Ki-o-rahi

History:

Ki-o-rahi has been around for centuries, but the rules differ slightly between tribes and the name used to differ also.

This game was banned in New Zealand schools in the nineteenth century, so when rugby came to NZ, many Maori boys picked it up with flair - because of the similarities between their own sport of Ki-o-rahi.

Maori soldiers actually played Ki-o-rahi during WW2, and many Europeans remember them for this, and took the game back to their countries after the war. In 2006, the people of Dieppe (France) invited a Maori contingent to play three tackle Ki-o-Rahi games. The New Zealanders won the women's (37 - 11) and mixed game (28 - 22) but lost the men's game 19 -17. There were also games played in Italy in 2008 with teams from New Zealand participating in some festivities there.

Overview & Rules

2 teams –Kioma and Taniwha. 4 zones: Te Ao (outer zone) both teams allowed in here, Pawero (inside zone), Te Ara (the link between Te Ao and Pawero (only Kioma players allowed in these two zones), and Te Roto (only Taniwha members allowed in this zone)

Both teams attack and defend all of the time. 2 different ways of scoring.

Kioma score by touching the pou around the Te Ao zone and running the ki (ball) through the Te Ao zone to score a “tupu marama” or try). They can only touch each pou once.

Taniwha score by throwing or kicking the ball into the pawero zone and hitting the tupu in the middle off a bounce to score a “tupu wairua”

When Kioma score, they start with the ball back in the Te Marama circle (the same as at the start of the game) and kick it to a member of their team in the pawero zone to start the play.

When Taniwha score, they start with the ball back in the Te Roto zone.

Game has 4 quarters and each quarter, the teams swap over so that Kioma become Taniwha and Taniwha become Kioma.

To get the ball off the opposition, you must rip a ripper tag off them. The opposition must then drop the ball where they are and it is a handover. You can also intercept the ball.

The more pou the Kioma team touches before running in a try, the more the try is worth. The only way they can get a one point try without touching any pou, is by a Kioma member catching the ball on the full in the pawero zone from one of their team mates in the Te Ao zone.