

# KI O RAHI

NATIONAL SECONDARY SCHOOLS TOURNAMENT **2021**



**APRIL 21-23 2021**

**TE TII MARAE, WAITANGI**

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Ki nga tangata Maori

Na Rangi raua ko Papatuanuku

Ko tenei te timatanga o te ao

Tihewa Mauri Ora!

Mai i a matou ko Ngati Rahiri ko Ngati Kawa, nga hapu o te kainga e tiaki tonu nei i te mana o te Whakaputanga 1835 me Te Tiriti O Waitangi 1840, ko tenei te mihi mahana, te mihi maioha ki a koutou katoa. Nau mai haere mai ki te pito whenua o Aotearoa.



It is an honour and a privilege to be your hosts here in Waitangi. On behalf of our home people, we'd like to extend a very warm welcome to you all. To the young and old and the proud representatives of the various regions, we hope you enjoy this special sporting occasion here in Waitangi.

We also look forward to watching all athletes compete for the prestigious title of champions. This sporting event plays a crucial part in keeping our culture alive. Good luck to everyone. Have fun and we wish you all the best for your future endeavours.

Kia kaha

Ngati Kawa Taituha (Waitangi Marae Chairman)



# PROGRAMME SCHEDULE

## WEDNESDAY 21<sup>ST</sup> APRIL 2021 3 PM

TIME	DETAILS	VENUE
3 PM	Powhiri	Te Tii Marae, Te Kemara Ave, Waitangi
	Tewhatewha/Kaitakawaenga Hui	Kohanga Ruma, Te Tii Marae, Te Kemara Ave, Waitangi

## THURSDAY 22<sup>ND</sup> APRIL 2021 8AM TO 4PM – TOURNAMENT DAY ONE

TIME	DETAILS	VENUE
8 AM	Teams Arrive Karakia Housekeeping	Waitangi Sports Ground Tau Henare Drive, Waitangi
9 AM	Round One Starts	
12 PM to 12.30 PM	LUNCH BREAK	
4 PM	End of Games Day One	

**Please take this time to go back to your accommodation and we will resume at 6 PM for our Youth Night.**

6 PM	Activity TBC	TBC
	TBC	
7 PM	Hui for National Forum (All Coaches and Managers of participating schools to attend)	Kohanga Ruma, Te Tii Marae, Te Kemara Ave, Waitangi

## FRIDAY 23<sup>RD</sup> APRIL 2021 8 AM TO 3.15PM – FINALS DAY

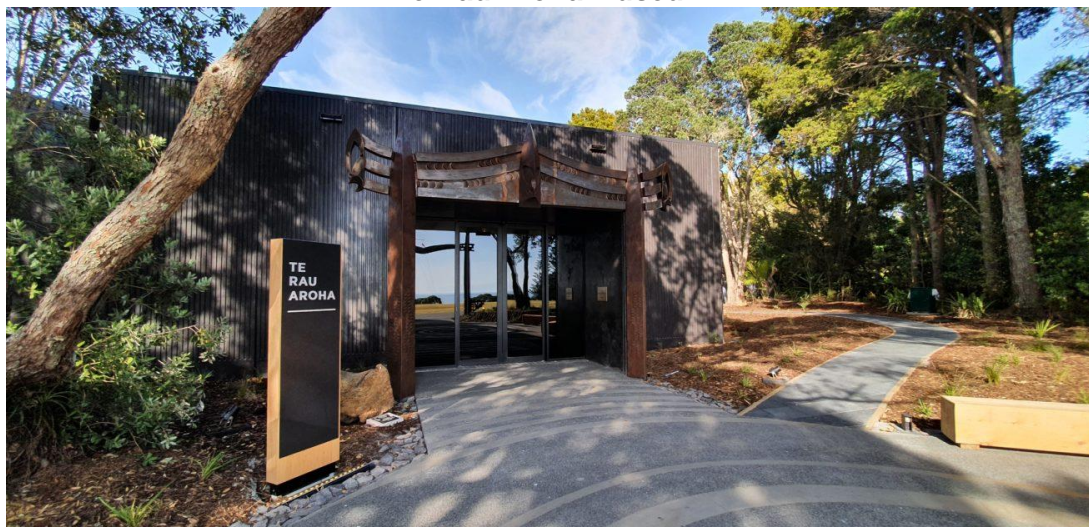
TIME	DETAILS	VENUE
8 AM	Teams Arrive Karakia Housekeeping	Te Tii Marae Te Kemara Ave Waitangi
9 AM	Quarter finals for bowl, plate, cup and championship	
12 PM	Playoffs for bowl, plate and cup	
12.30 PM	Semi's for Championship	
1 PM	Finals	
1.30 PM	Prizegiving	
2 PM	Poroporoaki/Handover Mauri	
	Karakia	
	Kai Hakari	

