



taonga tākaro

Ngā Taonga Tākaro ki te Matau-a-Māui Charitable Trust
Presents

KI O RAHI SECONDARY SCHOOLS NATIONAL CHAMPIONSHIP 2019

TE MATAU A MAUI – NGATI KAHUNGUNU

14-16 April 2019



HB REGIONAL SPORTS PARK
PERCIVAL RD
HASTINGS



Programme

Sunday 14 April

2pm – Pōhiri.

TKKM o Ngati Kahungunu Ki Heretaunga

Stock Rd, Flaxmere

Hastings

After Pōhiri

Kaiwawao/Managers/Coaches brief

Monday 15 April

Tournament

8.00 grounds open for team set-up

8.30 karakia

8.45 1st round teams set-up on Te Ara

9.00 1st round starts

6.00pm Ki o rahi national hui

Tuesday 16 April

Tournament finals

Prizegiving

Handover

Poroporoaki

Ngā Ture o Ki o Rahi

1. GENERAL RULES

- 1.1 The tournament is a mixed competition. Only one team per school, the tournament is open to all age groups at secondary school level. Yr 9 to Yr 13. Each player must attend/be a current student of the school it is registered for.
- 1.2 Registered players only are to take part in the tournament. There are 16 players registered and 14 can play with 2 non-playing reserves. Non playing reserves may be used at any time during the tournament to replace two players in the team. This can only be done before a game and NOT during the game. The non-playing reserves must be dressed in non-playing uniform or a high viz vest.
- 1.3 The playing team consists of up to 14 players; 8 on the field and up to 6 subs. The on field team will comprise of 4 females and 4 males.
- 1.4 At the ara captains will determine which team starts as KIOMA or TANIWHA with a game of rock, paper, scissors.
- 1.5 Each team is to assign a Tewhatewha (Captain); this is the only person that communicates with the referee during the game.
- 1.6 After the kick start or kick restart, players are able to run through TE MARAMA during general play.
- 1.7 Games will be played in 4 quarters – Time per quarter is determined by tournament organisers once registrations have been received. Each team will play two quarters as KIOMA and two quarters as TANIWHA
- 1.8 Rolling subs are allowed. Players are able to sub on and off freely during the game and within the subbing box only. The player being subbed must be off the field before the subbing player enters the game.
- 1.9 Referees decision is final
- 1.10 Teams must be present at their field 5 minutes before start time and on the field 2 mins before start.
- 1.11 Teams are to bring their own belts; all tags will be provided. These tags will be the Silver Fern Tags. Tag shorts are not be used for the rippas. Shirts need to be tucked in. Belts will be worn over the top of shirts at hip height.
- 1.12 All players must be in the same playing uniform and players or player's shirts must be numbered.
- 1.13 Only running shoes, touch shoes, rubber cleats or moulded boots are allowed. No bare feet, metal studs or spikes are to be worn.
- 1.14 A siren or whistle will be sounded to start and finish each game and quarter.
- 1.15 Teams are to provide their own shade, sunscreen, water bottles. Bottles can be filled at water taps provided at the venue, please ensure teams have enough food for the tournament.
- 1.16 If a game ends in a draw the first team that scored becomes the winner. Round Robin and Finals.

2. RULES – KIOMA TEAM

- 2.1 The game starts with a KIOMA kick off, from TE MARAMA. When kicked, the ki must go over TE ARA and into PAWERO on the full. If it bounces into another area or is touched by a TANIWHA player, the ki is handed over to the TANIWHA team.
- 2.2 KIOMA players split their team into two areas. A maximum of two players (Kaitiaki) can be positioned in the PAWERO and the rest are placed in TE AO.

