

HE KOHIKOHINGA



INFORMATION PACK

RAGLAN
NGAARUAWAAHIA

25 | 26 JAN

HOPUHOPU
SPORTS GROUNDS

15 | 16 FEB

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NGAA PAARONGO MOO NGAA MARAE (MARAЕ SPORT TEAMS INFORMATION)

1. Teams must have an even mix of the following age categories:

10 – 13 years	to wear a coloured band (this will be supplied)
14 – 44 years	
45+ years	to wear a coloured band (this will be supplied)
2. Band wearers will be used to encourage participation of all ages. Indoor bowls and surfing are the only sport where age restriction rules do not apply. Touch and Basketball will run a separate scoring system for the coloured band, see Touch and Basketball Rules and Regulations.
3. Marae are encouraged to link up with other Marae if unable to field a full team.
4. In order for all whaanau to have fun and enjoy the games and for the smooth flowing of the overall organisation, it is very important if all Marae Coordinators and participants would please adhere to the following:
 - **Participate in ONE sport only for each weekend** – for those participants who play in more than one sport means some areas often have to wait or default teams because players are at another sports area. This can cause long delays to the overall event but mainly can be very frustrating to other Marae participants.
 - **Last minute withdrawal of teams** – In past games teams have withdrawn either the day before or on the day of the games, some teams have also not shown at all without notifying the coordinators. This causes more delays or defaults for teams and can also be very frustrating for other Marae participants.
 - **Coloured band wearers** – since the first Games, the age rule was implemented at the request of Marae to encourage participation of all age groups. Teams have knowingly ignored this rule by playing people outside these ages. The coordinators and Marae whaanau rely on the honesty of each Marae to adhere to this rule, Marae coordinators will be asked to address this if it is questioned.
5. All teams will be of mixed gender (excluding netball see netball rules and regulations).
6. Waikato-Tainui Games will promote Fair play, Sport for all Ages, Sporting Role Models, and Inclusive activities (Disabled Athletes).
7. The following scoring system is in place for each event and will go towards points to determine the overall winning Marae:
 - Best and Fairest Team (3 Points)
 - Winner (2 Points)
 - Runner Up (1 Point)

Points will be accumulated for each activity and totals will go towards determining the Overall Winning Marae, which will be announced at the prize giving on:

Sunday 15 February 2025



TE KARERE TOOKEKE (FAIRPLAY MESSAGE)

Winning is important, but the way we win is more important.

- You will achieve more by focusing on your own performance rather than the performance of others e.g. referee/umpire, opposition, and team-mates.
- Fairplay is about respecting the referees/umpires, your team-mates, the opposition, coaches, and yourselves.
- At every level, Fairplay is about enjoyment.
- Fairplay helps promote a positive team image.
- Fairplay is not a “soft” option. It does not mean you can’t be competitive; it just means that you should play within the rules and be in control of yourself. We encourage positive behaviour and sportsmanship in a competitive environment.
- Make objective and constructive judgements not emotional ones – both on and off the sports field.
- Fair play is about whaanau, team members, supporting each other.
- Fair play is for children and adults, coaches, referees/umpires, administrators, and spectators.



TE KAWENATA PAAPONO TAAKARO (FAIR PLAY CHARTER)

<p>WHANAUNGATANGA Fair Play is for children and adults, officials' administrators and spectators.</p> <p>WHAKAUTE (Respect)</p> <p>All Marae whaanau shall:</p>	<p>MANAAKITANGA Fair Play is encouraging positive behaviour and sportsmanship in a competitive environment</p> <p>Haangai ki te whakapapa o ngaa Haakinakina (Fairness)</p> <p>All Marae whaanau shall:</p>	<p>AROHA Fair Play helps promote a positive team image.</p> <p>Tika, Pono, Aroha (Trustworthiness)</p> <p>All Marae whaanau shall:</p>	<p>KOTAHITANGA Fair Play is about whaanau, team members, supporting each other.</p> <p>Kia tau te Mauri (Responsibility)</p> <p>All Marae whaanau shall:</p>
<ul style="list-style-type: none"> ▪ Treat others with respect and be considerate of the feelings of others. ▪ Respect authority and demonstrate cooperation ▪ Demonstrate positive and supportive behaviour to whaanau, friends, and teammates 	<ul style="list-style-type: none"> ▪ Make objective and constructive judgements not emotional ones – both on and off the sports field. ▪ Demonstrate a tolerance toward differences. ▪ Be open-minded and demonstrate the ability to listen to others. ▪ Not pass blame carelessly 	<ul style="list-style-type: none"> ▪ Be honest and never deceive or cheat. ▪ Have the courage to do the right thing. ▪ Adhere to all rules and guidelines; 	<ul style="list-style-type: none"> ▪ Use self-control and self-discipline. ▪ Be accountable for all choices and actions. ▪ Exhibit supportive behaviour and a positive attitude. ▪ Help others in need when appropriate. ▪ Properly care for all equipment, uniforms, facilities, and playing field
<p>REFEREES AND OFFICIALS SHALL:</p>			
<p><i>Set an example of the highest ethical and moral conduct in all contact with athletes, teams, other officials, parents/guardians, spectators, and the public.</i></p>	<p><i>Uphold the honour and dignity of the tikanga of the game;</i></p>	<p><i>Master the game rules and use them fairly in every game</i></p>	<p><i>Treat each participant fairly and his or her welfare shall always be considered uppermost.</i></p>



KAUPAPA HERE WHANONGA

(BEHAVIOUR MANAGEMENT POLICY)

INCIDENT	ACTION / STRATEGY	BY WHOM
Using inappropriate language e.g. swearing, arguing with other players & officials.	<ol style="list-style-type: none"> 1. Warning. 2. Player subbed off. 3. 2min Sin Bin. 4. Player removed from field/court of play – Marae captain / coordinator asked to escort player from the field or court. 5. Sport coordinator called in. 6. Hui with Marae reps to discuss and work through a solution and agreed outcome – overall Sport coordinator to be called, event manager only if required. <p>Report given to event manager.</p>	<p>Official Marae Rep</p> <p>Sport Coordinator</p> <p>Notify Health & safety Advisor</p> <p>Event Manager</p>
Overly physical towards other players e.g. aggressive and rough play, pushing, barging, shoulder charge.	<ol style="list-style-type: none"> 1. Warning. 2. Player subbed off. 3. 2min Sin Bin. 4. Player removed from field/court of play – Marae captain / coordinator asked to escort player from the field or court. 5. Sport coordinator called in. 6. Hui with Marae reps to discuss and work through a solution and agreed outcome – overall sport coordinator to be called. Event manager only if required. <p>Report given to WT Pou Hui (Event Manager)</p>	<p>Official Marae Rep</p> <p>Sport Coordinator</p> <p>Notify Health & safety Advisor</p> <p>Pou Hui (Event Manager)</p>
Extreme behaviour e.g. physical assault, verbal threat of assault.	<ol style="list-style-type: none"> 1. Instant dismissal from court or field. Marae Captain / coordinator asked to escort player from the field or court. 2. Sport Coordinator called in. 3. Hui with Marae reps to discuss and work through a solution and an agreed outcome – Sport Coordinator to be called in. Event Manager only if required. <p>Report given to event manager.</p>	<p>Official & Marae Rep</p> <p>Sport Coordinator</p> <p>Notify Health & safety Advisor</p> <p>Pou Hui (Event Manager)</p>



KAUPAPA HERE WHANONGA

(BEHAVIOUR MANAGEMENT POLICY)

<p>Whaanau Support – Using inappropriate language e.g. swearing, arguing with other players and officials</p>	<ol style="list-style-type: none"> 1. Verbal warning issued 2. Game stopped; time remains on – Marae Captain / Coordinator asked to address sideline behaviour. 3. Person/s asked to leave the field or court area – Marae Captain / Coordinator to ask person/s to leave. 4. Sport Coordinator called in. 5. Hui with Marae reps to discuss and work through a solution and agreed outcome – overall sport coordinator to be called, event manager only called if required. <p>Report given to Pou Hui (Event Manager)</p>	<p>Official & Marae Rep</p> <p>Sport Coordinator</p> <p>Notify Health & safety Advisor</p> <p>Pou Hui (Event Manager)</p>
<p>Whaanau support – verbal threat of assault or entering onto the field or court and making physical contact with players and/or officials</p>	<ol style="list-style-type: none"> 1. Game stopped immediately – time remains on. 2. Sport Coordinator called in. 3. Hui with Marae Reps/Kaumaatua to discuss and work through a solution and agreed outcome – overall sport coordinator to be called, event manager only if required. <p>Report given to Pou Hui (Event Manager)</p>	<p>Official & Marae Rep</p> <p>Sport Coordinator</p> <p>Notify Health & safety Advisor</p> <p>Pou Hui (Events Manager)</p>



EKE NGARU ~ SURFING

Coordinators: Harley Muru & Arna Rose Hiwinui-Solomon

Date: 25-26 January 2025

Location: Manu Bay, Raglan

You must be registered before Saturday, 12 January 2025.