## **Sites of Significance**

- **Te Tii (A) Waitangi Marae.**
- **Tou Rangatira – where the chiefs sat and discussed ‘Te Tiriti O Waitangi pre-signing on 5<sup>th</sup> February, 1840**
- **Te Tii Waitangi B3 Trust Lands reclaimed by Te Kemara I Chief and Tohunga.**
- **Te Karaka Tapu – of Te Kemara I**
- **Motu Maire – The Island where Te Kemara trained Tohunga**
- **Waitangi Treaty Grounds – Housing historical sites, museum and café/shops.**
- **Te Rau Aroha Museum – Waitangi Treaty Grounds**



## Te Rau Aroha Museum



Te Rau Aroha was officially opened on the 5th February 2020. The theme of the museum's main exhibition is the *Price of Citizenship*. The contemporary, immersive and interactive museum is divided into three galleries and incorporates state of the art technology to help bring its stories to life.

The first gallery tells the story of the Māori commitment to the armed forces. It includes exhibitions on the New Zealand Wars and the Boer War, with a strong focus on the Pioneer Battalion of World War I and the 28 (Māori) Battalion of World War II. The second gallery is dedicated to the 28 (Māori) Battalion's A Company, most of whom hailed from Northland. It tells the personal stories of the soldiers and their families. The third gallery acts as a contemplative Whare Maumahara (house of memories) for visitors, descendants and whānau.

### Te Rau Aroha Naming

Te Rau Aroha is a term of respect given to those whose actions embody courage and service to their fellow citizens. During World War II the name Te Rau Aroha was given to a mobile canteen truck, which was sent from New Zealand to Māori Battalion soldiers who served on the battlefields overseas.

The mobile canteen was a place for soldiers, far from home, to gather to hear the latest news broadcasts, while having home comforts such as tea and biscuits, chocolate, and other supplies dished out. On one side of the canteen, written in both English and Māori, was an inscription which when first seen by soldiers brought tears to their eyes. It read:

*'He tohu aroha na nga tamariki o nga Kura Maori o Niu Tireni ki te Ope Whawhai o te Iwi Māori e tau mai ra i te Pae o te Pakanga i te Mura o te Ahi'*

*'Presented to the Māori Battalion as a token of love from the children of the native schools of New Zealand'*.

Children from Māori schools throughout New Zealand raised money to buy the mobile canteen through doing odd jobs, running stalls and holding concerts. YMCA worker Charlie Bennet (known as Charlie YM) accompanied the canteen which followed the Māori Battalion wherever it went.

Te Rau Aroha was more than just a supply truck to the Māori Battalion soldiers, it was fiercely protected by the Battalion as it followed them into war, travelling across deserts, mountains, rivers and roads. The canteen got stuck in mud and sand and, was even shot at and attacked. It still bears the shrapnel battle scars. After the war, Charlie YM toured the mobile canteen to all the contributing schools in appreciation for their students' fundraising efforts. The mobile canteen today lives at the National Army Museum in Waiouru.

## **NGĀKAU PAI, WAIRUA PAI**

Ki-o-Rahi is a game that celebrates and signifies the importance and essence of positive wairua and positive play, “peace & harmony”. We hope that all supporters, players and spectators will support us to uphold this kaupapa, both on and off the field.

### **Introduction**

As a region we would like to place the focus on the tikanga based process. While we have a set of rules to guide us, our emphasis is on establishing a process that encourages whanaungatanga and knowledge exchange. To support this, all games will be facilitated by Kaitakawaenga on behalf of Te Hau Kainga. Their main responsibility is to maintain the Mauri, Mana, Wairua and Tikanga of Te Hau Kainga - Ko Ngati Kawa, Ko Ngati Rahiri.

