



Tāmaki Makaurau Kī o rahi Rules

KĪ O RAHI GENERAL RULES

1. **8 players per team on the field.** Four females and four males at all times.
2. No tackling, pulling on clothes, i.e. **non contact!**
3. Whilst in Te Ao, when a tag has been ripped off, the player has **3 seconds to pass the kī.** When a kī oma player's tag or tags are removed in Te Roto it is an automatic handover.
4. Players must have **both tags on** their belts before they can resume play.
5. If a player has both tags removed – **double tag** by one opposing player at the same time while in possession of the Kī, this will result in a loss of possession and handover. Double tag by two separate people or double tag when tags are not removed simultaneously means player still has 3 seconds to pass. If the entire belt is removed this is considered as if one tag has been removed and the player has 3 seconds to pass the kī.
6. This is a very fast game so **time-wasting** will result in a handover to the opposition.
7. **Running shoes, boots or moulds only.** No bare feet is at players own risk.
8. No **shorts with pockets.** Tag shorts are allowed at your own discretion.
9. In the case of a **draw in the Semi final and finals** the referee will NOT stop the game and will keep going until the first team scores – golden point.
10. Game time will be determined by number of entries – ideally we will have 4 x 5min quarters.
11. 1st ¼ - 1 min break – 2nd ¼ - 2 min half time – 3rd ¼ - 1min break – 4th ¼
12. Substitutes can occur during game once the subbing player has left the field of play
13. Teams must be ready to take the field as soon as the hooter sounds. Points will be given to opposition for every minute late your team is. If after 5 minutes the team still has not taken the field that game will be defaulted. The score for a defaulted game will be 15 – 0.
14. The game starts with kī oma kicking the Kī from Te Marama into the kī oma kaitiaki in pawero who throw it out again to their team members in Te Ao. If the Kī does not go into Pawero on the full, it is a handover to the Taniwha team. If it bounces into another area or is touched by a taniwha player, the kī is handed over to the taniwha team.

KI OMA TEAM – TEAM DEFENDING THE TUPU

1. **No more than 2 players defending the tupu.** They are allowed to join their teammates in Te Ao but it must be through Te Ara, they cannot carry the Kī out from Pawero through Te Ara or from Te Ara into Te Ao. Nor can they carry the kī from Te Ara into Pawero, once the Kī is picked up in Te Ara the kī must be passed back into Pawero.
2. **Kī oma cannot enter Te Roto** unless they are running into Pawero with the kī to score.
3. **A point is scored by the kī oma team** when the pou is touched by the kī and the kī is carried from Te Ao through Te Roto and the player touches the kī down in Pawero.
4. **Kī oma can also receive the ball in the air above Te Roto after** jumping from Te Ao, provided no feet touch the ground in Te Roto before they have control of the kī. This also means they cannot juggle the kī once their feet have landed in Te Roto, any loss of possession in Te Roto is a hand over.





5. Once in Te Roto the Kī oma player carrying the kī must continue into the PAWERO to score, they cannot pass the kī 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.
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.
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.
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 kī to force a dropped kī.
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 kī is lost a penalty try may be given to the kī oma team or a penalty awarded in Te Ao – this is based on the decision of the referee as to whether a try would have been scored or not
10. While attempting to score a try the **kī oma 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.
11. If a “try” is scored by kī oma, the restart goes back to Te Marama.
12. **If a tag is pulled off by an opposing player while they are in Te Roto**, the Kī will be handed over to the taniwha team.
13. If kī oma touch a pou with any tag off, **pou will not count.**
14. If kī oma lose possession of the kī and it is touched or possession gained by taniwha the number of pou **touched goes back to zero.** If kī oma team have touched pou and then throw to kaitiaki in pawero but the kī hits te tupu, a point will be awarded to the taniwha team and all pou will re-set to zero.
15. **Kaitiaki have 5 secs to pass** the kī out to Kī oma team members, if not handover to Taniwha team.

TANIWHA TEAM - TEAM ATTACKING THE TUPU

1. **Taniwha team can only enter Pawero** when jumping from Te Roto to attempt to jump shoot at Te tupu, they must release the kī before landing in Pawero. They cannot jump pass and land in Pawero, it must be a shot attempt.
2. **Taniwha team must exit Pawero at point of entry.**
3. A point is scored by the **Taniwha team when the kī touches the tupu, including** own goals by Kī Oma kaitiaki. The kī is still alive when it rebounds off the tupu – there is no re-start. While defending the Tupu: If the Kaitiaki / Defender touches the Tupu with any part of their body a point is awarded to the Taniwha team. If the Tupu is knocked over by Kaitiaki then three points are awarded to Taniwha team, game is stopped, Tupu stood back up and Taniwha continue with the kī.
4. **Taniwha feet ‘on’ line is offside.**
5. **If tag is ripped off by kī oma** before attempting to shoot for the tupu, player must pass, point will not count.
6. **Only 5 Taniwha players** are allowed in Te Roto at any time.





7. **Taniwha have 5 secs to attempt a shot** at the tupu once kī is in Te Roto, if not handover to Kī Oma team. If the ball is carried from Te Roto to Te Ao zone deliberately the 5 sec count will NOT restart.
8. **Referee will start count if time** wasting i.e. kī is passed into Te Roto from Te Ao and left on the ground to use up time.
9. **Taniwha players must stand one metre off the pou**; they may not 'hug' the pou to prevent the kī oma player from touching it with the kī.

NOTE FOR REFEREES / SCORERS / SCHOOL REPRESENTATIVES

1. Teams will line up at Te Ara before the game - captains will determine which team starts as kī oma or Taniwha with a game of rock, paper, scissors.
2. On each field there should be at least 3 officials. 2 will referee the game, 1 of these referees will keep score using a scorecard. There will be a separate official keeping score using a scoreboard on the sideline.
3. The official on the scoreboard will take their lead from the referee with the scorecard, their scores should match, at breaks between games these two will make sure they agree on the score.
4. Schools are advised to take scores during the game, clarify with the on-field scorer at half and fulltime to avoid any confusion over the final score.
5. Any issues regarding refereeing and/or score should be discussed with the officials co-ordinator. Please do not talk with referees and/or scorers.
6. Referees will indicate number of points scored by raised hand and numbers of fingers held up to assist scorer / school rep.
7. Any dispute in a final score, after discussions with officials co-ordinator should then be taken to the admin desk by the school rep – officials co-ordinator/ Opposing team school rep, will be asked to come to Admin desk asap to clarify any disputed score. HOP Tournament Admin will make final decision and will stand.
8. College Sport use the following format to work out who progresses from pool play:
 - In the event of two teams being on equal points at the end of the round robin a decision will be made by who beat whom. When 3 teams have equal points, goal difference will be used, then who beat whom if 2 of the teams remain on equal points.





Ki o rahi field dimensions

Field notes:

- There will be an outline 2m from the pou. Throw in will be awarded to the team who did not touch the ball last before it went out.