Surfing is a surf conditions dependent sport. Safety for all Surfing participants is Paramount. If the conditions are not appropriate for the competition it will be cancelled, and Marae will be notified that morning. Cancellations will be posted on the Waikato-Tainui Facebook page.

1. There is NO age rule for surfing. For health and safety reasons we advise that all participants for surfing have prior knowledge and experience. The coordinators retain the right to disallow entry of a surfer if deemed that the surfer is not competent in surfing.
2. All registrations must be submitted online via the Marae Co-ordinator – There will be NO WALK INS
3. Emphasis is on participation, fun and fair play for all and whakawhanaungatanga through surfing, please ensure it is fun for everyone.
4. One team per Marae. One person can still represent that Marae team.
5. Surfing Co-ordinators to be responsible for tallying and results, decisions.
6. Heats will be 20 minutes (Please note this is subject to change pending number of entries and time).
7. Each participant can only enter up to three (3) events.
8. Boards and wetsuits must be provided by each team.
9. There is strictly no camping at Manu Bay, for accommodation enquiries please contact the Raglan Kopua Holiday Park on: 07 825 8283.



PIIRORI A-ROTO ~ INDOOR BOWLS

Kairuruku: Matt Tata and Puahaere Tata

Date: 26 January 2025

Location: Tuurangawaewae Marae

Please confirm attendance with the Kairuruku (Coordinator) from 8.30am.

1. Indoor bowls will accommodate the first 30 teams registered.
2. One team per Marae.
3. Rink's tournament consist of four (4) players per team of mixed gender.
4. No age restriction for indoor bowls.
5. All players must wear proper footwear e.g. slippers or flat shoes.
6. Each game will have a time limit of 30-minutes or up to seven (7) ends - whichever comes first.
7. Avoid time wasting during all games, call for an umpire.
8. Coins shall not be tossed to land on a mat.
9. Please refrain from walking on mats as much as is possible.

Points System:

The following points system will be used to determine placings for finals only:

Win: 3 points

Draw: 2 points

Loss: 1 point

Players Roles:

Lead	2nd Player	3rd Player	Skip
<ul style="list-style-type: none">- Toss of coin- Rolling the Jack- Gather bowls after each end	<ul style="list-style-type: none">- Mark scores after each end	<ul style="list-style-type: none">- Assist skipper- Touching bowls in scoring area- Measure if needed	<ul style="list-style-type: none">- Team captain- Placing of Jack- Call for an umpire



WHAIKIINGI ~ CHESS

Kairuruku: Donald Turner

Date: 26 January 2025

Location: Tuurangawaewae Marae

Chess will accommodate the first 32 teams registered.

Teams:

- There will be One (1) registered player per Marae; however, you may register a reserve player for your Marae.
- Each Marae player has to be 12 years of age or older (of either gender).

Sections:

- There will possibly be up to 8 Sections
- Each section may have up to 8 teams in it and they will play a straight knockout tournament e.g. Section A, B, C and D etc.
- You will be seated in your sections where you will play the majority of your games.
- The winners will advance until we find a winner for each section.
- Once the section winners have been found there will be section cross-over playoffs (i.e. Section A vs C and Section B vs D etc.).
- The winners of these games will playoff in the Final and the other Semi-finalists will then play for 3rd/4th Place etc.

Game Duration:

- Rounds one to three will be 30-minutes in duration. You will play the best of One (1) game and that will be recorded. If there is no winner after 30-minutes of play, the adjudicators will convene to give a ruling. If a decision is inconclusive the Director of Play will make the final decision.
- Section crossover games will be played until a winner is found.
- Breaks: There will be a 20-minute break between games.
- Can you please ensure that your Chess Player is able to play chess or has some knowledge of the game.

Rules:

- This is a touch move tournament – you have to move the piece that you touch or have indicated to take (i.e. called a check).
- If you are not seated ready to play when start of game is indicated your game will be defaulted.
- If you have any other enquiries, please contact the adjudicators or Director of Play, the Director of play will have the final decision.
- The rules of the game may change subject to the number of teams registered and the Director of Play reserves the right to make any changes to the rules or format of the tournament, which will help the tournament proceedings.
- If your registered Marae does not arrive by Round Two (2), that Marae will be withdrawn from the draw.



- If your Marae does; 'not show', 'not play', 'default' or 'not present' at more than "ONE GAME" on the day of competition, then your Marae will be withdrawn from the competition draw.

For more information about the rules of Chess please go to the NZ Chess website on:
www.newzealandchess.co.nz



TEENEHI ~ TENNIS

Kairuruku: Adam Whauwhau

Date: 26 January 2025

Location: Paterson Park, Ngaaruawaahia

Please confirm attendance with the coordinator at 8.30am.

1. Tennis will accommodate the first 32 teams registered.
2. Emphasis is on participation, fun and fair play for all and whakawhanaungatanga through Tennis, please ensure it is fun for everyone.
3. Games will be doubles. There is no composition rule for age or gender, this means Marae have the option to field open age, mixed or same gender teams.
4. Only one team per Marae is allowed, however Marae can opt to have reserves (2 reserves maximum). No subs are allowed once the game has already started.
5. NZTA rules apply.
6. All teams will be in the same division.
7. Players must bring their own tennis racquets.
8. Correct footwear to be worn at all times. No bare feet, jandals, sandals or slip on shoes.
9. The duration of the games will be between 20 and 30-minutes long.
10. All games will be played to seven (7) games.
11. Two players on the court at all times.
12. The spinning of the racquet will determine who serves or receives first.
13. Normal deuces
14. Line ball is in.
15. Registration is between 8.30am – 9.00am.
16. 1st round begins at 9.30am.



KII-O-RAHI

Kairuruku:

Date: 26 January 2025

Location: Paterson Park, Ngaaruawaahia

Please confirm attendance with the coordinator at 8.30am

1. Kii-o-Rahi will accommodate the first 32 teams registered.
2. A tamaiti and kaumaatua must be on the field at all times. They can be identified by wearing a coloured sash
 - A Tamaiti is classed as a person of either gender aged 10 – 13 yrs
 - A Kaumaatua is classed as a person of either gender aged 45+ yrs
3. Emphasis is on Participation, Fun and Fair play for all and whakawhanaungatanga through Kii-o- rahi.
4. One team per Marae. Each team must have a spread of ages from 10 to 45+.

(Please note that in reference to the Fair play message please be considerate towards our tamariki and kaumaatua. "Fair play is not a "soft" option. It does not mean you can't be competitive; it just means that you should play within the rules and be in control of yourself. We encourage positive behaviour and sportsmanship in a competitive environment.")

5. **RULES:** A copy of the full set of rules for Kii-o-Rahi can be obtained by request from the Kii-o-Rahi Coordinator on:
6. **DRAW:** The draw will be determined after the registration closing date. To assist organisers in this area please ensure that your team is definitely able to participate in the games before registering. Any late withdrawal of teams upsets the smooth flowing of the organisation and is an inconvenience to other participating Marae.
7. Positions for the final's series will be determined as follows:
 - Highest on table – if equal
 - Difference (for and against) – if equal
 - Result of round robin game (winner will have the higher standing) – if a draw
 - Toss of the coin
8. **EQUIPMENT:** Teams are encouraged to provide their own ripper belts and tags (these can be purchased from Sport Distributors on [0800 656 735](tel:0800656735), ask for the Avaro Tag Rugby Set – senior set). All other equipment will be supplied.
9. **FOOTWEAR:** Appropriate footwear must be worn (i.e. runners, touch shoes or moulded studs). No metal studs, sprigs or spikes are permitted.
10. **TEAM:** No more than eight (8) players on the field at one time. A minimum of three (3) females must always be on the field. Teams must factor in their kaumaatua and tamaiti into the team.
11. **ASSEMBLY:** Teams must be present at their field two (2) minutes before kick-off.
12. **GAME TIMES:** Games will be played in four (4) quarters. Each quarter will be six (6) minutes with straight change after each quarter, except half time where there will be a 2-minute break. (Please note that times are subject to change pending number of registrations).