### **Mihimihi**

Mihimihi and Harirū will take place before each game to whakawhanaunga and to uplift the wairua of the kēmu (game).

- Quick welcome to field with appropriate pepeha led by mediators.
- **Tewhatewha (captain) to introduce teams with pepeha/school motto etc.**

### **Tatū:**

The rules of play will be discussed between Tewhatewha in the tatū. This will take place on the ara before each game and be facilitated by a Kaitakawaenga. Teams are encouraged to take place in this process to exchange knowledge and ensure both teams understand how the game will be played.

Once tewhatewha and Kaitakawaenga agree on terms, games may begin. Coaching staff and whanau are welcome to observe but only players and mediators (Kaitakawaenga) are to make decisions.

Tewhatewha will referee their games and Kaitakawaenga will only intervene if teams do not agree.

### **Roopu Toa/ Pool Play:**

Teams will be assigned into pools for their division. Points from the pool play will ascertain who will play off in finals.

2pts = Win, 1pt = Draw 0 pts = Loss

In the instance of a draw the winner will be determined by first team to have scored

30 min rounds will be allocated, allowing for Hariru/Tatū (approx. 5mins) 1min turnover time.

Tatū can begin as soon as the field has cleared.

This time may be adjusted by event organisers once all entries have been received.

### **Kēmu mutunga/ Final:**

(This may also change depending on the tatū)

In the event of a draw in the final, teams will play an extra two x 2min halves. Whichever team has the most points at full time will be deemed the winner. If there is still a draw after extra time the winning team will be decided by the first team to have scored in the final.

Teams are to provide their own shade, sunscreen and water bottles. Please ensure teams have enough food and water for the tournament.



## 1. PITOPITO KŌRERO/GENERAL INFORMATION:

1.1 This tournament is a mixed competition with one team per school allowed to take part and open to all age groups at secondary school level. Each player must be a registered student of the school they're representing.

1.2 Only players on their registered teams list can take part in the tournament. A team will consist of 16 registered players-14 playing and 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 14 players; 8 on the field and 6 subs. The on-field team will comprise of 4 females and 4 males.

1.4 The beginning of games will start with 'rock, paper and scissors' to determine which team starts as KĪOMA or TANIWHA.

1.5 Each team is to assign a TEWHATEWHA (Captain) and this is the only person that communicates with the KAITAKAWAENGA (mediator) during the game.

1.6 After the MAHANA (kick/throw) in start or kick/throw in restart, players are able to run through TE MARAMA during general play.

1.7 Games will be played in 2 halves – Time per half is determined by tournament organisers. Each team will play a half as KĪOMA and a half as TANIWHA.

1.8 Rolling subs are allowed. Players are able to sub on and off freely during the game within the subbing box only. The player being subbed must be off the field before the subbing player enters the game.

1.9 Teams must be present at their field 5 minutes before start time and on the field promptly for the Tatū.

1.10 Teams are to bring their own belts and tags. **Tag shorts are not be used.** Shirts must be tucked in and belts worn over the top of shirts at waist/hip height.

1.11 All players must be in the same playing uniform and must be numbered.

1.12 Only running shoes, touch shoes, rubber cleats or moulded boots are allowed.

### **No metal studs or spikes are to be worn.**

1.13 A horn will indicate the start and finish of Tatū and also the start and finish of each game and half. MC will announce the beginning of Tatu, give a 2-minute reminder before games start and announce the end of a round.

1.14 If a game ends in a draw the first team that scored becomes the winner.

## 2. Advantage Rule

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

## 3. Ture-Te Tihae/Ripper rules

3.1 Belts must be over the top of clothing and tags must be on the face side of the belt and placed on the left and right side of the hips (not in the front/back or on the same side). If caught handling the ball and correcting the position of tags – **penalty**.

3.2 A player must have two tags on their belt before commencing play. If the ball is handled with one or no tags – **penalty**.

3.3 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.

3.4 When a tag/s is ripped, it must be dropped straight to the ground or handed back to the player. If the ripping player runs away with or throws tag/s away – **penalty**.

