

Ki o Rahi Rules

1. GENERAL RULES

- 1.1 The tournament is a mixed competition. Only one team per school is permitted, the tournament is open to all age groups at secondary school level. 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. 16 Players may be registered made up of 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 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 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); 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. Each team will play two quarters as KĪOMA 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 Leslie Rugby Tags. Tag shorts may also be worn, with shirts tucked in. Belts will be worn over the top of shirts at waist/hip height.**
- 1.12 All players must be in the same playing uniform and 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.

2. RULES – KĪOMA TEAM

- 2.1 The game starts with a KĪOMA kick off, from TE MARAMA. When kicked the ball must land in the PAWERO on the full. If it bounces into another area or is touched by a TANIWHA player, the ball is handed over to the TANIWHA team.

- 2.2 KĪOMA 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.

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 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 team how many they place in here.
- 3.2 Any player in the KĪOMA team can be a KAITIAKI and they may only enter or leave the PAWERO by running through TE ARA. While in TE ARA they may not interfere with the other team i.e. rip other teams' tags.
- 3.3 KĪOMA/KAITIAKI may not run with the ball inside TE ARA. If the ball lands or rolls into TE ARA the ball 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 ball, 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 ball, they are able to use any part of their body, to block, deflect or regain possession of the ball. 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.
- 3.5 When in possession, KAITIAKI have 5 seconds to throw it to their team mates in TE AO or the ball 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. An own goal can be scored e.g. when a KĪOMA player throws the ball from TE AO to the KAITIAKI and the ball hits the TUPU or when the KAITIAKI have possession of the ball they drop it or throw it into the TUPU, a point is awarded to the TANIWHA team. The ball is not handed over as a result, play continues.
- 3.7 KAITIAKI cannot step on the line or inside TE ROTO or the ball is handed over.
- 3.8 KAITIAKI are able to reach into TE ROTO to gain possession of the ball. 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 who are in TE AO and who reach into TE ROTO to retrieve the ball.
- 3.9 KAITIAKI are able to rip the tag(s) of the TANIWHA player holding the ball 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 players 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, play continues as per normal.

4. TE AO

- 4.1 The KĪOMA players positioned in the TE AO ZONE make up the team total.

- 4.2 The KĪOMA players can run with the ball 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 ball carriers objective is to touch the POU with the ball, this accumulates points for their team. If they manage to touch one POU in the correct manner and score a try, the try 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 KĪOMA are allowed to attempt to score a try. If no POU touched and the KĪOMA ball carrier crosses into TE ROTO, it will be a hand over to the TANIWHA team.
- 4.4 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 try. **Other back to zero calls:** 1) When the TANIWHA team touches the ball while in flight or is attempting an intercept, or when the ball is loose on the ground and then the KĪOMA team regain possession. 2) When the TANIWHA team gains possession of the ball and then the ball is turned back over to the KĪOMA team.
- 4.5 If the KĪOMA player's tag is ripped before they touch the POU, that touch on the POU does not count so the next KĪOMA player is free to touch that same POU.

5. SCORING A TRY

- 5.1 KĪOMA score by touching the POU while they have possession of the KI, the ball carrier then runs through TE ROTO and forces the ball into the PĀWERO (similar to scoring a try in rugby league).
- 5.2 Only the KĪOMA player who has possession of the ball 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.
- 5.3 Scorer must have possession of the ball at all times. Fumbled or lost ball 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 try and hand over.
- 5.5 Once in TE ROTO the KĪOMA ball carrier must continue into the PĀWERO to score, they cannot pass the ball 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. 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 try 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 also 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 ball to force a dropped ball;
- 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 ball is lost a penalty will be given to the KĪOMA team in TE AO. NOTE: Player conduct to be used accordingly.
- 5.10 While attempting to score a try 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 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 KĪOMA 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 try. Advantage will be played to the KĪOMA team and try awarded if done so in the correct manner. If try not scored a penalty is to be given to the KĪOMA 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 ball by means of a throw while inside TE ROTO only; each time they do this they score **ONE POINT**. From here play continues, so if the TANIWHA players retrieve the ball they are able to keep throwing the ball 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 ball is released, the ball is handed over to the KĪOMA 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 ball 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 ball 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 ball to another player as this will result in a hand over.
- 6.8 A player may jump from TE ROTO and receive the ball in the air to then take a shot at the TUPU, as long as the ball is released before they land. The person passing the ball must be inside TE ROTO.