13. **QUARTERS:** Each team will play two quarters as KII-OMA and two quarters as TANIWHA
14. **REFEREES:** Teams will be split into pools, one member from each team will be required to referee immediately after your game on the same field. Please ensure your referee is competent in the rules and knowledge of Kii-o-Rahi.
15. **FINALS:** This rule refers to final's games only – In the event of a drawn game there will be a one on one shoot out. One player from each team in which one will protect TE TUPU (KAITIAKI) and the other will take a shot at TE TUPU. The ball is placed in TE MARAMA; the shooting player picks up the ball and runs down TE ARA, once inside the TE ROTO ZONE the shooter has 5 seconds to take their shot. The first team to miss TE TUPU while the other team has been successful in their shot is the losing team.
16. **POINTS SYSTEM:** The following points system will be used to determine placings for final's only:
Win = 3 points | Draw = 2 points | Loss = 1 point



WAKA AMA

KAIRURUKU: Tuurangawaewae Waka Sports

Date: 26 January 2025

Location: Waikato River, Tuurangawaewae Marae

W6 Team Categories:

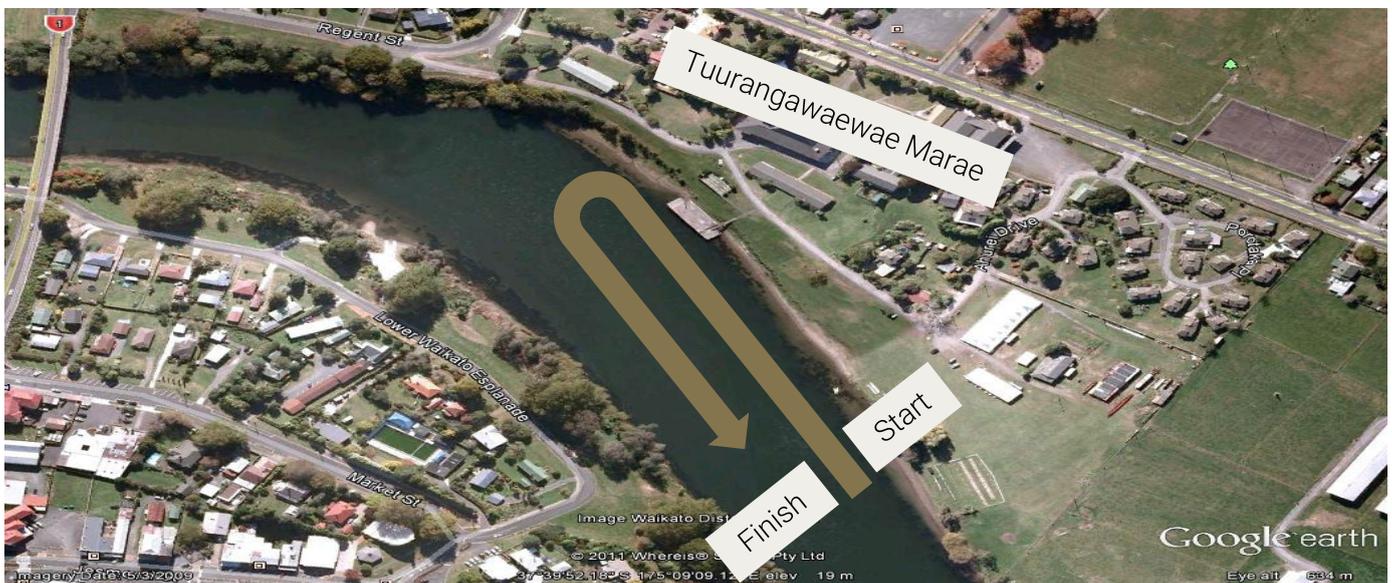
Two Teams per Marae (One Female Team & One Male Team)

Each Team requires a paddler from each age category:

- Primary Student (8-12yrs)
- Secondary Student (13-18yrs)
- Open (19-40yrs)
- Master (41-50yrs)
- Kaumatua (51+)
- An experienced/competent Steerer

All W6 Races will be a Time Trial Circuit Race:

- Time will start as you cross the start line and stop when the waka crosses the finish line on the opposite side of the river.
- After the start paddle downstream, turn left around the first 2 buoys, paddle upstream to the finish line on the opposite side of the river.
- Your time will be taken down and noted on the results board



NOTE:

1. Each marae can only enter two Teams. One male team and one female team each consisting with the age categories mentioned above
2. For marae that find it near impossible to enter two teams due to numbers and experience, the organizers will allow two marae to join paddlers and enter teams under both marae name.
3. In the instance above, points will be split equally for both marae.
4. STEERERS – Marae are to provide their own competent and experienced steerers. Contact the race organisers if your marae does not have a competent and experienced steerer.
5. Race times will be posted immediately after races.



POINTS SYSTEM:

In each category the fastest marae times will receive:

1st	-	10 points
2nd	-	8 points
3rd	-	6 points
4th	-	4 points
5th	-	2 Points

Best and Fairest marae will receive 10 points

Overall Marae Waka Ama Champion – will be the marae with the most points.

WAKA AMA TERMS AND CONDITIONS:

The race organizer and officials have absolute control of the event. The race organizers reserve the right to cancel the race for any reason related to the safety of participants and due to weather conditions being what they deem too severe.

PADDLERS & CREWS:

1. The final selected crew will conform to requirements.
2. All crews/paddlers are required to inform and make the race organizers aware of any medical condition that you have that might for any reason cause concern during the day.
3. Paddlers accept all the risks of injury or damage to property and other miscellaneous injury that may arise from their participation in the event.
4. Team manager or employer will be required to sign the waiver form on acceptances of terms and conditions.
5. All paddlers in crew must race in the crew they have registered with. So no waka jumping.
6. All paddlers must treat equipment, waka, paddles etc with care.
7. Any team/paddler who does not abide by these rules will not be permitted to paddle.
8. Failure to adhere to the rules will result in automatic disqualification.
9. The race organizers have the final decision on any dispute that may arise.
10. Removal of any safety equipment, before or during the event will result in automatic disqualification.
11. All marae will be allocated areas to set up tents etc.... along Tuurangawaewae River bank, River Road, Ngaaruawaahia. So we ask all crews to enter through Te Ahurei Drive (will be sign-posted) to the designated area. Officials will monitor parking.
12. Use of thermal wear is recommended to wear underneath paddling gear or uniforms.
13. Spare change of clothes and extra thermals are also recommended.

WAKA SAFETY/EQUIPMENT:

1. All waka will be provided by event organizer.
2. All life jackets will be provided by the event organizers. Children must wear a life jacket. All waka will be equipped with jackets for use.
3. No safety equipment is to be removed from the waka.
4. All paddles will be provided by the event organizers.
5. There will be a support boat on the water at all times for immediate assistance. Helpers will be in the loading bay area for assistance too. Rest assured there will be all round assistance.



WAKA CAPSIZE:

In the event where a waka may capsize, all paddlers must remain with the waka.

Procedure if waka flips:

- All paddlers are to hold onto the waka as the waka will not sink
- Once you have hold of the waka – check to see all members of the crew are there and safe
- Hold onto the waka until assistance arrives
- In times like these – DO NOT PANIC



HAAHAUPOORO ~ GOLF

Kairuruku: Duane Kukutai

Date: 26 January 2025

Location: Ngaaruawaahia Golf Club

1. Tee off will be a shotgun start at 10am for all teams. Please arrive no later than 9.30am. Entry is free.
2. To enter the golf tournament, entries must come through your marae delegate who
- 3.
4. will be responsible for registering your Marae. One entry per Marae.

5. The team must use at least four (4) tee shots from each player. Any player can use up the remaining two (2) tee shots.
6. Each team must have a minimum of three (3) affiliated golf members of a golf club with an official golf handicap. The 4th player can be a casual golfer if the team chooses to have one.
7. The team handicap will be the handicaps of all players combined together and divided by four (4).
8. The golf coordinator reserves the right to re-handicap teams before the start of play.
9. Official handicaps will be checked by the golf coordinator.
10. The official rules of golf will apply to all players including the appropriate attire and footwear



TIITAI KOOPERE ~ DARTS

Kairuruku: Duane Kukutai

Date: 26 January 2025

Location: Hamilton Workingmen's Club Inc

Rules

1. Teams will be made up of 4 players.
2. Games will be 501 best of 3 legs (1st to win 2 legs)
3. 1st team to win four games advances
4. Open start double finish (bullseye counted as a double).
5. Limited to 32 teams
6. Straight knockout.