3.5 If players Tihae tags from other players who do not have possession of the ki – **penalty/advantage rule**.

3.6 If players fend or attempt to block tags from being ripped – **penalty**.

**3.7** When **ONE TAG is ripped**, the ki carrier has 3 seconds to pass or release the ki. If **TWO are ripped at the same time**, then it's a handover..

**3.8** No striking or ripping of a ki while in possession of another player, if this occurs then a **penalty** is given. The ki can only be contested while in flight (attempting an intercept) or if loose on the ground.

**3.9** Kicking of the ki in general play will result in a **penalty**.

**3.10** If the ki is trapped by opposing players, play will stop and TEWHATEWHA/ KAITAKAWAENGA will conduct a toss ball.

#### **4. Ture-Kioma**

**4.1** The game starts with Mahana (KĪOMA kick off/throw in), from TE MARAMA. The ki must go through TE ARA and into the 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.

**4.2** KIOMA players split their team into two areas. A maximum of three players can be positioned in the PĀWERO and the rest are placed in TE AO.

#### **5. Ture-Pawero-Kaitiaki**

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

**5.1** A maximum of three players can be positioned in the PAWERO. Not all three are required to be in this zone, it is at the discretion of the completed Tatu how many they place in there.

**5.2** Any player in the KĪOMA team can be a KAITIAKI and they may only enter or leave the PAWERO by running through TE ARA.

**5.3** KĪOMA/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 back into the PAWERO. **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.

**5.4** KAITIAKI defend the TUPU from a TUPUWAIUA (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 Tīhae (rip) the tags or hold their ground/space to block the shot.

**5.5** When in possession, KAITIAKI have 5 seconds to throw it to their team-mates in TE AO or the ki is handed over.

**5.6** While defending the TUPU: If the KAITIAKI step on or in the WAIUA circle or if they touch the TUPU with any part of their body a point is awarded to the TANIWHA team. An own goal can be scored e.g. any contact made by the ki on the Tupu can be awarded as a point for TANIWHA

**5.7** KAITIAKI cannot step on the KAHARAAITI (Pawero boundary line) or inside TE ROTO or the ki is handed over.

**5.8** 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 legs or toes come off the ground, player will be deemed offside and a turnover to the TANIWHA team. **NOTE:** The same applies for KĪOMA players in TE AO who reach into TE ROTO to retrieve the ki.

**5.9** KAITIAKI are able to Tīhae the tag(s) of the TANIWHA player holding the ki inside TE ROTO as long as they remain inside the PAWERO. When a player has one tag ripped they have three seconds to pass the ball to a team mate. When a player has two tags ripped simultaneously, it is an immediate handover (Refer 9.7). Note: If a TANIWHA player's tags are ripped in the correct manner and before the ball is released while attempting a shot at the TUPU, the shot will be deemed a no throw and play will continue as normal.

#### **6. Ture-Te Ao**

**6.1** The KĪOMA players positioned in TE AO ZONE make up the team total.

**6.2** The KĪOMA players can run with the ki to evade the opposition or pass the ball between themselves in TE AO or pass to their players in the PĀWERO. While with possession in Te AO, the ki carrier's objective is to touch the POU with the ki as this accumulates points for

their team. If they manage to touch one POU in the correct manner and score a TUPUMANAWA (try), the TUPUMANAWA is worth one point. If two POU touched and a TUPUMANAWA results, two points are scored, three POU three points and so on.

**6.3** A POU must be touched before KĪOMA are allowed to attempt to score a TUPUMANAWA. If no POU are touched and the KĪOMA ki carrier crosses into TE ROTO, it will be a hand over to the TANIWHA team.

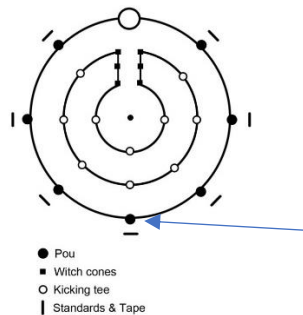
**6.4** If the KĪOMA team touches the same POU more than once your count goes back to zero and they must start touching the POU again before attempting to score a TUPUMANAWA.

