

Tēnā Koutou Katoa!

Tū Mātau Ora, Puanga/Matariki Hui Tākaro 2026

The intent of this Hui Tākaro is to celebrate Matariki/Puanga, and revitalise a tradition of celebrating through tākaro. To grow, honour and promote taonga tākaro and the uara/values they imbue, and of course to find our yr 7 & yr 8 Kī o Rahi toa off the rohe!

It also provides a space to come together in the spirit of Rehia and Rongo (Atua of entertainment and peace). To practice uara/values like whānaungatanga, manaaki, kaitaki. To engage with te ao Māori, and have fun connecting, sharing and learning through traditional Māori play.

Whanowhano will be played to choose starting Taniwha or Kīoma.

There will be other taonga tākaro available to try including pōtaka (spinning tops).

Please familiarise yourself and tauira with the **rules** below.

We also strongly encourage you to share the **Kī o Rahi pūrākau** (link below) with your ākonga to gain a better understanding of why Kī o Rahi was created, the characters involved, the layout, rules and the values our taonga tuku iho imbue.

<https://tumatauora.org/toanga-takaro/the-purakau-of-rahitutakahina/>

Please support our players, kaiwawao and scorers by displaying respectful and mana-enhancing behaviour at all times.

We encourage everyone to continue to uphold the rules and mana of the kēmu/game. To act and play in the spirit of Rahitutakahina and Tiarakurapakiwai, alongside Rehia and Ronga, atua of entertainment and peace.

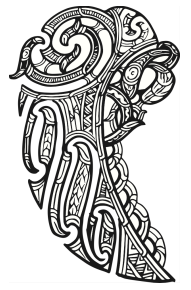
Our guiding pou for the Hui Tākaro are:

- Manaaki
- Kaitiakitanga
- Whanaungatanga, and
- Fun

Please support this and other kaupapa, and stay up to date by giving us a follow over at:

<https://www.facebook.com/TUMATAUORA>

<https://www.instagram.com/tumatauora>



GENERAL RULES

Tournament Eligibility

- Mixed competition for Years 7 & 8 players.
- Each player must be a current student of the school they are registered to represent.
- Only registered players may participate in the tournament.
- All players should wear the same playing uniform and non-marking shoes.

Team Composition

8 players on the papa tākaro at all times:

- 4 tāne
- 4 kōtiro
- Substitutes

NB: (This may be adjusted by *tatū* if a school has limited player numbers and the opposing kura agrees.)

To encourage growth in mātauranga and leadership within kura and the kaupapa,

Each team must provide:

- TEWHATEWHA/Captains are the only people permitted to communicate directly with the Kaiwawao during the kēmu/game.
- KAIWAWAO/Ref - Each team provides a kaiwawao/referee to oversee your team.
 - Senior kaiwawao will help adjudicate kēmu/games
- SCORER - Check <https://tumatauora.org/matariki-puanga-hui-takaro-2026/> for instructions on operating the electronic scoreboard and timing system.

Rolling Substitutions

- Players may substitute on and off freely during the kēmu/game.
- The player leaving the field must be completely off the papa tākaro before the replacement player enters play.



Kēmu/Game Times

Each kēmu will consist of:

- 4x 5 minute quarters
- 30 seconds between quarters
- 2 minutes for half time

Teams will play:

- Two quarters as KĪOMA
- Two quarters as TANIWHA

To help keep the tournament running to schedule:

- Teams should **arrive** at their assigned papa tākaro **at least 5 minutes before the scheduled start time.**
- Teams should **be ready** and on the papa tākaro **2 minutes before the kēmu/game** begins.

Starting kēmu/games

A siren will sound to begin each round.

- Both teams line up on each side of TE ARA.
- The winner of *whanowhano* decides whether their team begins the kēmu as KĪOMA or TANIWHA.
- Teams will harirū, mihi/greet one another before taking their positions on the papa tākaro.