3. PAWERO – KAITIAKI

The players inside the PAWERO are known as KAITIAKI, the rules for the KAITIAKI are as follows:

- 3.1 A maximum of two players can be positioned in the PAWERO at one time.
- 3.2 Any player in the KIOMA team can be a KAITIAKI and they may only enter or leave the PAWERO by running through TE ARA. Incorrect entry into PAWERO penalty/handover.
- 3.3 KIOMA/KAITIAKI may not run with the ki inside TE ARA. If the ki lands or rolls into TE ARA the ki may be picked up but must be passed to a team mate. NOTE: TANIWHA players are able to reach into TE ARA to retrieve the ki, as long as they remain with feet (while standing) or toes (while lying) planted in TE ROTO.
- 3.4 KAITIAKI defend the TUPU from being hit with the ki, they are able to use any part of their body, to block, deflect or regain possession of the ki. If a TANIWHA player attempts a jump shot (see TANIWHA rules) KAITIAKI cannot advance themselves forward or use their bodies to make contact and stop motion of the TANIWHA player. KAITIAKI are only permitted to rip the tags or hold their ground/space to block the shot. Advantage rule applies
- 3.5 When in possession, KAITIAKI have 5 seconds to throw it to their team mates in TE AO or the ki is handed over.
- 3.6 While defending the TUPU: If the KAITIAKI step on or in the WAIRUA circle or if they touch the TUPU with any part of their body a point is awarded to the TANIWHA team. WAIRUA IS LIVE AT ALL TIMES, and points will be awarded accordingly. An own goal can be scored e.g. when a KIOMA player throws the ki from TE AO to the KAITIAKI and the ki hits the TUPU or when the KAITIAKI have possession of the ki they drop it or throw it into the TUPU, a point is awarded to the TANIWHA team. The ki is not handed over as a result, play continues.
- 3.7 KAITIAKI cannot step on the line or inside TE ROTO or the ki is handed over.
- 3.8 KAITIAKI are able to reach into TE ROTO to gain possession of the ki. While reaching, both feet must be planted if standing or toes planted if lying on the ground. If a leg/legs or toes come off the ground, player will be deemed offside and a turnover to the TANIWHA team. NOTE: The same applies for KIOMA players who are in TE AO and who reach into TE ROTO to retrieve the ki.
- 3.9 KAITIAKI are able to rip the tag(s) of the TANIWHA player holding the ki inside TE ROTO as long as they remain inside the PAWERO, the one tag and two tag rip rule applies (see general rules). Note: If a TANIWHA player's tags are ripped in the correct manner and before the ki is released while attempting a shot at the TUPU, the shot will be deemed a no throw, play continues as per normal.

4. TE AO

- 4.1 The KIOMA players positioned in the TE AO and PAWERO ZONE make up the team total.
- 4.2 The KIOMA players can run with the ki to evade the opposition or pass the ki between themselves in TE AO or pass to their team mates in PAWERO. While in possession within Te AO the objective of the player with the ki is to touch the POU with the ki, this accumulates points for their team. If they manage to touch one POU in the correct manner and score a try (TUPU MANAWA), the (TUPU MANAWA) is worth one point. If two POU touched and a try results, two points are scored, three POU three points and so on.
- 4.3 A POU must be touched before KIOMA are allowed to attempt to score a (TUPU MANAWA). If no POU touched and the KIOMA carrying the ki crosses into TE ROTO, it will be a hand over to the TANIWHA team.
- 4.4 If the KIOMA team touches the same POU more than once your count restarts at ONE. A) If the TANIWHA team touches the ki while in flight or is attempting an intercept, or when the ki is loose on the ground and then the KIOMA team regain possession, count goes back to ZERO
- 4.5 If the KIOMA players tag is ripped before they touch the POU, that touch on the POU does not count so the next KIOMA player is free to touch that same POU.

5. SCORING A TUPU MANAWA

- 5.1 KIOMA score by touching the POU while they have possession of the ki, the player carrying the ki then runs through TE ROTO and forces the ki into the PAWERO (similar to scoring a try in rugby league).
- 5.2 Only the KIOMA player who has possession of the ki is able to enter into TE ROTO to score. If a KIOMA enters TE ROTO without possession of the ki, handover applies. They must either have possession of the ki before entering or they may jump from TE AO, receive the ki in the air before landing in TE ROTO.
- 5.3 Scorer must have possession of the ki at all times. Fumbled or lost ki before scoring – no try and hand over.
- 5.4 Both tags must be attached to their belt until the try is scored. If tag(s) are ripped or fall off before the try is scored – no TUPU MANAWA and hand over.
- 5.5 Once in TE ROTO the KIOMA carrying the ki must continue into the PAWERO to score, they cannot pass the ki to another player and they cannot run or step back out to TE AO. If either of these occurs – hand over to the TANIWHA team.
- 5.6 Diving along the ground and in the air to score a try is allowed. **However, no flips or dangerous actions allowed.** The scorer must take responsibility to avoid any unnecessary contact by diving into the space either around, to the side or between TANIWHA players.
- 5.7 Scorers cannot charge or dive directly into a defending player and they cannot dive between the legs of a defender. Both of these will result in a no score, and turn over to the TANIWHA team. NOTE: player conduct to be used accordingly.

