

Junior Ki O Rahi Entry Information 2018

- Time:** 9.30am - 3pm, Wednesday 21 Nov
- Venue:** Lawrence Area School, Rugby Ground
- Grades:** Open grade, Boys, Girls or mixed
- Entry Fee:** An entry fee of \$30 per team will be invoiced to schools. This will cover tournament organisation.
- Entries:** This year the entries are to be completed online. Simply go to www.osssa.org.nz and click on the 'TOURNAMENT' tab. Select the sport you wish to enter and complete the online form.

Format:

Before the Game

- 7 or 8 players at a time on the field (sometimes there can be more than this), also at times if playing in a mixed team there can be minimum requirements of both female and males on the field at any one time.
- Game length will be determined when entry numbers are confirmed. However, there are four quarters and they can range between 5-8 minutes per quarter. This will allow for the two teams to have alternate turns at Kioma and Taniwha. There is generally no break between quarters, but a break at half time.

Start of Play

- A play is started from Te Marama, with Kioma throwing or kicking the Ki to a team mate in Pawero area.
- They attempt to pass the Ki to team mate who touches a pou (for a potential point) then can touch more pou to accumulate more potential points or run it through Te Roto then place the Ki on or over the Pawero line to convert all Pou touches into points on the board (this is the only time they can enter Te Roto).
- Kioma cannot go through or over Te Ara to score; this is only an area for Kioma to go between the two zones. When Kioma scores, play restarts with a kick off from Te Marama
- Out of bounds, last team in possession hand over to the other team
- Taniwha scores by hitting the Tupu with the Ki and play carries on.
- Jump shots may be allowed if the Taniwha player jumps from Te Roto and releases the Ki before landing in Pawero, they must leave immediately and not affect play or Kioma gain possession.
- Players in possession must be moving or they have 3-5 seconds to pass or shot or hand it over

- Players cannot enter Te Ara, unless they are Kioma moving between Pawero and Te Ao
- Players may get the Ki from other zones as long as part of their body stays in their legal zone, Taniwha may take jump shots at the tupu as long as the ball is released before they touch the ground. (some Iwi play no entering other zones or penalties may occur) This is called the Turangawaewae rule.

Taniwha	Kioma
<ul style="list-style-type: none"> • Allowed in Te Roto and Te Ao at all times • If jump shots are allowed then they may land in Pawero whilst shooting • May get Ki from Pawero only if both feet are in Te Roto (turangawaewae rule) • Cannot run or jump over Te Ara zone 	<ul style="list-style-type: none"> • Are allowed in Te Ao at all times • Only 3 Kioma are allowed in Pawero, but only 2 may defend the Tupu. The third person must remain on the outer circle. • Te Ara is only used to move between Te Ao and Pawero Zones, can gather and pass but not run the Ki in Te Ara. • Te Marama is used to start play periods and after Kioma Scores. • Kioma can only run through Te Roto while attempting to score after Pou touches.

Ki O Rahi Dimensions

