

Ki O Rahi

Team

- Total 8 players on the field
- Compulsory 3 males and 3 female at all times,
- Plus 1x 40+year old and 1 x 10year old or under
- Tatu: Teams are able to negotiate before the start of the games if there are differences to the combination of players. Tatu between captains is final

Kaitiaki

- 2 kaitiaki (max) kaitiaki has 5 seconds to pass out from pawero zone
- Kaitiaki must enter and exit through Te Ara, but can not run in and out of the Ara while in possession of the ki, they must pass to a team mate
- Kaitiaki must have both feet on the ground in Te Ara or Pawero zone if reaching for the ki in Te Roto
- Kaitiaki must not enter Te Wairua
- Kaitiaki must not touch the tupu with any part of their body x
- If ripped by a taniwha 3 seconds to pass to team mate

Kioma

- Pass or Kick off with at least one foot inside the marama.
- From the Pass/Kick off the ki must enter the Pawero zone on the full
- Kioma can only enter te roto while in possession of the ki (ball)
- Kioma must have both tags intact to score
- Feet must be grounded in Te Ao when receiving the ki before entering Te Roto
- Kioma without possession of the ki must stand at least 1 metre from any pou
- must place ki on the ground in the pawero zone to score
- kioma must have both feet on the ground in Te Ao zone if reaching for the ki in Te Roto
- 3 seconds to pass after single tag ripped double tags ripped simultaneously, hand over

Taniwha

- 4 in Te Roto max
- Do not cross through Te Ara
- 5 seconds to shoot at tupu
- Taniwha must have both feet on the ground in Te Roto zone if reaching for the ki in Pawero zone
- Taniwha can not block kioma from touching pou by standing (guarding) in front of it must be 2 metres from players not in possession of the ki, unless both competing for it
- If ripped by a kaitiaki while taking a shot any point not counted
- Any breach of the above rules will result in an advantage play or hand over (change of possession)

Out of bounds/Hand over Out of bounds

- If the ki goes 5 metres outside of the Pou.
- Restart from out of bounds where ki went out, pass in only.
- Opposition must be 5 metres from person passing in.
- Handovers – players must release the ki immediately, so opposition gain possession. Can run or pass
- Te Ara out of bounds at a pass off

Basic rules

1. Kioma accumulate possible points by touching pou with the ki. Those points are converted into scoring points by touching down the ki in Pawero zone
2. Taniwha score points by hitting the tupu with the ki from outside of Pawero zone. 1 point each time tupu is hit with the ki
3. 3 seconds to pass after single tag ripped
4. Double tags ripped simultaneously, hand over
5. 2-metre gap between opposite players not in possession of the ki
6. No players marking Pou
7. Kioma pass off from inside Te Marama
8. Draws – if there is a draw at the end of the game, the first team that scored the first point in the game are the winners.

Conduct

Play in the spirit and mana of the game

No verbal or physical abuse, when playing or watching the game

Encourage good play

Referee calls are final

Only captains can approach the Referee during the breaks