THE FOLLOWING IS ALSO LISTED IN THE RULES – TANIWHA TEAM SECTION.

TANIWHA players, when defending in TE ROTO, must take responsibility to avoid unnecessary contact. TANIWHA must always attempt to rip the tags at all times, they may hold their ground if their feet are planted before a scorer attempts to run or dive for a try (in this instance rule 5.6 applies where the scorer must move to run or dive in the space). If the TANIWHA player has to change their line of running/movement due to the scorer stepping or running away, they are then only able to go for the tags and not attempt to place themselves in front of the scorer.

5.8 TANIWHA defenders inside TE ROTO must not: 1) lead with their legs or knees when a scorer dives for a try; 2) charge with shoulders, arms or body to deliberately stop motion of play; 3) hold any part of the scoring players body or clothing; 4) strike at the ki to force a dropped ki;

5.9 Should any of the above mentioned occur, advantage is played for the scoring player, a try is awarded if scored in the correct manner, however if tag falls or ripped or if ki is lost a penalty will be given to the KIOMA team in TE AO. NOTE: Player conduct to be used accordingly.

5.10 While attempting to score a try the KIOMA player may not dive across or through TE ARA, this includes the body or legs being in the air and over the top of TE ARA. However, If the player scores before landing over or in TE ARA the try is awarded.

5.11 Play is not dead or complete until either one of the infringements has taken place resulting in a hand over or penalty or when the try is scored.

6. RULES – TANIWHA TEAM

6.1 When a kick-off is taken from TE MARAMA, TANIWHA players are allowed to stand behind the line at the top of TE ARA. They are also able to jump or lift a player without crossing TE ARA.

6.2 A maximum of four TANIWHA players can occupy TE ROTO when taking a shot at the TUPU or when defending KIOMA players from scoring a try, the remainder of TANIWHA players are in TE AO.

6.3 TANIWHA players are free to roam in and out of TE AO and TE ROTO as long as there are only a maximum of four players in TE ROTO. CAUTION: teams are to note that when all four players are in TE ROTO a 5TH TANIWHA player may not follow their marked player into TE ROTO if they are attempting to score a TUPU MANAWA. Advantage will be played to the KIOMA team and TUPU MANAWA awarded if done so in the correct manner. If TUPU MANAWA not scored a penalty is to be given to the KIOMA team in TE AO. NOTE: player conduct to be used accordingly.

6.4 TANIWHA players score by trying to hit the big central target, TE TUPU, with the ki by means of a throw while inside TE ROTO or TE AO; each time they do this they score **ONE POINT**. From here play continues, so if the TANIWHA players retrieve the ki they are able to keep throwing the ki at the TUPU to score points.

6.5 While taking a shot at the TUPU; if the TANIWHA players' foot touches the line or if they step into the PAWERO before the ki is released, the ki is handed over to the KIOMA team inside the PAWERO (KAITIAKI).

