



# **Ki-o-Rahi Poneke Festival Ripa Rules**

## **GENERAL RULES AND EXPECTATIONS**

8-10 players a side (if more than 10 players per team then use subbing between players).  
Teams must have an equal number of players

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

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

Games will be four quarters of 6 minutes each. Each team will have two alternate turns at Kioma and Taniwha. There will be no break between quarters, but there will be a two minute half time break.

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

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

Teams must abide by 'fairplay 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. Bad behaviour and bad language will not be tolerated.

## **Tournament Format**

The tournament draw will be updated as results come to hand and to allow for new teams to enter the tournament. Therefore you must keep a watch on the tournament draw up on the whiteboard inside the Island Bay Softball Clubrooms, and listen to the MC for updated draws.

Teams will gain 3 pts for a win, 2 for a draw and 1 for a loss.

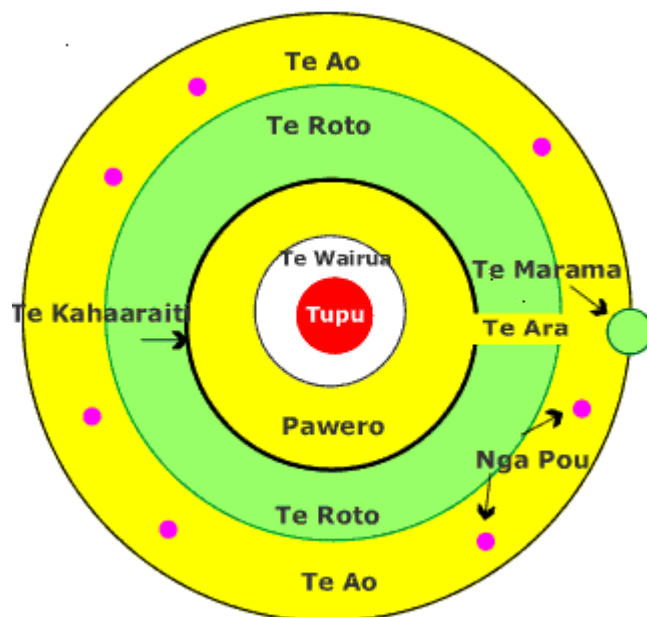
Final matches will go to a 'Tupu Shootout' where 1 shooter and 1 defender square off as per a Soccer penalty shootout. Best of five wins.

## 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.

### Kioma

- Kioma kick/throw from te Marama to Te Pawero(restarts)
- The Ki must touch the pou for potential points, then run the ki in through te roto to convert pou touches into point on the board, 1-7 pou 1-7 points
- A max of 3 players (Ki Oma) guarding the Tupu. Try to stop taniwha from scoring by blocking the ki from hitting the tupu, 2 near the wairua and 1 near the pawero boundary line. They must not go into the wairua
- No running the ki from Pawero to Te Ao or vice versa
- You can pass or run the ki to any kioma player

### **Taniwha**

- Taniwha can hit the “Tupu” as many times as they can.
- Stop kioma from scoring by ripping them before they touch a pou or run through te roto, or intercept the ki

### **Ripper rules**

- Tags positioned on hips over T-shirt
- Out of play when you don't have both tags on properly
- Off-side player gaining possession in and illegal zone
- Recount – when taniwha touch ki or ki touches tupu
- When handover called, put ball straight down on ground where you were ripped
- No fending
- No holding
- No deliberate running into a defending player who is standing their ground
- Referee decision is final

### **POINTS:**

- 1 point each time for hitting the tupu.
- Maximum of 7 points for Kioma
- Minimum of 1 point is allowed
  - (E.g. If you hit 3 Pou that = 3 points once scored in the ‘Pawero’)
  - (Kioma MUST touch at least 1 ‘pou’ to score in Pawero)

### **HANDOVERS: ki must be given to opposing team or left on the ground**

- When a player is off side.
- Once you have been touched you have 3 seconds to pass the ki. (*Players are not allowed to walk with the ki after being touched and pou touches do not count*)
- When kioma ripped in te roto attempting to score, pou recounts if they run in and out or throw it out from te roto

### **Tatū (these are rules which may be agreed to by both teams before game)**

- Kioma player may jump in the air from Te Ao over Pawero while in possession of the Ki before running through “Te Roto” in attempt to scoring in Pawero
- Jumps shots at tupu as long as release Ki before landing in Pawero. Exit Pawero immediately
- 3 seconds to pass after being ripped
- Double rip handover, can be different people at different times

- NO ripping tag of a player who is in a safe zone (Pawero/Te Roto)
- Play Te Paparoa as outer boundary. Throw in by opposing team near the point of boundary exit.
- If 2 feet are grounded in players legal zone they may reach in to regain possession of the ki from “offside areas”

### **Artificial Turfs 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