Format

- First 2 games will be pairs. Followed by 4 singles.
- All games will be scored by the teams playing.
- Normal NZ Darts rules apply.
- All players must supply there own Darts.



TE WHIIKOI ROA

Kairuruku: John Devonshire and Moeroa Devonshire

Date: 16 February 2025

Location: Hopuhopu

Meet at the Administration Area in front of the gym and Te Whakakitenga Chambers.

Extra points will be awarded for:

- Best dressed Marae
- Most vocal Marae
- Best Marae waiata/haka/chant

Immediately following the Whiikoi Roa is the Whiikoi-aa-Marae (Marae March).

Please assemble by The Chambers at 8.15am for the Whiikoi-aa-Marae (Marae March).



TE ROHE TAMARIKI ~ TAMARIKI ZONE

Kairuruku: Franke and Carrie Thorne

Te Raa: 15 & 16 February 2025

Te Waahi: Hopuhopu

OVERVIEW:

The Tamariki Taakaro Zone will operate for tamariki from 0 to 12 years of age.

WHEN:

- Tamariki are to remain and assemble in front of the stage straight after the Whiikoi-aa-Marae (Marae March)
- Activities will begin after the Whiikoi-aa-Marae (Marae March) to 12pm and 1pm to 3pm on Saturday. And 9am – 12pm on Sunday.

NOTE:

- Marae **MUST** ensure that a parent or adult supervisor accompanies and supervises the tamariki at the Tamariki Taakaro Zone.
- Tamariki will not be able to participate in activities unsupervised.
- For protection from the effects of the sun, tamariki are also required to **ALWAYS** follow the sun smart rules of, **SLIP** on a t-shirt, **SLOP** on sunscreen, **SLAP** on a hat and **WRAP** on some sunglasses.

NOTE: This activity is not a "baby sitting" service, so please ensure an adult collects your child/children or they know of your whereabouts. We don't want lost children!



TOA HAAKARIMATA ~ HAAKARIMATA CLIMB

Kairuruku: Tangihaere Ormsby

Te Raa: 15 February 2025

Te Waahi: Haakarimata Track, Ngaaruawaahia

**Please note the Haakarimata track will be open to the General Public*

Nau mai, whakatau mai raa ki Te Ara o Te Haakarimata!

Whaanau are encouraged to download the Haakarimata Koorero app on their own / personal devices and use it during the waterfall whiikoi and / or after the competition of the Toa Haakarimata Challenge.

EVENT INFORMATION:

1. TOA Haakarimata will accommodate the first 25 teams to register.
2. TOA Haakarimata (one male and one female per Marae) competitive competition.
3. Registrations for TOA teams (one male and one female) per Marae must be received before 18 January 2025.
4. All TOA must wear appropriate footwear / clothing.
5. Water hydration is critical. Please ensure you are well hydrated as the need arises. All Competitors and supporters are encouraged to bring their own water.
6. All TOA participants **must be 18 years or over**.
 - ID verification will be completed during team sign in. Therefore, participants are expected to provide photo ID (driver's license, 18+ card, student ID and/or passport only) during this process.
 - If appropriate ID is not provided, your Marae Team will be automatically disqualified from the TOA Haakarimata Competition.
7. ***Do not compete in the TOA Haakarimata Competition, if you are not capable of the demands of the race.***
8. Marae who register in the TOA Haakarimata will be sent a draw/race schedule.
9. All TOA competitors will need to be at the track at least 30 mins before their race.

TOA HAAKARIMATA (Competitive Competition) will consist of the following:

- Only One (1) Wahine TOA (female) and One (1) Taane TOA (male) to represent your Marae will compete in the TOA Haakarimata Competition.
- Both TOA Competitors will leave the Tomokanga together and must reach the summit together.
- TOA summit climb time will be taken from the Tomokanga to the summit. Summit time will be taken when both TOA reach the summit.
- TOA will collect their kono 'Haakari-mata' and have a photo taken of them at the summit then return downhill to the Tomokanga together. From Summit to Tomokanga (downhill) there will be NO time taken.
- TOA need to return to Tomokanga with their kono kai 'Haakari-mata'.
- TOA will have a photograph together at the Tomokanga with their kono kai.



TOA HAAKARIMATA WINNING MARAE:

- TOA winners will be determined by time.
- Marae TOA will be ranked according to times.
- Placings will be forwarded to Games Organisers for Final Points Allocation to your Marae

TOA HAAKARIMATA FAIR PLAY AWARD:

- There will be a Fairplay Award.
- This will be selected by the Track Marshalls.



PAA-WHUTUPOORO ~ TOUCH

Kairuruku: Danny Beattie

Te Raa: 15 & 16 February 2025

Te Waahi: Hopuhopu

Please confirm attendance with the Kairuruku Paa Whutupooro (Touch Coordinator) immediately after games opening.

1. Touch will accommodate the first 48 teams to register.
2. A Tamaiti and Kaumaatua must be on the field at all times. They can be identified by wearing a coloured band
 - *A tamaiti is classed as a person of either gender aged 10 – 13 yrs*
 - *A kaumaatua is classed as a person of either gender aged 45+ yrs*
3. Emphasis is on Participation, Fun and Fairplay for all and whakawhanaungatanga through Touch - Please ensure it is fun for everyone.
4. One team per Marae.
5. **RULES:** All games will be played under NZ Touch Association Rules, except the player composition rule and number of players on the field which are outlined below.
6. Please note that in reference to the Fairplay message please be considerate towards our tamariki and kaumaatua. *"Fairplay is not a "soft" option. It does not mean you can't be competitive; it just means that you should play within the rules and be in control of yourself. We encourage positive behaviour and sportsmanship in a competitive environment."*
7. **DRAW:** Game duration and the draw will be determined after the registration closing date.
8. **REFEREES:** Teams will be split into pools and will play on the same field for all round robin games. One member from each team will be required to referee immediately after your game on the same field. Please ensure your referee is competent in the rules and knowledge of Touch.
9. All teams must be at their playing fields at least Two (2) minutes prior to commencement.
10. The following points system will be used to determine placings for the finals only:

Win: 3 Points Draw: 2 Points Loss: 1 Point Default 0 Point Bye: 3 points

HANDICAP TRY SCORING SYSTEM

Coloured Band (10 – 13yrs & 45+yrs) get 2 points for every touchdown.

11. Positions for the final's series will be determined as follows:
 - a. Highest on table – if equal
 - b. Difference (for and against) – if equal
 - c. Team with the highest number of tries scored throughout the day – if equal
 - d. Result of round robin game (winner will have the higher standing) – if a draw
 - e. Toss of the coin
12. **COMPOSITION:** No more than seven (7) on the field at one time. A minimum of three (3) females must always be on the field. Teams must also factor their Kaumaatua and tamariki players into the team.



Note: That this rule replaces the composition of three (3) females and three (3) males rule outlined in the NZ Touch Association Rules and Regulations)

13. **The following rule applies to all final's games only:** If at the end of regular time it is a draw then the drop off rule will be played. *Please note that during a drop off the tamaiti and kaumaatua rule will no longer apply.* Teams will have one minute to field their best six players (three females and three males), play will commence on the referee's whistle. The drop off rule according to the NZ Touch Association rules will then apply.
14. All teams must be in the same uniform and all players must wear proper shoes. (NO Football Spikes or Bare feet)
15. Any foul or unfair play will be dealt with as per NZ Touch Association Rules.

For more information about the rules of touch please go to the NZ Touch website on:
www.touchnz.co.nz



POITUUKOHU ~ BASKETBALL

Kairuruku: Brendon Morgan

Te Raa: 15 February 2025

Te Waahi: Hopuhopu

Please confirm attendance with the Kairuruku Poituukohu (Basketball Coordinator) immediately after games opening.