- 6.6 TANIWHA players are able to take a shot while jumping in the air and into the PAWERO. The shot only counts if the ki is released before the player lands on the ground. TANIWHA players are also able to use one of their own players to leverage themselves in the air and towards the TUPU while taking a shot. The player must immediately retreat to TE ROTO before handling the ki again.
- 6.7 If a jump shot into the PAWERO is taken, the player must take the shot at the TUPU, they cannot jump in and pass the ki to another player as this will result in a hand over.
- 6.8 A player may jump from TE ROTO and receive the ki in the air to then take a shot at the TUPU, as long as the ki is released before they land.
- 6.9 TANIWHA players may not charge at KAITIAKI if taking a jump shot at the TUPU. This will be deemed a no throw and hand over to KIOMA (KAITIAKI) inside PAWERO.
- 6.10 TANIWHA players inside TE ROTO are also able to lift the player with the ki while taking a shot at the TUPU (similar to a line out lift in Rugby). Players can only perform this inside TE ROTO; they cannot cross into the PAWERO or TE ARA.
- 6.11 As soon as the TANIWHA team has possession of the ki (i.e. player has control of the ki) inside TE ROTO they have 5 seconds to take a shot at the TUPU. The count restarts only after a shot has been taken, or kaitiaki touches the ki, and taniwha regain possession. Teams must make an honest attempt to shoot for the TUPU or count will continue.
- 6.12 Referee will start count if time wasting i.e. ki is passed into TE ROTO from TE AO and left on the ground to use up time.
- 6.13 When on defence the TANIWHA team attempt to rip the tags from the player carrying the ki. (Refer to general rules for one tag rip and two tag rip rules). TANIWHA players must stand one metre off the POU; they may not 'hug' the POU to prevent the KIOMA player from touching it with the ki.
- 6.14 When defending in TE ROTO, TANIWHA must take responsibility to avoid unnecessary contact. TANIWHA must always attempt to rip the tags at all times, they may hold their ground if their feet are planted before a scorer attempts to run or dive for a try (in this instance rule 5.6 applies where the scorer must move, run or dive in the space). If the TANIWHA player has to change their line of running/movement due to the scorer stepping or running away, they are then only able to go for the tags and not attempt to place themselves in front of the scorer.
- 6.15 TANIWHA defenders inside TE ROTO must not: 1) lead with their legs or knees when a scorer dives for a try; 2) charge with shoulders, arms or body to deliberately stop motion of play; 3) hold any part of the scoring players body or clothing; 4) strike at the ki to force a dropped ki;
- 6.16 Should any of the above mentioned occur, advantage is played for the scoring player, a try is awarded if scored in the correct manner, however if tag falls or ripped or if ki is lost a penalty will be given to the KIOMA team in TE AO. NOTE: Player conduct to be used accordingly.
- 6.17 TANIWHA are able to reach into the PAWERO or TE ARA to retrieve the ki. Feet must be planted if standing or toes planted when lying on the ground. While in this position TANIWHA CANNOT ATTEMPT TO SHOOT AT THE TUPU, offside rule will apply.

7. HANDOVER / PENALTY RULES

- 7.1 Whenever a handover or penalty is taken the player has a free pass or run option. The infringing player must stand to the side and all other players must be 5 metres away from the handover/penalty mark. Once the option has been taken all players are able to commence play.
- 7.2 If an infringement takes place in TE AO the penalty is to be taken on the mark of the infringement. If the infringement takes place in TE ROTO or PAWERO the penalty is taken inside those areas.
- 7.3 For the player who is penalised, there is no time wasting, the ki must be placed on the ground at the mark of the infringement, the player must not run away with the ki or throw it away. Continued infringement, player conduct rules apply.
- 7.4 If KAITIAKI step on line or into TE ROTO – hand over.
- 7.5 If KIOMA run in and then step or run out of TE ROTO – hand over.
- 7.6 If KIOMA pass the ki when inside TE ROTO – hand over.
- 7.7 If KIOMA fumble or lose control of the ki while scoring a try – hand over.
- 7.8 If KIOMA cross through or over TE ARA before scoring a try – hand over
- 7.9 If players step into or run through TE ARA during general play – hand over.
- 7.10 If TANIWHA step on into or onto the PAWERO line – hand over.
- 7.11 If the player carrying the ki does not pass or release the ki 3 seconds after their tag has been ripped – hand over.
- 7.12 When the ki or play is out of bounds - hand over and thrown in where the ki went out. As it is a handover no player can block the throw in. They can stand near the thrower but not make a play at the ki or their tags.
- 7.13 If the TANIWHA team fail to shoot the ki at the TUPU after 5 seconds – hand over
- 7.14 There is to be no holding or pulling the body or clothing – penalty. Continued infringement player conduct rules apply.
- 7.15 No moving screening type plays i.e. using any part of your body to block or prevent a player from taking part in the game.
- 7.16 No use of offensive language or sledging of any type during the game, doing so will result in a penalty. NOTE: player conduct will be used accordingly.
- 7.17 All over aggressive or un-sportsmanship like play is discouraged, the Player conduct rule will be adhered to in these circumstances.
- 7.18 Coaches, sidelined players, and spectators are expected to conduct themselves in a way that uphold the mana of ki o rahi and the mana of their school.

