawero other defenders must stand by the Tupu. No players in Te Wairua.
16. Kioma must run through Te Ara when coming in and out of Te Ao and Te Motu Zones.
17. Te Marama Throw off (Mahana) Seniors (Years 9-13) must kick off from Te Marama. Juniors can throw off from Te Marama.
18. If points are zero, Kioma can catch on the full from Pawero and run in for an instant point. (does not apply after pou have been touched) Maximum scoring 7pts

TANIWHA

19. Taniwha can leap from Te Roto/Lake and shoot at the Tupu as long as the ball is released before they land in Te Motu.

join the revival >> play Ki o Rahi

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