**Other back to zero calls:** 1) When 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 KĪOMA team regain possession. 2) When the TANIWHA team gains possession of the ki and then the ki is turned back over to the KĪOMA team.

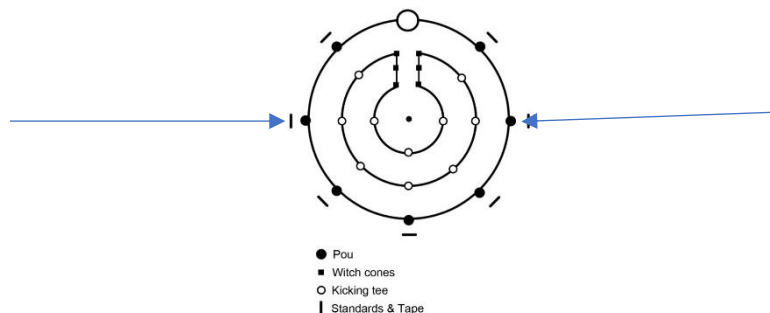
**6.5** If the KĪOMA players tag is ripped before they touch the POU, that touch on the POU does not count.

### **6.6 Bonus Points**

On all fields the **Pou** directly opposite TE MARAMA as indicated below will represent the **Maunga** of the **Haukainga** and named appropriately (Kaitakawaenga will lead) if named as you touch the Pou it will be worth **3 points** if try is scored.



The **two Pou** opposite each other at the centre of the field will represent the Maunga of each team, as per Mihimihi. If the correct name is called as the Pou is touched they will be worth **2 points** if the try is scored.



If no name/s is called Pou are worth **1 point**

## **7. Ture-Scoring a Tupumanawa/try**

**7.1** KĪOMA score by touching the POU while they have possession of the KI, the ki carrier then runs through TE ROTO and forces the ki into the PĀWERO for a TUPUMANAWA (similar to scoring a try in rugby league).

**7.2** Only the KĪOMA player who has possession of the ki is able to enter into TE ROTO to score. They must either have possession of the ball before entering or they may jump from TE AO, receive the ball in the air before landing in TE ROTO.

**7.3** Scorer must have possession of the ki at all times. Fumbled or lost ball before scoring – no TUPUMANAWA and hand over.

**7.4** Both tags must be attached to their belt until the TUPUMANAWA is scored. If tag(s) are ripped or fall off before the TUPUMANAWA is scored – no TUPUMANAWA and hand over.

**7.5** Once in TE ROTO the KĪOMA ball carrier 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.

**7.6** Diving along the ground and in the air to score a TUPUMANAWA is 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.

**7.7** 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 TUPUMANAWA and turn over to the TANIWHA team. NOTE: player conduct to be used accordingly.

## **8. Ture – Taniwha team section.**

**8.1** TANIWHA players when defending in TE ROTO must also take responsibility to avoid unnecessary contact. TANIWHA must always attempt to TĪHAE 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 TUPUMANAWA (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.

**8.2** TANIWHA defenders inside TE ROTO must not: 1) lead with their legs or knees when a scorer dives for a TUPUMANAWA ; 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;

**8.3** Should any of the above mentioned occur, advantage is played for the scoring player, a TUPUMANAWA is awarded if scored in the correct manner. Player conduct to be used accordingly.

**8.4** While attempting to score a TUPUMANAWA the KĪOMA 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 TUPUMANAWA is awarded.

**8.5** 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 TUPUMANAWA is scored.

## **9. Ture-Taniwha**

**9.1** When a Mahana is taken from TE MARAMA, TANIWHA players must stand two metres from TE MARAMA. They are allowed to jump or lift a player without crossing TE ARA.

**9.2** A maximum of four TANIWHA players can occupy TE ROTO when taking a shot at the TUPU or when defending KĪOMA players from scoring a TUPUMANAWA , the remainder of TANIWHA players are in TE AO.

**9.3** 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 TUPUMANAWA. Advantage will be played to the KĪOMA team and TUPUMANAWA awarded if done so in the correct manner. If TUPUMANAWA is not scored, a penalty is to be given to the KĪOMA team in TE AO. NOTE: player conduct to be used accordingly.