1. Basketball will accommodate the first 40 teams to register.
2. A Tamaiti and Kaumaatua must be on the court at all times. They can be identified by wearing a coloured band
 - *A Tamaiti is classed as a person of either gender aged 10 – 13 yrs.*
 - *A Kaumaatua is classed as a person of either gender aged 45+ yrs.*
3. Emphasis is on participation, fun and fairplay for all and whakawhanaungatanga through Basketball, please ensure it is fun for everyone.
4. One team per Marae.
5. Marae are to provide their own referee and score bench people for their own games. Referee's will be provided for the semis and finals.
6. 5 on 5 mixed competition. Each team must field five (5) players on the court comprising of a minimum of two (2) females at all times. Teams must also factor their kaumaatua and tamariki into the team.
7. Each player must have a matching coloured uniform clearly numbered.
8. All other rules conform to those followed by NZBF and FIBA. Please note that in reference to the Fairplay message please be considerate towards our tamariki and kaumaatua. *"Fairplay is not a "soft" option. It does not mean you can't be competitive; it just means that you should play within the rules and be in control of yourself. We encourage positive behaviour and sportsmanship in a competitive environment."*

The following regulations are subject to change depending on team numbers:

9. Games start at 9am on Saturday. All names registered will be checked with names recorded on the score sheet.
10. Games are 2 x 6-minute halves, running clock halves
11. All teams play champ round robin within your pool. Winners of each pool will play a championship round robin. The final will be between both champ pools.
12. Two (2) minutes allocated between games.
13. Games are forfeited if your team does not show up in the first two (2) minutes of the first half. All five (5) players must be on the court for the game to commence.

HANDICAP SCORING SYSTEM

Coloured bands (10 – 13yrs & 45+yrs) get three (3) points for every basket.

For more information about the rules of Basketball please go to the NZ Basketball website on:
www.basketball.org.nz



POIREWA ~ VOLLEYBALL

Kairuruku:

Te Raa: 15 & 16 February 2025

Te Waahi: Hopuhopu

Please confirm attendance with the Kairuruku Poirewa (Volleyball Coordinator) immediately after games opening.

1. Volleyball will accommodate the first 46 teams to register.
2. Emphasis is on Participation, Fun and Fairplay for all and whakawhanaungatanga through Volleyball.
3. Please note that in reference to the Fairplay message please be considerate towards our tamariki and kaumaatua. *"Fairplay is not a "soft" option. It does not mean you can't be competitive; it just means that you should play within the rules and be in control of yourself. We encourage positive behaviour and sportsmanship in a competitive environment."*
4. A tamaiti and kaumaatua must be on the court at all times. They can be identified by wearing a coloured band
 - *A tamaiti is classed as a person of either gender aged 10 – 13 yrs*
 - *A kaumaatua is classed as a person of either gender aged 45+ yrs*
5. One team per Marae.
6. No more than six (6) players on the court at one time. Any team that is not on the court with all players after five (5) minutes of starting will lose by default.
7. Players must rotate after each side out (when a team wins back the right to serve).
8. All games will use a rally point scoring system (a team scores a point every time it wins a rally, irrespective of whether they were serving).
9. Each round is 25 minutes. To win a game you must score 15 points. Teams then swap sides and play on until the 25 minutes have ended. The winning team will be the team that wins the most games and has more points after the 25 minutes.
10. Each team is allowed no more than three contacts of the ball on their side of the net before returning it back over the net (a block on the first contact does not count as one of these three contacts).
11. All serves must be taken behind the base line.
12. Players must serve in the same rotational order that they lined up on the court in.
13. A serve that contacts the net is "out".
14. Players are not able to block the serve.
15. Players are not able to contact the net during play at the net.
16. Players are not able to completely cross the centre line under the net.
17. Players are not able to **SPIKE** the ball at any time in the game.



18. A ball landing on the line is considered "in".
19. Players are not allowed to intimidate their opponents by shouting or stamping before they are about to play the ball.
20. Only the Marae Coordinator has the authority to ask the Referee for clarification of a ruling.
21. Substitutes will enter the game on a rotational basis. The player in the front right position comes off the court, the substitute goes on the court in the service position.
22. All teams **MUST** supply a non-playing referee of a competent level. Referees, please supply your own whistle.
23. Sports shoes must be worn.
24. St. Johns will be available, but players are responsible for their own injuries and illnesses.
25. Further information regarding the draw, length of games and section playoffs will be available after registrations are confirmed.
26. Score / Points system is based on the following:
format Win 2 points | Draw 1 point | Loss 0 points

PLEASE NOTE ALL POIREWA (VOLLEYBALL) GAMES ARE PLAYED ON GRASSCOURTS.



POITARAWHITI ~ NETBALL

Kairuruku: Ethan Jerome-Leota, Tamati Amuketi, Karen Newport and Hohi Moeke

Te Raa: 15 & 16 February 2025

Te Waahi: Hopuhopu

Emphasis is on Participation, Fun and Fairplay for all and whakawhaanaungatanga through Netball.

Please confirm attendance with the Kairuruku Poitarawhiti (Netball Coordinators) immediately after games opening.

SATURDAY TOURNAMENT – Ladies Only

Poitarawhiti (Netball) will accommodate as many registered teams as possible.

Composition of Teams

- Tamaiti and kaumaatua must be on the court at all times. They can be identified by wearing a coloured band or item issued to you by the Coordinators.
Tamaiti are classed as a person aged 13 yrs. or under
Kaumaatua are classed as a person aged 45+ yrs.
- All participants are to be female only.

Ngaa Kaakahu

Player attire:

- Teams must all be wearing matching uniform (including bibs).
- Netball or sport shoes must always be worn (i.e., no bare feet or rugby/touch boots).
- Bucket hats, caps and sunglasses permitted.
- No jewellery, watches etc or adornments.

Rolling Substitutions

Substitutions may be made at any time (i.e., rolling substitutions):

- In the event of an injury (umpire must be involved).
- The tamaiti may only substitute with another tamaiti and the same rule applies with kaumaatua substitutions.

Scoring goals

Goals are worth One (1) point except **KAUMAATUA** goals which are worth two (2) points.

GENERAL INFORMATION:

Hui and Briefing

ALL Team Managers and Umpires will be required to attend roll call and team brief as soon as practicable before the first round at the netball tent. Round One will commence after the briefing is completed.

Each team must provide:

- Own confident umpire with whistle
- Own bibs
- Own ball

First Aid

St. Johns will be available, but players are responsible for their own injuries and illnesses.

PLEASE NOTE ALL POITARAWHITI (NETBALL) GAMES ARE PLAYED ON GRASSCOURTS.



SUNDAY TOURNAMENT – Mixed Netball

Poitarawhiti (Netball) will accommodate as many registered teams as possible.

International rules apply except for those prescribed below.

Composition of Teams

- Tamaiti and kaumaatua must be on the court at all times. They can be identified by wearing a coloured band or an item issued to you by the Coordinators
- *Tamaiti are classed as a person aged 13 yrs. or under*
- *Kaumaatua are classed as a person aged 45+ yrs.*

Male Component: On court maximum, three (3) males per team
Positioned as follows: either GS or GA WA or C or WD GD or GK

Ngaa Kaakahu

Player attire:

- Teams must all be wearing matching uniform (including bibs).
- Netball or sport shoes must always be worn (i.e., no bare feet or rugby/touch boots).
- Bucket hats, caps and sunglasses permitted.
- No jewellery, watches etc or adornments.

Rolling Substitutions

Substitutions may be made at any time (i.e., rolling substitutions):

- In the event of an injury (umpire must be involved)
- Tamaiti may only substitute with another tamaiti, and the same rule applies with kaumaatua substitutions.

Scoring goals

All goals are worth ONE point each.

GENERAL INFORMATION

Hui and Briefing

ALL Team Managers and Umpires will be required to attend roll call and team brief as soon as practicable before the first round at the netball tent. Round One will begin after the briefing is completed.

Each team must provide:

- Own confident umpire with whistle
- Own bibs
- Own ball

First Aid

St. Johns will be available, but players are responsible for their own injuries and illnesses.

PLEASE NOTE ALL POITARAWHITI (NETBALL) GAMES ARE PLAYED ON GRASSCOURTS



POIKOOPIKO ~ TABLE TENNIS

Kairuruku: Quentin Hoete & Rawiri Walker

Date: 15 & 16 February 2025

Location: Hopuhopu

Please confirm attendance with the Poikoopiko Kairuruku (Table Tennis Coordinators) immediately after the games opening.

