Taniwha Team

Starting positions: Players start anywhere in the Te Roto and Te Ao zones.

To score: throw the ball at the centre target from the Te Roto zone and hit the “tupu” off a bounce or deflection to score. If it hits the tupu on the full, the “tupu wairua” is disallowed.

To defend:

Stop the Kioma team from scoring by intercepting the ball in the Te Ao zone, or ripping a tag off them for a handover in possession. (Defend the pou (cones around the outside) and entry to the Te Ara zone).

Key Points:

* Taniwha team members are only allowed in the Te Roto and Te Ao zones.
* If you get a tag ripped off you, drop the ball where you are for a handover
* When you score a “tupu wairua”, you regain possession immediately in the Te Roto zone.