**9.4** TANIWHA score if the ki touches TE TUPU at any point during play. From here play continues.

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

**9.6** 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.

**9.7** 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.

**9.8** 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. The person passing the ki must be inside TE ROTO.

**9.9** 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 KĪOMA (KAITIAKI) inside PAWERO.

**9.10** TANIWHA players inside TE ROTO are also able to lift the ki carrier 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 PĀWERO or TE ARA.

**9.11** 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. Teams must make an honest attempt to shoot for the TUPU or count will continue.

**9.12** TEWHATEWHA/KAITAKAWAENGA 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.

**9.13** When on defence the TANIWHA team attempt to Tīhae the tags from the ki carrier of the KĪOMA team (Refer to 9.7). TANIWHA players must stand one metre off the POU; they may not 'hug' the POU to prevent the KĪOMA player from touching it with the ki.

**9.14** TANIWHA players when defending in TE ROTO must also take responsibility to avoid unnecessary contact. TANIWHA must always attempt to Tīhae 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 TUPUMANAWA (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.

**9.15** TANIWHA defenders inside TE ROTO must not: 1) lead with their legs or knees when a scorer dives for a TUPUMANAWA; 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.

**9.16** Should any of the above mentioned occur, advantage is played for the scoring player, a TUPUMANAWA 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 KĪOMA team in TE AO. NOTE: Player conduct to be used accordingly.

**9.17** 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.

## **10. Ture - Hoatu Handover / Penalty Rules**

**10.1** Whenever a handover or penalty is taken the player has a free pass from the penalty mark which must be taken within five seconds. All players must stand down during the free pass.

**10.2** 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 ball or throw it away.

**10.3** If KĪOMA cross through or over TE ARA before scoring a TUPUMANAWA – hand over

**10.4** If players step into or run through TE ARA during general play – hand over.

**10.5** If the ki carrier does not pass or release the ki 3 seconds after their tag has been ripped – hand over.

**10.6** 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.

**10.7** If TANIWHA team fail to attempt a shot at the TUPU after 5 seconds – hand over

**10.8** Holding or pulling of the body or clothing will result in a penalty.

**10.9** 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.

**10.10** Use of offensive language or sledging of any type during the game including reserves and coaching staff will result in a penalty. NOTE: player conduct will be used accordingly.

**10.11** All over aggressive or un-sportsmanship like play is discouraged, the player conduct rule will be adhered to in these circumstances.

### **11. Player Conduct Rule**

#### **NGĀKAU PAI, WAIRUA PAI**

Ki-o-Rahi is a game that celebrates and signifies the importance and essence of positive wairua and positive play, "peace & harmony". We hope that all supporters, players and spectators will support us to uphold this kaupapa, both on and off the field.

**In all cases where there is repeat offending, or breaking of rules, the following process will be:**

**11.1** If an offending player is subbed off - another player may enter in their place. The offending player may re-enter the game.

If there are repeat offences, all decisions are at the discretion of TEWHATEWHA/KAITAKAWAENGA.

**11.2** 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 sit out their 2-minute penalty and may re-enter the game following the 2 minutes.

**11.3 Send Off:** If a player is sent from the field they will not be allowed to take part in the rest of the game. This player cannot be replaced on the field.

**11.4** Two sin bins in the same or separate games will also result in a player taking no further part in the tournament.

**11.5** For any sin bins or send offs, TEWHATEWHA/KAITAKAWAENGA must record the school, name and number of the player/s on the back of the score card.

### **12. Disputes procedure**

In the unlikely event of a dispute the procedure is: the TEWHATEWHA 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 Administration. If the judicial committee rules in favour of the dispute, the bond will be refunded and appropriate action taken.

#### **KUPU O TE KĒMU - SUGGESTED WORDS OF PLAY**

**Tewhatewha** – Assigned Team Captain and/or team representative.

**Kaitakawaenga** – Tatū facilitator and game mediator.

**Kaitiaki** - The members of the Kioma team that protect the Tupu.

**Kioma** – This team touch pou in Te Ao and converts them into points by scoring a Tupumanawa. They also compete for possession in Te Ao.

