

### GAME FORMAT

Teams must present to the referees ten minutes before the designated start time.

10 players per side (*if more than 10 players per team then use subbing between players*)

Games will be four quarters of 10 minutes each. Each team will have two alternate turns at Kioma and Taniwha. There will be a two minute break between quarter and a six minute half time break.

The winning captain must take the result of the game to the event office inside the Island Bay Clubrooms.

### GENERAL RULES AND EXPECTATIONS

Team uniform- Teams must wear an identifying uniform, for example the same coloured shirts. Bibs are available if there is a colour clash.

No jewelry

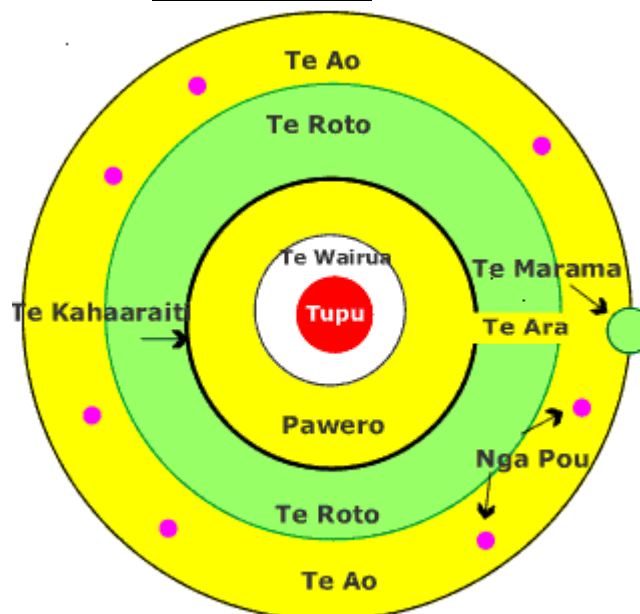
Teams must obey the artificial turf rules at all times (See below for rules)

Teams must abide by 'Fair play and respect' protocols at all times. The aim of the event is fun and social; we encourage you to provide a positive role model for young spectators. Poor behaviour and bad language will not be tolerated.

### RULES NEGOTIATION: TATU

Rangatahi Tu Rangatira promotes the ancient Maori pre-game process of Tatu. Both teams can negotiate the rules they wish to play, However, the Mauri of the game must remain intact. The rules below are therefore a guideline only and are open to negotiation.

### FIELD OF PLAY



NB: Not To Scale. The Pawero, Te Wairua & Tupu are collectively known as Te Motu.

## **REFEREEING AND SCORERS**

- Two players from each team are nominated as 'Tewhatewha' – they self regulate their own players to play the game properly. They do not have to be playing at the time.
- The game officials are the 2 referees, 1 scorer and the Tewhatewha/captain.
- The general control of the match is determined by the referees.

## **PENALTIES**

- Penalties can be given by the referee for dangerous play, time wasting, unsportsmanlike behaviour and bringing the game into disrepute.
- Penalties can be 30 or 60 second stand-downs whereby the player leaves the field for 30/60 seconds and then returns and banishment for the time remaining in a quarter – in these instances the player cannot be replaced.
- A player can be banished from the game – officials then decide whether that player can be replaced by another team mate or if there is no replacement.
- For penalties and minor infringements the ball is handed over to the opposition.

## **TIME LIMITS WITH BALL POSSESSION**

- Taniwha players have 10 seconds to have an attempt at hitting the 'Tupu' (centre target) – an attempt is shot which hits a kioma player in the Motu zone.
- Kioma players have between two minutes to score a try – this includes touching pou (posts) and any relay throwing to and from their players in the Motu or Te Marama circle.
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- Kaitiaki in Te Motu zone have 10seconds to pass the ball out to their Ki Oma team mates when in possession of the Ki.

## **THE RULES OF POSITIONAL PLAY**

**There are 2 teams – Kioma & Taniwha. Teams alternate quarters in these positions.**

### **Kioma**

- The 'Kioma' team of 10 players occupy 3 areas: a maximum of 3 players can occupy the Motu zone (2 defending the tupu or centre target and 1 up on the Te Kahaaraiti line) and the rest of the team are positioned in the outer 'Te Ao' zone.
- Their job is to score tries (Tupu Manawa) by first touching an outer 'pou' (post) while holding the ball and then, just the player with the ball-in-hand, runs through the 'Te Roto' zone and into the 'Motu' zone to score a try. The ball can also be grounded, as in rugby, on or over the Kahaaraiti circle for a try to be scored. If a try is scored and 1 pou was touched the try is worth 1pt. If two different pou were touched the try is worth 2pts & so on. The ball is inter-passed by Kioma players in the 'Te Ao'zone.
- Only 1 Kioma player, the one holding the ball, can enter the 'Te Roto' zone to attempt to score a try. If tackled in the Te Roto zone that player must immediately hand ball possession over to the Taniwha team.
- The ball can be inter-passed by Kioma and Pawero Kaitiaki players.
- Kioma players can swap positions in the Motu zone and Te Ao zone by entering the 'Te Ara' (pathway). They cannot handle the ball, obstruct their opponents or interfere with play in anyway while doing this. They cannot run with the ball in Te Ara.