- Poikoopiko (Table Tennis) will accommodate the first 32 teams registered.
- A team is to comprise of three players (please see Team composition rule below). A tamaiti and kaumaatua must be part of the make-up of the team. Reserve players are allowed but only tamariki can replace tamariki and kaumaatua can replace kaumaatua.
 - *A Tamaiti is classed as a person of either gender aged 10 – 15 yrs*
 - *A Kaumaatua is classed as a person of either gender aged 45+ yrs*
- ALL teams are expected to be at the table tennis area following the Marae March. Managers are to report to the administration area to confirm your attendance.
- All matches will be played under Table Tennis New Zealand Rules. Please note that in reference to the Fairplay message please be considerate towards our tamariki and kaumaatua. *“Fairplay is not a “soft” option. It does not mean you can’t be competitive; it just means that you should play within the rules and be in control of yourself. We encourage positive behaviour and sportsmanship in a competitive environment.”*
- All matches will be the best of three (3) games.
- All round robin matches will be played on Saturday. Finals played Sunday.
- TEAM COMPOSITION**

Player 1	Male or Female, 15 or under years on 31 December 2024
Player 2	Male or Female, 45+ years before 31 December 2024
Player 3	Male or Female of any age

IMPORTANT: *If your Marae does not meet the age criteria at the start of the game you will automatically forfeit the competition points to the opposing Marae.*

- RESERVES** – Reserve players are allowed, however if a tamaiti or kaumaatua player is being substituted then they must be replaced by another tamaiti or kaumaatua player. Please note that this must be declared before the game, no replacements can be made once the game has started. *However, the exception to this rule is when a kaumaatua can no longer participate due to ill health then they may be replaced by another kaumaatua.*
- All matches are to be played in order as written on the result sheet from top to bottom and your opposition would be the players name directly opposite your name and your points would be written on your side of the lines provided.
- COMPETITION** – A competition is played between two Marae teams where the first team to win five (5) matches would win that competition.



11. **GAME** – A game is between two players of each Marae where the first player to win two (2) games would be the winner of that contest.
12. **EQUIPMENT** – Bats, balls, tables, and nets will be provided.
13. **START TIME** – Tournament will commence, as per the programme, teams are expected to report to the Kairuruku (Coordinator) before the Marae March past, draws will be provided once registrations are returned.



KUKUME TAURA ~ POWER PULLING

Kairuruku: Hano Green

Te Raa: 15 & 16 February 2025

Te Waahi: Hopuhopu

Please confirm attendance with the Kairuruku Kukume Taura (Power Pulling Coordinator) after games opening.

1. Kukume Taura (Power Pulling) will accommodate the first 16 teams registered for each category.
2. NZ Power Pulling Association Rules apply.
3. Each Marae are able to register up to five teams for the following categories:
 - Tamariki
 - Rangatahi
 - Waahine
 - Taane
 - Kaumaatua
4. For the tamariki, rangatahi and kaumaatua grades there must be two (2) females participating at all times.
5. Age Classification as follows:
 - A tamaiti is classed as a person of either gender aged 10 – 13yrs*
 - A rangatahi is classed as a person of either gender aged 14 – 17yrs.*
 - A kaumaatua is classed as a person of either gender aged 45+ yrs.*
 - A wahine and taane is classed as a person of 18yrs or over*
6. All Tamariki, Rangatahi and Kaumaatua will run on Sat 11 Feb 2023.
All Waahine and Taane will run on Sun 12 Feb 2023.
7. Kukume taura (Power Pulling) will be run on a knockout system, if you lose you will be eliminated, winners will progress through. The first round of the draw can be done in advance, but the rest of the draw is based on an elimination process so can only be done on the day.
8. Please ensure that your team arrives at 9am on the day you compete and confirm your arrival to the coordinator. Any delays causes' unnecessary disruption to the overall event, teams who do not arrive on time will be defaulted.
9. A warning call will be given to teams three times prior to their pull, a further 2-3 calls will be given at the time they are due to be on the power pulling boards. If teams do not arrive and are not ready to pull when the starter is ready, that team will be defaulted.
10. Five (5) minutes between each pull – One (1) min to get on, 1-½ minutes to pull and 1 min to get off.
11. Finals will be two (2) minute pulls.
12. Starters call will take approximately Five (5) seconds and will be as follows:
 - "You're in the starters hands"
 - "Get Ready"
 - "Take the strain"



- "GO!!!"
Teams are encouraged to start pulling on the word "Get..."
- 13. The starter will give a One (1) min call, 15sec call, then a 10sec countdown.
- 14. *Please note that when teams are in action spectators must NOT touch the bench, rope, or any of the pullers on the board. Anyone caught doing this will result in a disqualification to that team.*
- 15. Glue is optional (This can be provided)
- 16. No weight distinction.
- 17. Seven (7) team members – One (1) skip, One (1) reserve, Five (5) pullers on the board.
- 18. Clothing – Long pants, preferably jeans with an extra pair underneath and Sweatshirt for protection.
- 19. Footwear – working boots, hard soled shoes, or footwear with ankle protection.

NO BAREFEET, JANDALS, SANDALS OR SLIP ON SHOES

- 20. Tips:
 - Most important thing to remember is to breathe. Next is not to let go unless advised by skip, as you can hurt members of your opposition team.
 - Skip is there to help protect pullers, numbered 1 – 5 (5 anchors at the end).
 - Please drink lots of fluids
- 21. Kairuruku (Coordinators) will supply the following equipment: Pulling Bench; Rope; Glue; Hand Cleaner.
- 22. Team members not registered with NZ Power Pulling Association for 10 years or more are no longer classed as registered pullers.

For more information about the rules of Power Pulling and tips for training please go to the NZ Power Pulling website on: www.powerpulling.com



IUKA ~ EUCHRE

Kairuruku: Jade Hohaia

Te Raa: 15 & 16 February 2025

Te Waahi: Hopuhopu

1. TEAM ENTRIES:

- For the 2023 Tainui Games we are playing six (6) handed luka again. With three (3) x people per Marae forming a luka Tournament Team.
- luka will accommodate the first 30 teams to register to ensure our officials have good line of sight over all of the tables.
- The three (3) x people from each Marae will not be playing as individuals (cut-throat) but playing as a Tournament Team in six (6) handed luka. The same as Tainui Games 2020.

Note: *Each team must nominate a team captain – team captains are responsible for score cards and taking responsibility for the conduct of their players.*

2. COMPETITION PRIZE: At this stage the teams will be playing for Mana, a Trophy, and other Spot Prizes.

3. SPORTS CODE OF CONDUCT:

- Each tournament game table will have a presiding official observing run of play. They have final say over any disputes and should be treated with the utmost respect in this voluntary rule. Failure to follow through on any requests or warnings from the official will result in that player and their team being disqualified from competition.
- Table-talk (verbal and non-verbal cues) loaded card shuffling will not be tolerated. There will be a three-strike policy. If an official picks up on any shenanigans that player/team will receive a yellow card, if it occurs a second time, that player/team shall receive a green card followed by ejection from the tournament (red card). For luka to be fun and enjoyable for all, do not come with pre-planned cues. Cheating will not be tolerated. It's not about winning; it's about *how* you win. Cheats never prosper.
- If you are caught reneging it is an automatic two (2) points to the opposition. Reneging was an issue (accidently and intentionally) in the last games, and we will crack down on this.
- All three (3) players are expected to wear their Marae Team Colours to show team unity but also show differentiation when sitting at the tournament tables.
- This game is a tournament for champions, not learners. Time allocation is short, competition timings don't allow for teaching people how to play as we go, so ensure that all players know how to play and the rules of luka before tournament day.

How to Play Six (6) Handed luka (Euchre)

Introduction

The Tainui Games luka (Euchre) Tournament is a card game for six players per table in fixed partnerships of three. Three players from each Marae can enter. There are no age limits. Partners sitting in between their opponents. Only five (5) cards are dealt to each player and the object is to be first to win 11 points or first to have the most points after 12 minutes of play. The highest-ranking cards are shown in below:



Right *Bower (the jack of the trump suit)

Left Bower (the other jack of the same colour as the trump suit)

Ace

King

Queen

Ten

Nine

Eight

Seven

4. The Deal

- a) The cards from the deck used are 7's up. After everyone has been dealt five (5) cards each there should be two (2) cards left in the middle. The card you turn up to determine what's trumps and a spare card.
- b) In determining what team should go first, one of the two designated Team Captains deals out single cards in clockwise fashion (starting from the left) **the first player to be dealt one of the Jacks is the dealer.**
- c) Play begins - the cards dealt have to be dealt in a particular fashion. Dealing is clockwise starting with the player to the left of the dealer and ending with the dealer his/herself. **When dealing, cards are to be dealt two (2) cards to each player and then the final three [or vice versa],** but not one (1) card dealing per person. The trump card is the last card that's turned up.
- d) When people deal and play their cards, they keep their pile of cards close to them on the table and tidy, clear for all to see [visible card playing].
- e) If a dealer misdeals (drops a card, has a card showing, deals out six (6) instead of five (5) etc) it's a second chance re-deal. **If he/she misdeals a second time – they lose their deal altogether.**
- f) NB: Some people play that a club turned up as a trump card is automatic compulsory – this is not the case.