**Taniwha** – The opposition team that scores Tupuwairua from Te Roto. They also compete for possession in Te Ao.

**Te Marama** - Where the 'kick off' takes place from to start and re- start the game.

**Mahana** – Kick off/throw in from Te Marama.

**Te Wairua** - The protective zone that circles the Tupu which no one is to enter.

**Tupu** – The barrel target inside the Wairua protected by the Kaitiaki.

**Te Pawero** - The circular zone out from Te Wairua Kaitiaki stand here to protect Te Tupu and receive the ki at kick off. Kioma score in this zone as well.

**Te Kahaaraiti** – The boundary line between Pawero and Te Roto.

**Roto** - The circular zone out from the Pawero and the realm of the Taniwha

**Te Kahaaranui** - The boundary line between Te Roto and Te Ao.

**Te Ao** - The outer most circular zone of the field where Pou are placed. Kioma touch Pou then convert into points in the Pawero. Kioma and Taniwha also battle for possession through intercepts or Tihae of tags.

**Te Ara** -The pathway that connects the Pawero to Te Ao and is used by the Kaitiaki.

**Pou**- Posts placed in Te Ao that are touched and converted into points by the Kioma team.

**Tarongo** – Touching the Pou with the ki or any part of your body, whilst in possession of the ki.

**Komiri** – Tarongo whilst calling the name of the Pou.



**Tupumanawa** - Try or touch down scored in the Pawero by the Kioma.

**Tupuwairua** – A hit on the Tupu by the Taniwha team.

**Tihae** – The action of ripping tags.

**Ki** – The ball used in the game.

**WHAKATAUKĪ - SAYINGS**

Kia kawea tatou e te rehia, e te hariko, e te mataraharaha – Let us pursue leisure, enjoyment and fair play