If a team is late, (or does not play Whanowhano to start):

- The team present (and prepared to play Whanowhano) decides whether they begin as KĪOMA or TANIWHA.



COMPETITION POINTS AND RANKINGS

Teams will play three round robin kēmu and accumulate competition points to work out over all pool placings. Point difference will determine rankings for teams with equal competition points.

Wins = 3 pts

Draw = 2 pts

Loss = 1pt

BYE

In the event of a bye, your team will be allocated their average competition points as well as average point difference over the other 2 round robin pool kēmu/games.

Finals round

The top 2 teams from each pool will cross over and play for the overall Hui Tākaro Toa, (Pool A 1st vs Pool B 2nd, and Pool B 1st vs Pool A 2nd, then finals).

All other teams will play semi and final style kēmu/games, against equally ranked teams from opposite pools. These kēmu will decide final placings 5-8, 9-12...21-24.

Finals that end in a draw will be decided by Utuutu.

- Kīoma only scoring - no Taniwha attacking.
- Only 4 players on the papa tākaro from each team and only KIOMA scoring.
- Teams must be 2 males and 2 females

No rolling subs allowed during utuutu, except for an injury

Whanowhano to choose - Team A starts, team B gets right of reply

1. If team A score and team B don't, team A win
2. If team A does not score and team B does, team B wins
3. If both teams score but one team scores more points, highest score wins
 - a. If both teams don't score (or score the same) another round occurs

Continue until there is a clear winner!



KĪOMA TEAM

Starting Play

- The kēmu/game begins with a KĪOMA throw-off from TE MARAMA.
- The Kī must land in PAWERO on the full, either:
 - Touching PAWERO, or
 - Being received by a KAITIAKI.

Possession is handed over to the TANIWHA team if the KĪ:

- Lands in another area, or
- Is intercepted by a TANIWHA player,

If a KĪOMA player hits the TUPU during a throw-off:

- 1 point is awarded to the TANIWHA team.
- Play continues with no automatic handover.

Please note there are no quick scores or power plays in this tournament.

KAITIAKI

- There will be either two or three KAITIAKI, to be confirmed by **TATŪ**.
- Any KĪOMA player may act as a KAITIAKI.
- KAITIAKI may only enter or exit through TE ARA.
- KAITIAKI may not run with the Kī inside TE ARA.
- The Kī may not be deliberately passed to a player standing inside TE ARA.
- KAITIAKI may use any part of their body to block or deflect the KĪ.



KAITIAKI Infringements

If a KAITIAKI:

- Steps on or inside the WAIRUA circle, or
- Touches the TUPU with any part of their body, 1 point is awarded to the TANIWHA team.

KAITIAKI Defence

- KAITIAKI may rip the TANIWHA tags of player in possession of the Kī in TE ROTO.
- The standard one-tag and two-tag rules apply.
- KAITIAKI have 5 seconds to throw the Kī to teammates positioned in TE AO.

TUPU MANAWA – Scoring a Try

KĪOMA accumulate POU touches to build potential scoring opportunities.

- If a KĪOMA player's tag is ripped before touching the POU, that touch does not count.
- Repeated touches on the same POU will not be counted.

POU Count Resets When:

- TANIWHA gain full possession of the Kī (not tipped or contested possession)
- A KAITIAKI commits a TUPU or WAIRUA infringement.
- The quarter ends.
- A TUPU MANAWA is scored.
- KĪOMA hit the TUPU with the KĪ
- KĪOMA lose possession through:
 - A penalty
 - Double rip
 - Offside
 - Out of bounds



Conditions for Scoring

Only the KĪOMA player in possession of the Kī may enter TE ROTO to score, and only when:

- At least one POU has been touched.
- Both tags are correctly attached.
- The player:
 - Has possession of Kī before entering TE ROTO, or
 - Jumps from TE AO and receives the Kī in the air before landing inside TE ROTO.

Tag Requirements

- Both tags must remain attached until the try is scored.
- If one or both tags are ripped or fall off before grounding the try:
 - No try is awarded.
 - Handover to TANIWHA.