5. Making Trump

- a) Beginning with the player to the left of the dealer, each player passes or accepts the turn-up as trump. An opponent of the dealer accepts by saying "I order it up." The partner of the dealer accepts by saying, "I'll turn you down and go alone". The dealer accepts by making their discard, calling "it's up."
- b) The dealer signifies refusal of the turn-up by removing the card from the top and placing it (face up) partially underneath the pack; this is called "turning it down."
- c) If all six players pass in the first round, each player in turn, starting with the player to the dealer's left, has the option of passing again or of naming the trump suit. The rejected suit may not be named.
- d) If all five players pass in the second round the dealer must pick up the card – it is compulsory trump.

6. Going Alone

- a) After trump has been made, but before the first lead, any player may announce that they are playing alone. The two partners of a lone player puts his/her cards face-down and takes no part in the play. The three (3) opposition players are playing together to beat that one person playing on their own.



7. The Play

- b) If all six (6) players are in the game, the play begins with the player (always) to the dealer's left.
- c) Any card may be led, and each player in clockwise order must follow suit by playing a card of the same suit as the card led if possible.
- d) A player who cannot follow suit may play any card. Remember that, for purposes of following suit, the Left Bower are considered to belong to the trump suit and not to any other suit.
- e) The trick is won by whoever played the highest card of the suit led unless a trump was played in which case the highest trump wins.
- f) The winner of each trick leads to the next one.

Note:

- All five cards must be played out.
- Tricks earned must be turned by the person who won the point, no one else.
- Tricks turned up and kept in a pile by the player (not in the middle of the table)

8. Scoring

If all six (6) players are playing, then the scores are as follows:

- a) If the makers win 3 or 4 tricks, they score one (1) point.
- b) If the makers win all 5 tricks (known as a March) they score two (2) points.
- c) If the makers take fewer than three tricks they are said to be **euchred**, and the defenders score two (2) points.
- d) If a play goes alone and wins, they get six (6) points.

The game is normally played to 11 points - using a spare 5 card and 6 card from the pack (as these cards are not used in the game). The cards are arranged on the table so that the number of pips showing shows the team's current score.

9. Winning

- a) The winning team is first to get 11 points or to be leading on the score cards before the bell is rung at the 12 minute mark. NB: If when the bell is rung a trump card has been turned up – then play continues and that one hand is played out. But if the bell is rung and a person is dealing (and no-trump card has been turned up) its game over.
- b) The designated team captain is in charge of the team's scorecard – if a team wins, they get two (2) points added to their card, if they draw its one (1) point, if they lose its zero (0) points added. The losers stay on the table and the winners go the next table on their right (Depending on number of teams and tables)

10. Spot Prizes – noted by the officials

There will be prizes for:

- The first THREE successful LONE HANDS
- The first team to get a luka (Euchre) on their opponents
- The first team to win a game before the 10 minute buzzer
- The first team to win with the opposing team scoring zero (0) points [a tin hat]
- The first player to be dealt - four sevens in their hand



PARA KORE

Kairuruku: Jacqui Forbes, Ngakau Harris-Peke

Te Raa: 15/16 February 2025

Te Waahi: Hopuhopu

Ka arahina teenei waahanga e Para Kore. Koia nei te tau tuatahi ka whai waahi mai te kaupapa Para Kore i roto i ngaa keemu o Waikato Tainui. Ko te whaainga kia para kore eenei keemu hei toona waa. Ka kookirihia e maatou ngaa uara me te ahunga whakaaro e kauanuanu ana i te hononga whakapapa me te hononga wairua pumau ki too taatou tipuna wahine, ki a Papatuuaanuku, raaua ko Ranginui, too taatou tipuna taane. E whai ana maatou kia whakareerea te ahunga whakaaro o eenei raa, araa te whai rawa ano nei ko ia te matapono matua.

This kaupapa is being led by Para Kore, and this is the first year it has been included. The Waikato-Tainui Games are working towards zero waste, as a means of recognising our whakapapa to Papatuuaanuku and Ranginui. Para Kore has been involved at the 2018 and 2020 Games.

In 2020 the games produced 200 kilos of waste or 18% less rubbish to landfill than 2018. The result was that 67% of the Games waste was diverted from landfill. This is a similar diversion rate from 2018.

Year	Total volume m ³ (cubic metres) Less is best	Percentage decrease %
2018	27m ³	-
2020	22m ³	19%
2023	17.5m ³	20.5%
2025	15m ³	14%
2027	13m ³	13%

1. MARAE PARA KORE KAIMAHI

- For the 2023 Tainui Games all marae are asked to provide four kaimahi for a three hour period, to help sort out the Games materials (waste and recycling).
- Each marae will have a scheduled time, which must be confirmed one week prior to the games.
- Each kaimahi must report to the desk of Para Kore headquarters, please see map.

Each volunteer that works for three hours will be awarded one point. A maximum number of four points can be awarded for volunteer mahi.

Mahi will include:

- Sorting out the materials brought into the headquarters, and placing plastics, cans, cardboard, and organic waste into their bins
- Manning the stations and helping attendees to place materials into the correct bin
- Checking the stallholders have all that they need to separate their materials
- Collecting materials from the stations
- Doing litter sweeps and keeping the grounds free from litter

2. MARAE PARA KORE KAITIAKI

- For the 2023 Tainui Games all marae will be provided with a crate for recycling, and a



food bin for food. This will mean that marae can sort out their materials (waste and recycling) as they go.

- Each marae that registers to be a Para Kore kaitiaki is eligible for one point.
- Each marae that undertakes online waananga prior to the event is eligible for one point.

Each marae that registers a Para Kore kaitiaki will have an inspection on Saturday. The points for the inspection include:

- 5 points: no plastic water bottles, no eatable food waste, food brought in containers no plastic packaging
- 3 points: very little water bottles, very little food waste, very little plastic packaging
- 1 point: lots of plastic water bottles, some food waste, but some efforts taken

The total amounts of point eligible for Marae Para Kore Kaitiaki are five.

3. COMPETITION PRIZE: Teams will be playing for mana, a trophy and other spot prizes.

4. HEALTH AND SAFETY PROTOCOLS

- All kaimahi must take part in a health & safety induction (which will be done on the day, prior to starting your shift.)
- You'll be allocated H&S gears such as gloves, sunscreen, hats & hi-viz (according to availability)
- Please make sure you have a kai beforehand (we will have access to drinking water and fruit on the day).

Kaimahi to ensure they wear covered shoes, bring their own water bottle and hat.



TE REO MAAORI ~ TIKANGA ORA REO ORA

Kairuruku: Jason Kereopa

Te Raa: 25/26 January 2025 – 15/16 February 2025

Video Reel Competition

Participants are invited to create short video reels showcasing their experiences during 15 & 16th of Feb. The following rules must be followed:

1. Inclusion of Participants:
 - Each reel must feature at least one rangatahi and one kaumaatua.
2. Use of te reo Maaori:
 - The use of te reo Maaori is strongly encouraged in all aspects of the reel, including voiceovers, interviews, and interactions.
3. Promotion of te reo Maaori:
 - Each reel must include a dedicated segment promoting the use of te reo Maaori.
4. Submission Guidelines:
 - Reels need to be uploaded to your Instagram/ Facebook or TikTok account.
 - You must tag Waikato-Tainui.



- You must add **#TainuiGamesReoMaaori** to your post.
- You do not have to submit your reel across all platforms, one is sufficient.

Note: By submitting a reel, participants agree to have their content used for promotional purposes. If you do not tag Waikato-Tainui we will not be able to view your submission.