8. ADVANTAGE RULE

8.1 Referees will choose to allow play to continue if an offense has been made against the team in possession of the Ki, therefore referees will enforce the advantage rule. If no advantage a penalty will be taken at the mark of the infringement.

Continue play

No advantage penalty taken at the mark of infringement

9. RIPPER TAGS

9.1 Shirts to be **TUCKED INTO SHORTS. BELTS** must be over the top of clothing and **TAGS** must attached correctly. If players have incorrect tags while handling the ki – hand over.

9.2 A player must have two tags on their belt before commencing play. If the ki is handled with one or no tags – penalty/handover.

9.3 On defence, the defending player must have two tags in order to defend an attacking player. If they only have one or no tags they must place the tag(s) back on their belts before commencing play. Advantage rule will apply.

9.4 When a tag/s is ripped it must be dropped straight to the ground or handed back to the player. If player runs away with, or throws tag/s away. Advantage rule will apply.

9.5 If players rip tags from other players who do not have possession of the ki – penalty, handover.

9.6 If players fend or attempt to block tags from being ripped – handover. penalty, handover.

9.7 When **ONE TAG IS RIPPED** the player carrying the ki has 3 seconds to pass or release the ki. If **TWO ARE RIPPED SIMULTANEOUSLY BY ONE PERSON** the ki is handed over to the opposition.

9.8 No striking or ripping at the ki or hands while opposition is in possession, if this occurs penalty is given. The ki can only be contested while in flight (attempting an intercept) or if loose on the ground.

9.9 Kicking or accidental contact of the ki with the foot in general play – penalty, handover.

9.10 If the ki appears to be trapped the referee will blow the whistle and play stops. The referee will conduct a toss ki. A toss is where the referee throws the ki high above the players and they must gain possession.

10 PLAYER CONDUCT RULE

- 10.1 In all cases where there is repeat offending, or deliberate acts of non-compliance to the rules, the following process will be administered by referees:
- 10.2 Warning from the referee. Referee will warn any player/s of any conduct that is not within the rules and spirit of Ki o Rahi. The referee will enforce any of the rules below that they see appropriate for the incident. The referees' decision is final.
- 10.3 Player subbed off the field - another player may enter the game. Offending player may re-enter at the coaches' discretion. If there is multiple offending or repeat offenders, referee's discretion as to continue to sub offending players off or enact rule 10.4 or 11.3.
- 10.4 Player sin binned for 2 minutes – player cannot be replaced on the field. The sin binned player must go to the scorer's table to hand in their tags and to sit out their 2 minute penalty. It can be the coach's choice if that player or another player re-enters the game following the 2 minutes. Subbing rule applies.
- 10.5 Red Card/send off – If a player is sent from the field they will not be allowed to take part in the rest of the game. Their tags must be given to the scorer's table. After 2 minutes another player may enter the game. The infringing player will also receive a one match stand down which will be the team's next game in the tournament, this applies to all round-robin play and including any finals games.
- 10.6 If a sent off player is sin binned again in any games following their send off, they will not be allowed to take part in any further games in the tournament.
- 10.7 Two sin bins in the same or separate games will also result in a one match stand down. Three sin bins or 2 red cards will result in that player taking no further part in the tournament.
- 10.8 For any sin bins or send offs the referee must record the school, name and number of the player/s and the reason for the decision on the back of the score card.

11. Disputes procedure

In the unlikely event of a dispute the procedure is: the team captain is to sign the bottom of the score sheet in the box provided within 10 minutes of the completion of the game. The team then has one hour to lodge a written report and pay a bond payment of \$100 to the Tournament Director. A Judicial Committee will be assembled to consider the dispute. If the Committee rules in favour of the dispute, the bond will be refunded to the team.