- Each quarter starts with a Kioma player trying to kick the ball from the Te Marama circle to their fellow team mates in the Motu zone – the throw-off is called a ‘mahana’. If the ball is not claimed by their Pawero team mates it is automatically handed over to a Taniwha player in the Te Roto zone.
- When tackled to the ground a Kioma (or Taniwha) player can still hold onto the ball. Other players can try to wrestle the ball off them. There is no ‘cleaning out’ of players such as in rugby. Hands only are used. If the Kioma (or Taniwha) player has possession their time limits still apply. If the ball does not come free a throw-up is held between the two players most aggressively fighting for possession.

### **TE MARAMA PLAY**

- Only one player from the Kioma team can occupy the Te Marama circle at any one time.
- The game is started with a kick-off by a kioma player from the Te Marama circle. Each quarter also begins with a throw-off (mahana) from the Te Marama circle. After a try (Tupu Manawa) is scored the game is also restarted with a throw-off from the Te Marama circle.
- With a kick-off the ball must enter the Pawero zone or be touched or caught by a Pawero player or the ball is handed over to a Taniwha player in the Te Roto zone.
- Kioma have 10seconds to kick the Ki from the restart
- Every time a try is scored the game is restarted by a Kioma player with a kick-in from the Te Marama circle.

### **TE MOTU PLAY**

- Up to three Kioma players can occupy the Motu zone at any one time (2 defending the Tupu 1 up on the Kahaaraiti line). Players in this zone are called Kaitiaki.
- Once the ball has stopped in the Motu zone or is in a Pawero players possession they have 10 seconds to throw or kick the ball out of the Motu zone.
- Kaitiaki can claim the possession of the ball outside their zone if it is not held by an opponent. They can claim possession only by reaching out with their arms and hands, not with the legs. They can grab the ball out of the hands of an opponent as long as they have 2 feet grounded in a legal zone, this encourages “Ki security” by all players. Taniwha players can grab the ball out of a Kaitiaki hands and can also grab possession of the ball if it is bouncing in the Motu zone.
- Hits, or Tupu Wairua, count as 1pt towards the team total of the opposition. Kioma players can score “own hits” which count towards their opponents score
- Once a “hit” or tupu wairua has been scored the ball it is play on. If the ball rebounds off the centre target (Tupu) and goes over the Kaharaiti circle play resumes automatically.
- Jump shots by Kioma are allowed aslong as the Ki has left their hand before they land. Taniwha player must immediately get back into the Te Roto before the next shot is taken. The jump shot player can not interfere with play while they are retreating back to Te Roto.

### **TANIWHA**

- The 10 Taniwha players can position themselves anywhere in the 'Te Ao' at all times. When Taniwha are on attack they are allowed between 4-5 players in Te Roto depending on team player numbers. 5 – 10 players in Te Roto while on defense. – Full 10 allowed in Te Roto on attack.
- Their objective is to try and score “hits” on the centre target (Tupu), by throwing or kicking the ball, for 1pt.
- The Taniwha players try and get ball possession from the Kioma players.

### **TACKLING AND BLOCKING**

- Tackling in the 'Te Ao' zone must involve the grabbing motion of the arms, as in rugby, and be below the neck.
- In the 'Te Roto' zone only, tackles can also be made using a shoulder charge.
- Optional: Running blocks are allowed on both defense and attack

### **ARTIFICIAL TURF-GUIDELINES FOR USE**

Please observe the following rules of **SMOKING, ALCOHOL, SPITTING,** and **DOGS** are not permitted on the artificial turf or surrounding areas.

#### **Refreshments**

Bottle Water only, there is a NO FOOD or DRINK policy on all of the artificial surfaces which includes the warm up areas.

#### **Spectators**

Must stay off the playing area at all times.

#### **Rubbish**

All rubbish which includes drink bottles, tape and any other rubbish is to be removed from the pitch and put into the bins provided.

#### **Boots and Studs**

Football boots can be worn on the turf. The only restriction is that full length metal studs are **NOT** allowed – this type of stud can damage the turf. Rubber and plastic studs that are metal tipped may be worn on the turf

#### **Footwear**

All Footwear must be clean and mud free to preserve the life of the turf