Once KĪOMA player steps into TE ROTO, the player may not:

- Be ripped
- Drop the Kī
- Pass the Kī to another player
- Step or run back into TE AO

Any of the above will result in a handover.

If a KĪOMA player fumbles the Kī in the air (in TE ROTO) but regains control while attempting to score, play will continue.

Player Safety

Diving is NOT permitted. Diving along the ground or through the air to score a TUPU MANAWA is NOT permitted. This adjustment has been made due to the wooden floor courts, and the smaller field dimensions.

Players **must not directly charge** into defending players when trying to score a TUPU MANAWA. This will result in:

- No try awarded
- Turnover to the opposition
- Possible sin bin



TANIWHA TEAM

A maximum of four TANIWHA players may occupy TE ROTO at any one time. All remaining players must remain in TE AO.

TANIWHA players may move freely between TE AO and TE ROTO, provided there are never more than four players inside TE ROTO simultaneously.

TANIWHA may pressure the thrower during a throw-off.

TANIWHA Defence

TANIWHA players may attempt to rip the tags of the KĪOMA Kī carrier.

- If one tag is ripped, the Kī carrier has 3 seconds to pass or release the Kī.
 - If both tags are ripped simultaneously, possession is immediately handed over.
-

Defensive Contact Rules

The principle of KAITIAKI is paramount. When attempting a tag rip, TANIWHA defenders must avoid unnecessary contact.

Defenders must not:

- Lead with legs or knees toward a scoring player.
- Charge with shoulders, arms, or body to deliberately stop momentum.
- Hold any part of a player's body or clothing.
- Strike at the Kī to force a dropped Kī.
- Rip tags early before possession of Kī.
- Reach across the front of a player from the side in a way that creates dangerous contact.

If any of the above occurs:

- Advantage may be played to the attacking team.
- If the KAIWAWAO believes a try would almost certainly have been scored without the infringement, a penalty try may be awarded.



Charging / Positioning Rule

If a defender has established position with their feet planted before the scorer commits to the line:

- The attacking player must avoid contact and move into available space.
- If the attacker charges directly into a grounded defender, possession will be awarded to the defending team, (similar to the charging rule in basketball).

If a TANIWHA defender must change their line of movement due to the attacker stepping or changing direction, they may only attempt to rip the tags and may not deliberately place themselves in front of the scorer's path.

POU WAIRUA

TANIWHA players may not “hug” or stand directly against the POU to prevent a KĪOMA player from touching it with the Kī.

- Defending players must remain at least 1 metre away from the POU.
- TANIWHA players may enter the 1 metre zone to attempt a tag, however they must not remain stationary within that space.

If a team is deemed to be deliberately “hugging” the POU, the KAIWAWAO will issue one warning to that team. Any further infringements may result in the POU being counted as a POU WAIRUA, with the appropriate points added to the opposition's score.

TUPU WAIRUA - TANIWHA SHOOTING

A successful TUPU WAIRUA shot taken from inside TE ROTO is worth 1 point.

- Play continues immediately after each successful TUPU WAIRUA.
- Whichever team gains possession of the Kī may continue play.

We will **TATU** prior to the tournament regarding whether shots taken from TE AO will be worth 2 points.



Shooting Rules

- TANIWHA players may shoot while jumping, **BUT** they **MUST** land inside TE ROTO.
- If a shooter lands in PAWERO, the shot will be deemed a no throw, offside, handover to KĪOMA

Head Shots

Our upoko is tapu, there is potential for head injuries, PLEASE avoid headshots at all cost.

- One warning will be issued by the KAIWAWAO.
- Any further incidents may result in:
 - the ARATAKI / Player Conduct process being applied
 - The offending player may be removed from shooting duties, but may continue participating in general play at the discretion of the KAIWAWAO. OR
 - The offending player may be removed from the game entirely at the discretion of the KAIWAWAO

Shot Clock

TANIWHA teams have 5 seconds to attempt a shot at the TUPU.

