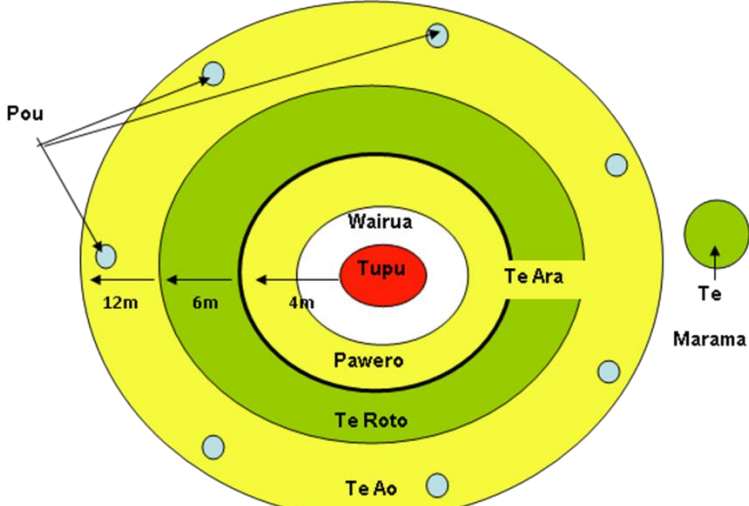


Kī-o-rahi (Rippa version)

Players/ Kai tākaro	<p>8 players per team to take to field.</p> <p>You have two teams – one is called the ki-oma and the other team are the taniwha</p> <ul style="list-style-type: none"> • Ki-oma are allowed in the 'Te Ao' and 'Pawero' zones only. They can move freely between the two zones as long as they use the 'ara'. • Taniwha are allowed in the 'Te Ao' and 'Te Roto' zones and can also move freely between them without having to use the 'ara'.
Game Duration	<p>20 minutes (2x 10-minute halves, 1-minute half time.</p> <p>You can have timed halves so that at the end of the half the teams swap positions i.e. taniwha become ki-oma and vice versa.</p>
Team zone	<p>Ki-oma can go into Te Marama, Te Ao, Pawero zones. Te Ara is for the Kaitiaki/guardians to get in and out of Pawero to help attack or defend the Tupu. Te Roto can only be used by Kīomawhen running through to covert Pou touches into points.</p> <p>Taniwha can go into Te Roto and Te Ao zones only.</p>
Field size	<p style="text-align: center;">Ki-O-Rahi</p> 
Start of play/ timatanga o te kemu	<p>The game is started by a 'ki-oma' player in the 'Marama' who kicks the ball aiming for one of their 'ki-oma' team mates in the 'pawero' zone they then throw the ball out to their players in the 'te ao' zone so they can start scoring points.</p>
Rules/ NgāTure	<p>We want the children to have fun and play as much as possible within the 20 minutes. Our umpire will coach and help players to learn rules as they play:</p> <ul style="list-style-type: none"> • All players must wear our rippa belts and rippa tags. T-shirts have to be tucked into shorts. 2 rips then hand over. • The aim of the ki-oma are to protect the 'tupu', Score points by touching the pou with the "ki" (ball) and THEN running into 'pawero' zone without getting ripped in the 'te roto' zone. Ki-oma aren't able to enter Wairua • The aim of the 'taniwha' team is to get the ball from the 'ki-oma' and pass it to their taniwha team mates in the 'te roto' zone so they can try and hit the 'tupu' to score a point. • If kaitiaki hit the tupu with any part of their body a point is awarded to Taniwha.

	<ul style="list-style-type: none"> • If the ki-oma score a try then the restart happens from the 'marama', if the taniwha hit the tupu and score a point the ball is still alive and play carries on. • If attacking player gets ripped they have 3-5 seconds to pass the ki.
<p>Karakia timatanga- first round to start the game</p>	<p>Tuia ki runga, tuia ki raro Tuia ki waho, tuia ki roto Tuia te herenga tangata. Ka rongo te po, ka rongo te ao. Haumi e, hui e, taaiki e.</p> <p><i>Strive from around us Strive from below us Reach out to everyone Let's all believe in ourselves Bring everybody together as one So even in the darkest moments We can see there is light</i></p>
<p>Karakia Whakamutanga after final game</p>	<p>Kia whakairia te tapu Kia wātea ai te ara Kia turuki whakataha ai Kia turuki whakataha ai Haumi e. Hui e. Tāiki e!</p> <p><i>Restrictions are moved aside So the pathways is clear To return to everyday activities</i></p>