

# Haka riki

## Pou tangata

Catch (hopu) Ki on the full for 3 seconds.

1 pt = Takitutu/ Tarapeke: neck and above

2 pts = Turipeke: below neck

3 pts = tuturi: sitting or one knee on the ground (this could also include below the knees)

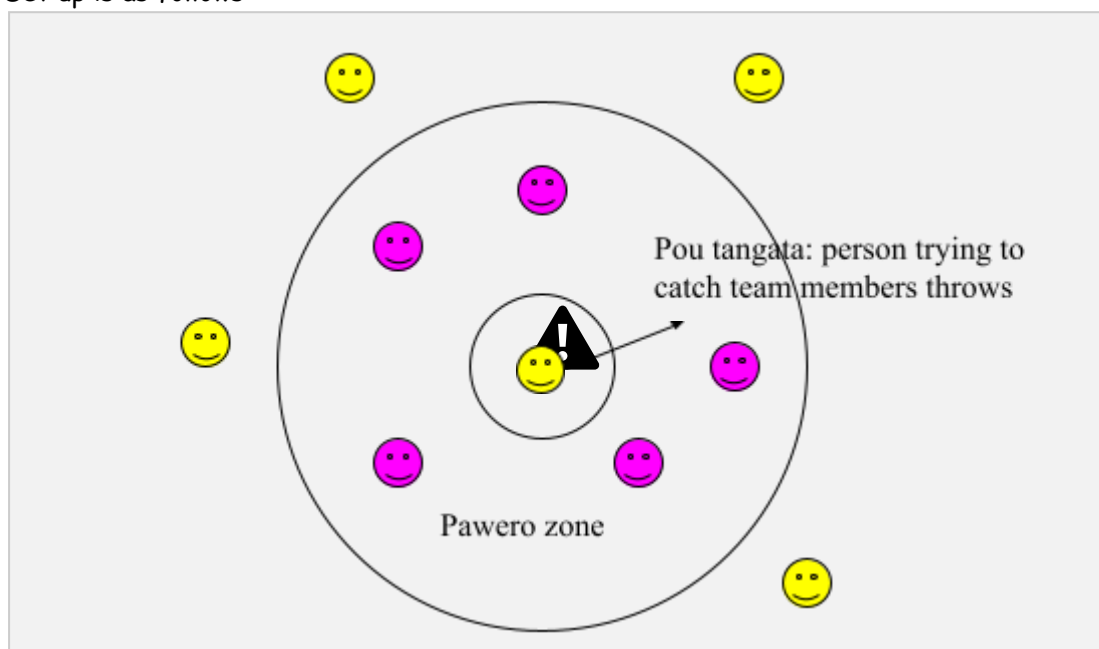
## Pawero

1 pt = Kikini: any ball which hits the ground

2 pts = catch the ball on the full

3 pts = catch the ball from the 'pou' rebound

Set up is as follows:



Key:

 Pawero       Pou tangata

- Inner circle - contains one person from the pou tangata team. They are not allowed to leave the circle or step off their dot. (use those stepping stone ABL dots)
- Only pawero members can be in their zone. They are not allowed to leave the zone or step into the inner circle.
- The main aim of the game is to score points (there are different ways depending on what team you are). The pawero members are essentially the defending team trying to stop the pou tangata from getting the ball (or ki) to their person in the inner circle.
- Numbers can range. 5 on 5 works well but 3 on 3 can also be good.

# Ti – uru

Set up is as follows:



Ti Uru

## **DESCRIPTION**

Large group game, 7+ players per side

## **OBJECTIVE OF THE GAME**

Catch ki/poi/block of wood (or Ki = ball) while standing on the whariki /mats to score (take away a mats)

1<sup>st</sup> team to remove all mats wins

## **FIELD LAYOUT**

Netball size court or bigger for larger groups

You can set up zones depending on how you want to run it

## **RESOURCES NEEDED**

Ki/poi

Field markers

Whariki / Place mats

## **RULES**

Pass the poi/ki to a player standing on the mat to score

Stop the other team from doing the same

Passed by the ref into the middle at the beginning of the game and after each score

Alternatively each team can start halves or quarters and defending team starts after each score

The ki cannot go directly from defence to the attacking zone; it must be passed to the players in the middle zone

Must be caught open handed to score, when using a ki or block

If it is caught waist high take away 1 mat, head high take away 2 mats, catches behind the neck wins the game

### **Variation # 1**

Can play positions (AMDK) to spread the players out, promotes team work and communication

Or everyone can go anywhere

Add more than 1 ki or poi

Running or passing variations

Traditionally played with a block of wood, no holding of the block (or ki/poi) so open handed in all areas of play, better for more experienced players

Catch near hips = 1 mat removed, catch above the head = 2 mats, catch behind the head with the neck = game winner

You can have as many or few mats as you want

Only 1 defender in te pawero, makes it easier to score for each team, but more defenders around the mats contesting the scores is also lots of fun

Can only control the ki with and open hand in all areas of the field

### **Variation # 2**

Game:

- 2 teams consisting of approx 5 players each
- The main aim of the game is to catch the ball on the full standing on a dot. The ball must be thrown from the attacking line.
- There is no limit to how long a person stands on the dot or how many people are on each dot
- Defenders are allowed to use force to get attackers off the dots (however to keep it safe I suggest modifying this a little)
- Attacking players are able to run with the ball - up to the line. The defenders are trying to touch them to stop them progressing further. A "touch" is just like touch rugby and if a touch takes place the player must stop, tap the ball and then pass on (there is no limit to how many touches take place but you may want to make it a rule if one team is dominating or to change the game a little.