- The shot clock begins once TANIWHA gain possession of the Kī inside TE ROTO.
- The countdown will begin at *rima*, with a whistle blown immediately after *tahi* is called.

Please note:

- The shot clock continues if:
 - The Kī is passed between players
 - The Kī leaves TE ROTO
 - The shooter is tagged during the act of shooting
 - Teams must make an honest attempt to shoot for TUPU, otherwise the count will continue.
- The shot clock resets only after:
 - A legitimate shot attempt is taken, or
 - TUPU is successfully hit
 - Potential penalty infringements

The KAIWAWAO may also begin the count in situations of deliberate time wasting, including:

- Avoiding attempts to move the Kī from TE AO into TE ROTO
- Leaving the Kī on the ground to run down time
- Deliberately slowing play without attempting to attack TUPU



HANDOVERS & PENALTY RULES

Whenever a handover or penalty is awarded, the player in possession has the option to either pass or run.

KAIWAWAO have been encouraged to allow the kēmu/game to flow as much as possible.

This may mean awarding possession of the Kī directly to the player holding it, rather than bringing play back to an exact mark.

- The infringing player may be instructed to stand aside at least 1 metre from the mark.
- All other players must also remain at least 1 metre away from the handover or penalty mark.
- Once the option has been taken, all players may recommence play.

For players conceding a penalty:

- There is no time wasting.
- The Kī must be placed on the ground at the mark of the infringement.
- Players must not run away with, throw away, or delay returning the Kī.

Handovers

A handover will be awarded in the following situations:

- If any player who is not a KAITIAKI steps into, runs through, or jumps across TE ARA during general play.
- If the Kī carrier does not pass or release the Kī within 3 seconds after their tag has been ripped.
- When the Kī goes out of bounds. Play will restart with a handover where, or near where, the Kī went out.
- When a player goes offside.
- If the TANIWHA team fails to shoot the Kī at the TUPU within 5 seconds.

Penalties

The following actions may result in a penalty:

- Holding or pulling another player's body or clothing.
- Dangerous, aggressive, or unsportsman-like behaviour.
- Illegal moving screening plays.
- Early or late tags



Screening / “Roundabout” Rule

Moving screening plays are not permitted. However, players may act as a stationary “roundabout”, meaning they remain still and other players must avoid contact with them.

Examples that will result in a penalty include:

- A chaser running through a stationary “roundabout”.
- A “roundabout” moving into the line of a chaser or initiating contact.
- A moving screen running into the line of a chaser.

Kōrero & Conduct

We encourage all players, coaches, scorers and supporters to use positive, mana-enhancing kōrero at all times.

Kāore te kangakanga. Please refrain from offensive language, sledging, or any form of abusive behaviour during kēmu/games.

Please remind all players, supporters, coaches and scorers that we are gathered to celebrate Matariki/Puanga, kaupapa Māori, and to play in the true spirit of the kēmu/game and the kaupapa.

We are under the maru of Rehia and Rongo — the atua of fun and peace. Therefore, aggressive or un-sportspersonlike behaviour will not be tolerated, and the ARATAKI Conduct Rule may be applied in these circumstances.

ARATAKI – Conduct

This hui tākaro promotes the tikanga and uara/values that are central and pivotal to this kaupapa. We encourage everyone to practice and uphold whānaungatanga, manaaki, kaitiakitanga, and whakapono throughout the event.

Honesty and integrity are integral to our kaupapa. Mana-enhancing behaviour, showing respect, and building connections are considered wins regardless of the final score.

To help ensure the safety and wellbeing of all participants, and to uphold the rules and tikanga of the kēmu/game, the following process may be administered by the KAIWAWAO in the event of repeated infringements or deliberate acts of non-compliance.



Warning from the KAIWAWAO

The KAIWAWAO may issue a formal warning to a player for misconduct, repeated infringements, or behaviour inconsistent with the kaupapa and tikanga of the event. Particularly if player safety is at risk.