Marking Rubric for HE KOHIKOHINGA – Tainui Games Video Reel Competition

Criteria	Excellent (4)	Good (3)	Satisfactory (2)	Score
Use of te reo Maaori	Extensive and consistent use of te reo <i>Maaori</i> throughout the reel in voiceovers, interviews, and dialogue.	Frequent use of te reo <i>Maaori</i> with some English mixed in.	Occasional use of te reo <i>Maaori</i> , but English is dominant.	
Promotion of te reo Maaori	The reel includes a compelling and creative segment that strongly promotes te reo <i>Maaori</i> .	The reel includes a segment promoting te reo <i>Maaori</i> , but it is less impactful or creative.	A segment promoting te reo <i>Maaori</i> is present but lacks clarity or emphasis.	
Overall Creativity and Engagement	The reel is highly engaging, creative, and effectively captures the day's experiences.	The reel is engaging and shows creativity but lacks some polish.	The reel is somewhat engaging but lacks creativity or coherence.	
Adherence to Submission Guidelines	Fully complies with all rules and includes all required elements.	Complies with most rules and includes most required elements.	Partially complies with rules; some required elements are missing.	

Total Score: / 16



Kiiwaha Challenge

Participants are encouraged to use provided te reo Maaori kiiwaha (phrases) related to sports during the 15 & 16th of Feb. The following rules apply:

1. Kiiwaha List:
 - A list of commonly used kiiwaha will be provided to all participants before the event.
2. Point System:
 - Points will be awarded for each correct and audible use of a listed kiiwaha.
 - Only kiiwaha from the provided list are eligible for points.
3. Judging:
 - Undercover judges will be present in event spaces to listen for kiiwaha use.
 - Judges will track points for each marae based on their participants' usage.
4. Fair Play:
 - Points are awarded for natural and appropriate use of kiiwaha in context.

Rules for the Te Reo Maaori Speaking Award

Participants are encouraged to maximise the use of te reo Maaori throughout the 15 & 16th of Feb. The following rules apply:

1. Eligible Interactions:
 - Points are awarded for each verbal exchange in te reo Maaori, including greetings, cheers, and conversations.
 - Exchanges must involve at least two participants and be in audible te reo Maaori.
2. Point System:
 - Judges will award points for every eligible interaction.
 - Both quality and quantity of te reo Maaori usage will contribute to the total score.
3. Judging:
 - Judges will be stationed throughout the event to observe and record interactions.
 - Only interactions heard and confirmed by judges will count towards your marae score.
4. Winning Criteria:
 - The marae with the highest number of confirmed te reo Maaori interactions at the 16th of Feb will be awarded the prize.



NAKAWHITI ~ CROSSFIT

Kairuruku: Kurt Kara

Te Raa: 16 February 2025

Te Waahi: Hopuhopu

- Teams of 4 (2 taane/2 waahine)
- One division Restricted to the first 20 teams to enter, 1 team per Marae.
- No age restrictions however participants must be competent and familiar with most Crossfit movements. Ideally 14yrs+
- The programming of the workouts will be (as best as possible) catered to suit all levels being Beginner/Intermediate/RX
- Participants are required to sign a waiver form upon registration

These are movements that will most likely appear in the workouts that all participants must be familiar with;

Barbell Lifts:

Deadlift

Front Squat

Shoulder to overhead (Push press, push jerk, split jerk)

Power cleans

Clean & Jerk

Dumbbells:

Power snatch

Clean & Jerk

Devils press

Goblet squat

Rig Work: (Gymnastics)

Pull ups (banded or jumping for beginners)

Ring rows

Chest to bar pull ups (Intermediate)

Bar muscle up (RX)

Cardio & Bodyweight:

Assault bike

Rower

Running

Burpees

Air squats

Sit ups



TII TAMARIKI ~ TEEBALL

Kairuruku: Waikato Softball Association

Te Raa: 16 February 2025

Te Waahi: Hopuhopu

The first priority for this age group (5-11yrs) is to provide a safe and fun environment for our tamariki to enjoy the game.

Though a score is kept - the key focus is on the process of participation, not the outcome.

Section One – Game Regulations

1. Regulations
 - a. Ball Type Flexi-ball - Size 11 inch (Provided)
 - b. Distances Base 14 metres
 - c. Batting Tee Placed on home base (refer Umpires Section)
 - d. Batting Helmets Optional
 - e. Catchers Equipment Optional, Catcher's mask recommended (Will be provided per field)
 - f. Gloves Highly recommended
 - g. Uniform Same coloured Top/T-shirt
 - h. Footwear Sports shoes compulsory
2. Game Duration
 - a. Playing time will be 30mins or 2 completed innings, at the discretion of both coaches.
3. Team Composition
 - a. Mixed
 - b. Minimum of 6 players
 - c. Maximum of 12 players
 - d. Maximum of 10 fielders
 - e. Maximum of 6 infielders
4. Sportsmanship
 - a. At the start of each game – teams line up at the start of each game
 - b. A Toss is done
 - c. Players shake hands with their opposite and wish "good luck"
 - d. Team cheers/thanks opposition at the conclusion of each game

Section Two – Playing Rules

5. Fielding Team- (defensive team)
 - a. The 10th player shall field in the outfield.
 - b. With 8 or less fielders the coach shall be responsible for positioning his players.
 - c. When a team has less than 10 fielders and the opposition have more than 10 players, Coaches are encouraged to even up their teams to avoid having any players sitting on the side-line.
 - d. If a team has more than 10 players, Coaches can interchange fielders prior to a new batter. NB-Coaches are encouraged to rotate their players fielding positions.
 - e. For safety reasons fielders shall not field closer than 10 metres from the batting tee.
6. Batting Team - (offensive team)
 - a. Both teams shall have the same number of turns at bat in each innings. ie if a team has a lesser number of players than their opposition, they shall continue batting until they have had the same number of turns at bat.
 - b. NB-Coaches are encouraged to re-enter players who need more confidence at the Batting Tee.
 - c. Play starts with the catcher placing the ball on the Batting Tee, and the Umpire calls "Batter Up" and then "Play Ball".



- d. The ball is in play after:
- e. The ball is hit by the bat.
- f. The ball travels 2 or more metres into fair territory.
- g. All infield players throw the ball to 1st base, or they can tag someone off base. The ball becomes “dead” once this play has been made.
- h. All outfielders throw the ball to 2nd base. The ball becomes “dead” once this play has been made
- i. The ball becomes “dead” once it has passed 5 metres beyond any baseline on the diamond
- j. There is no deliberate “bunting”.
- k. If the ball is not in play according to rule 6(c) the Umpire shall call “Time Out”, replace the ball on the Batting Tee, call “Play Ball” and allow the same batter another turn, this shall continue until the batter hits the ball according to rule 6 (d). When it is the turn of the last batter the coach shall inform the Umpire and he shall call “Last Batter” to inform the fielding team.
- l. The last batter after hitting a “fair” ball shall attempt to run around all the bases to home base before a player is in possession of the ball and is touching home plate.
- m. The last batter shall only bat once in each innings. NB - Batters should be constantly reminded about safely releasing their bat outside the diamond between home plate and first base.

7. A Batter is out when –

- a. he is caught on the full by a fielder.
- b. the ball is held by a fielder who makes contact with first base before the batter/runner reaches the base.
- c. he is the Last Batter and fails to reach home base before the ball is held by a fielder who makes contact with any part of the batting tee.

8. Base Running –

- a. Runners shall not steal bases.
- b. Runners shall not leave their base before the ball has been hit. NB-Umpires shall remind runners of this rule if observed leaving their base early.
- c. When a batter is caught out all base runners shall return to their base. ie the Umpire shall call the batter “Out” and return all base runners to the base they were on prior to the batter being caught out.
- d. When a base runner over-runs a base with no intention of running to the next base he shall be safe at that base. ie they can’t be “tagged” out because they overran the base.
- e. When the ball during play crosses the dead ball line the Umpire shall call “Dead Ball” and all base runners shall stop at the next base, this includes home base if applicable.
- f. If a base runner takes an unacceptable route between bases to avoid being “tagged out” the Umpire shall return the runner to the base he occupied prior to the infringement and remind the runner he must run in a straight line between bases.
- g. When “Last Batter” is called any base runners who reach home base before the ball is held by a fielder who makes contact with the batting tee shall be safe at home.

9. A Base Runner is out when –

- a. the ball is in play and he is not in contact with a base and is “tagged” by a fielder in possession of the ball, except when rule 7(b) and 7(c) applies.
- b. he is a “forced” runner and fails to reach his next base before a fielder in possession of the ball makes contact with that base. NB-a “forced” runner is a base runner who has to run to the next base because he is occupying a base that needs to be vacant for another base runner.
- c. the “last batter” hits the ball and the base runner fails to reach home base before the ball is held by a fielder who makes contact with the batting tee.

10. Umpires

- a. A volunteer from both teams shall umpire their team whilst playing on defense (fielding). This allows the team’s coach (if he/she is the umpire) to be coaching whilst their team is batting









