



Ki-o-Rahi

This Maori game is also called 'The Game of Stars' or 'The Games of Peace'. It evolved out of multiple archaic games based on the story of legendary figure Rahi.

Age: 5+

Players: Two teams of seven players, though this can be adjusted depending on the size of the playing area. One team is the Kioma and the other team is the Taniwha – this switches every quarter.

Pitch: The playing field consists of three concentric circles – the playing zones – intersected by a pathway, the Te Ara. At the end of the Te Ara, on the outside of the largest circle, is a small circle with a radius of 1m, called the Te Marama. The inner circle, or Pawero, has a radius of 4m – with a target, the tupu, placed at the exact centre. The middle circle, or Te Roto, has a radius of 11m, and the outer circle, or Te Ao, has a radius of 21m. These distances can be modified to fit smaller spaces.

Seven posts, or pou, are evenly spaced around the Te Ao area.

The pitch can be marked on a playing field or gymnasium. Small cones can be used to mark the boundaries.

Time: Four 10 minute quarters.

Rules: The Kioma team play in the Pawero and Te Ao. Three Kioma guard the tupu in the Pawero, and the other four players are in the Te Ao. Kiomo can swap between the Pawero and Te Ao by running through the Te Ara.

The Kioma have to stop the Taniwha team from hitting the tupu with the ball, or ki. The players in the Pawero can use any part of their bodies to block the ball from hitting the target. They can also catch or intercept the ki and throw it out to their own players in the Te Ao. They must pass the ball out of the Pawero within five seconds.

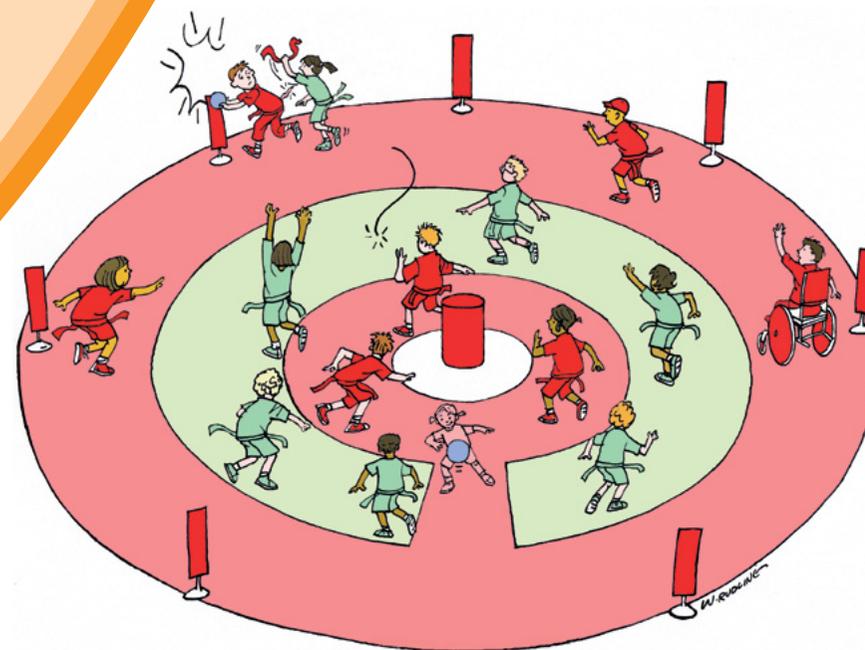
The Kioma are also trying to tag the pou in the Te Ao with the ki. Once they have tagged one or more pou, they must run with the ki through the Te Roto to the Pawero and touch the ki down, without a Taniwha tagging them with both hands on the hips or tackling them.

If they are tagged or tackled, they have three seconds to pass the ball to a teammate or it goes to the Taniwha.

Kioma without the ball cannot stop or interfere with a Taniwha player who is tagging the Kioma with the ki.

A Kioma in the Te Marama kicks off to the Kioma in the Pawero; they then try to pass it out to their teammates in the Te Ao.

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Rules *ctd.*

The Taniwha score points by throwing the ki at the tupu from the Te Roto: if they enter the Pawero, the hit does not count. They can only have the ki in the Te Roto for ten seconds before trying to hit the tupu or passing it out.

If the ki goes loose, any team can pick it up and play with it.

Teams can mutually decide to vary the rules before playing the game – a traditional process called Tatu.

Scoring

- The Taniwha team scores one point for hitting the tupu.
- The Kioma team scores one point for each pou tagged in the Te Ao, but only if the move is finished by touching the ki down in the Pawero. So, tag one post and touchdown equals one point, tag two posts and touchdown equals two points. There are seven posts, so it is possible to score seven points. Touching the ball down is known as a try, or Tupu Manawa.

Equipment

- A tupu – usually a large drum.
- Small cones for boundary markers.
- Seven large cones or poles for pou.
- A ball.

Safety

- Make sure the ball is not too hard, a tennis ball or a softball-sized soft rubber ball is suitable. The game could also be played with a volleyball.
- Replace all tackling with a two-handed tag touch to the hips, or use ripper rugby tags if available.

Adaptations and variations

Easier

- **S**pace: Make the pitch smaller.
- **T**ask: Remove the touchdown component so the Kioma only have tag the pou the target.
- **E**quipment: A larger ball. A larger target.
- **P**eople: Fewer Kioma allowed in the Pawero to guard the tupu.

Harder

- **S**pace: A larger pitch.
- **T**ask: Allow full contact tackling (be mindful of the playing surface.)
- **E**quipment: Use a smaller ball. Reduce the size of the target.
- **P**eople: Allow more Kioma in the Pawero to guard the tupu.

Inclusion

Try:

- Using a large, soft ball that can be thrown with two hands.
- Increasing the size of the pitch to facilitate wheelchairs.

Skills developed

- Quick hand passing
- Team strategies
- Ball handling
- Throwing
- Running
- Tackling

This activity can be used as

- A skill-development activity
- A game

Who could use this card?

- Teachers
- Young leaders
- Sports coaches
- Community leaders
- Parents