- 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 KĪOMA (KAITIAKI) inside PAWERO.
- 6.10 TANIWHA players inside TE ROTO are also able to lift the ball 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.
- 6.11 As soon as the TANIWHA team has possession of the ball (i.e. player has control of the ball) 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.
- 6.12 Referee will start count if time wasting i.e. ball 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 ball carrier of the KĪOMA team (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 KĪOMA player from touching it with the ball.
- 6.14 TANIWHA players when defending in TE ROTO must also 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 ball to force a dropped ball;
- 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 ball is lost a penalty will be given to the KĪOMA 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 ball. Feet must be planted if standing or toes planted when lying on the ground.

7. HANDOVER / PENALTY RULES

- 7.1 Whenever a handover or penalty is taken the player has a free pass or run option. The infringement 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 ball 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.
- 7.4 If KAITIAKI step on line or into TE ROTO – hand over.

- 7.5 If KĪOMA run in and then step or run out of TE ROTO – hand over.
- 7.6 If KĪOMA pass the ball when inside TE ROTO – hand over.
- 7.7 If KĪOMA fumble or lose control of the ball while scoring a try – hand over.
- 7.8 If KĪOMA 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 line or into PĀWERO – hand over.
- 7.11 If the ball carrier does not pass or release the ball 3 seconds after their tag has been ripped – hand over.
- 7.12 When the ball or play is out of bounds - hand over and thrown in where the ball 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 ball.
- 7.13 If the TANIWHA team fail to shoot the ball at the TUJU after 5 seconds – hand over
- 7.14 There is to be no holding or pulling the body or clothing – penalty
- 7.15 No 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, this includes reserves and coaching staff, 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.

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.

9. RIPPER TAGS

- 9.1 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 front or back or on the same side). Tuck any loose clothing into trousers or shorts. If caught handling the ball with tags in the wrong position – hand over.
- 9.2 A player must have two tags on their belt before commencing play. If the ball is handled with one or no tags – penalty.
- 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.
- 9.4 When a tag/s is ripped it must be dropped straight to the ground or handed back to the player. If ripper runs away with or throws tag/s away – penalty.
- 9.5 If players rip tags from other players who do not have possession of the ball – penalty.
- 9.6 If players fend or attempt to block tags from being ripped – penalty.

- 9.7 When **ONE TAG IS RIPPED** the ball carrier has 3 seconds to pass or release the ball. If **TWO ARE RIPPED SIMULTANEOUSLY** the ball is handed over to the opposition.
- 9.8 No striking or ripping the ball while in possession of another player, if this occurs penalty is given. The ball can only be contested while in flight (attempting an intercept) or if loose on the ground.
- 9.9 There is no kicking or accidental contact with the foot in general play – penalty.
- 9.10 If the ball appears to be trapped the referee will blow the whistle and play stops. The referee will conduct a toss ball. A toss ball is where the referee throws it high above the players and they must jump for it to gain possession.

10. **EXTRA TIME SHOOT OUT**

- 10.1 **THIS RULE REFERS TO FINALS GAMES ONLY:** In the event of a drawn game after fulltime a 2 x 3 minute quarter periods will be played. Rock, paper, scissors will determine who starts as KĪOMA or TANIWHA. There is no halftime, there will be a straight change over and the game commences. The team with the most points after extra time will be deemed the winner. If the game is still drawn after each quarter it will then go into a one on one shoot out.
- 10.2 **SHOOT OUT:** One player from each team in which one will protect the TUPU (KAITIAKI) and the other will take a shot at the TUPU. The ball is placed in TE MARAMA, the shooting player picks up the ball and runs down TE ARA and then moves either side into TE ROTO. Once inside TE ROTO the shooter has 5 seconds to take their shot. All rules apply to both KAITIAKI and shooting player with regard to standing on/in WAIRUA and PAWERO , crossing back through or over TE ARA and taking the shot in the correct way. The first team to miss the TUPU while the other team has been successful in their shot is the losing team.

11. **PLAYER CONDUCT RULE**

- **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:**
- 11.1 Warning from the referee.
- 11.2 Player subbed off the field - another player may enter the game. Offending player may re-enter after a short period on the side line. If there are multiple repeat offenders, referees discretion as to continue to sub offending players off or enact rule 11.3.
- 11.3 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.
- 11.4 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. This player cannot be replaced on the field. The player will also receive a one match stand down which will be the teams next game in the tournament, this applies to all round play and including any finals games.
- 11.5 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.

11.6 Two sin bins in the same or separate games will also result in a one match stand down. Three sin bins will result in taking no further part in the tournament.

11.7 For any sin bins or send offs the referee 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 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.