Player Sin Bin

A player who infringes may be temporarily removed from the papa tākaro.

- They can be replaced by another team member
- They may re-enter the kēmu/game once that quarter has concluded.

Player Send-Off

Players may be removed from the papa tākaro for repeated infringements, serious misconduct or for overall player safety.

If player is sent-off:

- The player will take no further part in that kēmu/game.
- The team must play one player down until the end of the current quarter before a replacement player may enter.
- Two send-offs for the same player during the tournament will result in that player taking no further part in the tournament.

Recording of Incidents

For all sin bins and send-offs, the KAIWAWAO must record the school and the name of the player(s) involved on the back of the scoresheet.

We ask all players, supporters, scorers and coaches to keep each other accountable for positive mana enhancing behaviours at all times.

Disputes Procedure

In the unlikely event of a dispute, the following procedure will apply:

- The team TEWHATEWHA must sign the bottom of the scoresheet in the space provided within 10 minutes of the completion of the kēmu/game.
- The team then has 15 minutes to lodge a formal report with the Tū Mātau Ora (TMO) officials.
- A committee will be assembled to consider the dispute and determine any appropriate resolutions.



KAIWAWAO / Referees

Each kura is to supply 1x Kaiwawao/team.

Additionally, we are fortunate to have some developing college student KAIWAWAO from across the rohe overseeing the kēmu and supporting the kaupapa.

Kī-o-rahi is one of the most challenging kēmu/games to referee, and not every infringement will be seen or called. We are encouraging KAIWAWAO to call the kēmu/game as they see it and to play as much advantage as possible to allow the kēmu/game to flow and make the most of the limited time available.

We appreciate your understanding and support as we continue to grow the future of our tākaro, the capacity of our KAIWAWAO and young leaders.

We kindly ask all teams, supporters, scorers and coaches to tautoko our KAIWAWAO by playing and engaging in the true spirit of our taonga tuku iho.

Advantage Rule

KAIWAWAO will be encouraged to play as much advantage as possible during kēmu/games.

KAIWAWAO may allow play to continue if an infringement occurs against the team in possession of the Kī and continuing play provides an advantage to that team.

If no advantage is gained, play will return to a penalty at the mark of the infringement, or where the KAIWAWAO determines play should resume.

TIHAE/RIPS,TAGS

- All players must have two tags correctly attached before they are permitted to affect play.
- Belts and/or ripper shorts must be worn over the top of clothing.
- Tags must remain clearly visible and unobstructed on both sides of the hips.

ALL TEAMS TO SUPPLY OWN BELTS!

- Please ensure your team brings enough belts for all players (minimum of 8 belts per team).
- Tu Mātau Ora will provide each papa tākaro its own set of 16 rips/tags
 - These tags are to remain with that papa tākaro and must be returned to the top of the TUPU after each kēmu/game.
- The TEWHATEWHA is responsible for collecting and returning all team tags to the KAIWAWAO at the conclusion of each kēmu.



PAPA TĀKARO - FIELD DIMENSIONS:

After many years of advocacy, Tū Mātau Ora have been successful in securing **2x permanently marked Kī o Rahi papa tākaro** at Ākau Tangi Sports Center. A first in the world!

6x Kī o Rahi papa tākaro will be prepared for the Hui Tākaro.

The field dimensions are adjusted from college regional and national whakataetae/competitions to fit within the Ākau Tangi court dimensions.

Metres given are measured from the centre of the PAPA TĀKARO.

WAIKUA Will be the centre circle of the court

TE KAHAARAITI 4m - PAWERO

TE KAHAARANUI 6m - TE ROTO (2 metres wide)

POU 8m - From centre of court

TE MARAMA 8m - Te Marama (1m in diameter)

TAPAPAROA 10-12m - Boundary line. This will be marked by lines and barricades

TE ARA is 2 metres Wide