Kioma Team

Starting positions:

* 3 players in the “pawero” zone,
* 1 person in the “Te marama zone”
* The rest of the team in the “Te Ao” zone.

To start:

Player in the Te Marama zone kicks the ball to a team member in the Pawero zone and joins the rest of the team in the Te Ao zone.

To score:

Touch the “pou” (cones) and run the ball through the Te Ara zone to score a “tupu marama” (try). The points value of your try depends on how many pou you touched before scoring.

To defend:

Do not let the Taniwha team score “tupu wairua” (hits) on the “tupu” (bin-centre target)

Key points:

* Kioma players are only allowed in the Pawero, Te Ara, and Te Ao zones, so if you want to swap places, you must run through the Te Ara zone.
* Kioma players in the pawero zone must defend the tupu! They then throw the ball back out to their team mates in the Te Ao zone who attempt to touch pou and score tupu wairua (tries).
* If one of your team mates catches the ki (ball) on the full from the pawero zone, you can run through the Te Ara and score a tupu marama (try) without having to touch any pou first. Though this try is only worth one point.
* You can’t touch the same pou twice before scoring.
* To regain possession from Taniwha players in the Te Ao zone, rip a tag off them.
* If you lose possession, drop the ball where you are and defend.
* When you score a “tupu marama”(try), you start with the ball back in the Te Marama zone.