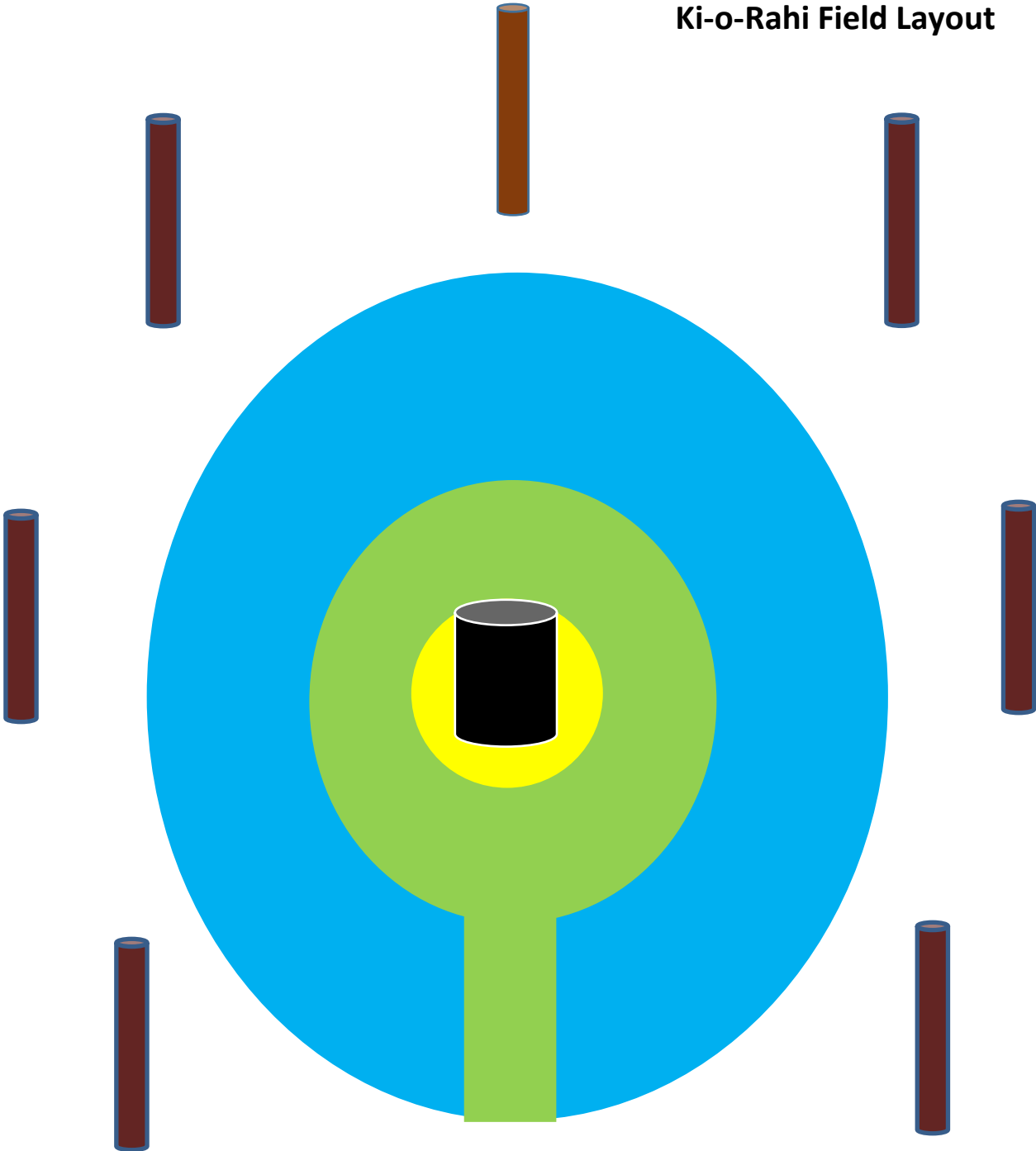
Pai mutunga - Well done

E tangi! - Outstanding effort, chur!

Hoake - Let's go!

Pau te hau – I'm exhausted

# Ki-o-Rahi Field Layout



- WAIKUA 1 METRE WIDE
- PAWERO 6M FROM WAIKUA
- TE ROTO 6M FROM PAWERO
- NGA POU 3.5M FROM TE ROTO
- TE ARA 6M LONG FROM PAWERO X 1M WIDE
- TAPAPAROA (OUTSIDE BOUNDARY LINE) 3.5M FROM NGA POU
- TE MARAMA 2 METRES WIDE AND 3.5 METRES OFF TE ARA

SUB HUB

SUB HUB

## Registration Fees

Registration fee per school is \$250 and **must be paid by 28<sup>th</sup> March, 2021**. The deposit slip below shows the name and number of the account you're putting into. Please ensure you include your schools name and use this as your reference: **KORN21**.



The image shows a deposit slip from ASB Bank Limited, Kaikohe branch. The slip is for a deposit of \$250.00. The depositor's name is NGATHINE HEALTH TRUST BOARD. The reference number is KORN21. The slip includes a table for recording notes and coins, and a MICR line at the bottom.

Notes	No.	Amount
\$100		
\$50		
\$20		
\$10		
\$5		
Coin		
Cheques (per back)		
		\$

ASB BANK LIMITED  
KAIKOHE

Depositor's Name \_\_\_\_\_  
Reference

Credit account of  
NGATHINE HEALTH TRUST BOARD

Funds included in this deposit cannot be drawn against until proceeds have been cleared.

|| 230901 0069370000 || 50

Registration fee will be refunded in extenuating circumstances:

- Tangihanga
- Measles/meningococcal outbreak
- Weather event

All else will be considered on a case by case basis.

If your fee is not paid by the 28<sup>th</sup> March-2021, your place in the tournament will be filled with a team in waiting on the list.

## Team Registration

Register your team online via Google docs by 28<sup>th</sup> March-2021:

- <https://forms.gle/dWng6cZ3jhZRrhW68>

Please refer to NZ School Sports (NZSSSC) for student/player qualification procedure.



**OFFICIAL REGISTRATION FORM**

**NZSS Ki-O-Rahi Nationals 2021**

BASIC INFORMATION						
Please complete this form and return to Taonga Takaro O Te Tai Tokerau by 28 March, 2021 Email – Kc@nhht.co.nz						
Team Name		School		Region		Placing at regionals
TEAM ROSTER						
	SURNAME	FIRST NAME	M/F	AGE	D.O.B (DD/MM/YY)	YEAR
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
COACHING REGISTRATION FEES AND VERIFICATION DETAILS						
COACH		EMAIL		CONTACT NUMBER		
Signed by Principal:			Date:			