



TE KĀHUI MAUNGA
TE AHI KĀ O PAERANGI

Te Kāhui Maunga Games 2025

Ruapehu College - Ohakune
Friday 28 November & Saturday 29 November

SPORTS INFORMATION BOOKLET

ngatirangi.com



Rārangi Take

Ngā Whakaritenga	4
General Information	6
Taonga	7
Taonga Presentations	8
Hineraukatauri / Fair Play Marae & Ngahau	9
Sports Information	
Whakataetae Poipātū / Squash	11
Whakataetae Maita / Indoor Bowls	12
Whakataetae Poikōpiko / Table Tennis	13
Whakataetae Uka / Euchre	14
Whakataetae Tamariki / Basketball	15
Whakataetae Tamariki / Netball	16
Whakataetae Poitarawhiti / Mixed Netball	17
Whakataetae Poirewa / Mixed Volleyball	18
Whakataetae Pā Whutupōro / Mixed Touch	19
Whakataetae Poitūkohu / Mixed Basketball	20
Whakataetae Tamariki / Rippa Rugby	21
Whakataetae Tamariki / Football	22

Ngā Whakaritenga

Friday 28 November		
Time	Kaupapa	Venue
5.00 pm	Mihi whakatau and KMG opening	Front of College
6.00 pm	First games commence Poipātū - Squash Maita - Indoor bowls Poikōpiko - Table tennis Uka - Euchre Whakataetae Tamariki Poitarawhiti - Netball Poitūkohu - Basketball	Squash courts School hall Gymnasium College Library Netball courts Outdoor court
11.00 pm	Games conclude for Friday	



Saturday 29 November

Time	Kaupapa	Venue
6.30 am	School grounds open for marae to set-up via Ruapehu Road, Te Pae Tata carpark	Designated marae area
8.00 am	Karakia & Warm up	Plaza
9.00 am	First games commence Pā whutupōro - Touch Poirewa - Volleyball Poitarawhiti - Netball Poitūkohu - Basketball	Field 1 Field 2 Netball courts Gymnasium
9.30 am	Kaumātua - Mini Games	College Hall
9.30 am	Whakataetae Tamariki Rippa Rugby Football	Field 2 Football field
12.00 pm	Kai o te rānui	All areas

12pm – 1pm NGĀTI RANGI HUI-A-TAU (AGM)

1.10 pm	Games re-commence	All areas
1.15 pm	Activities for Tamariki	Plaza
	Play offs and finals of all sports	All areas
	Mihi whakamutunga & Ngahau	Plaza
	Tuku taonga – prize giving	Plaza
	Karakia whakamutunga	Plaza

General Information

Kaupapa

'Celebrating our uniqueness mai i te Kāhui Maunga ki Tangaroa'

This captures the essence of the Kāhui Maunga and reminds us of the true meaning of the Games. The Games are underpinned by the following pou:

- Kotahitanga - Unity
- Hauoratanga - Health & wellbeing
- Whanaungatanga - Kinship

Entry criteria

- Teams and Individuals can only enter through marae mai i te kāhui maunga ki Tangaroa
- 1 entry per sport, per marae
- Players can only participate in **1 code per day** (1 on Friday and 1 on Saturday)
- Team sports must have at least a 50+ year old and a 11-14-year-old on the court or field at all times. This is identified via a band system as per each sport.
- Tamariki engagement in games with adults must be between the ages of 11 to 14 years old
- Tamariki aged below 11 years of age are encouraged to play in the tamariki sports and activities scheduled in the programme.
- Marae are encouraged to create a banner or use marae flags to identify themselves
- Marae are encouraged to wear a distinctive uniform.

Kāhui Maunga Games Rules

- Kia tau te rangimārie
- The Kāhui Maunga Games is a smoke, vape, drug and alcohol-free event
- All participants should make themselves aware of the kaupapa and focus on fair play
- Marae require a marae contact person for all communications
- Marae are encouraged to practice 'para kore', Zero Waste during the Games
- All marae must participate in the Whakatau, Hui-a-Tau (AGM) and Mihi whakamutunga
- Registrations are due back 4pm, Friday 14th November. Full payment of registrations are due 12pm, Friday 21st November 2025.
- **NO PAYMENT, NO PLAY!**



Taonga

Paretetaitonga – Overall Marae Aggregate

Literally that which wards off the south winds, this taonga is the pinnacle of awards and represents the main peak of Ruapehu. This name is also an alternative for the whole of Ruapehu and is sometimes pronounced Paratetaitonga.

Hauhungatahi – Whakataetae Maita/Indoor Bowls

Literally, the first snowfall, this maunga very rarely has snow settle on it. It is a key feature in the Waimarino/National Park skyline looking towards Ruapehu and was known as Puke Titi due to the plentiful titi warrens on this maunga.

Rongokaupō – Whakataetae Poikōpiko/Table Tennis

Literally, that which is heard at night, is the collective name for both the Raetihi and Rongokaupō (proper) hills that stretch from the junction to the Hapuawhenua viaduct. This was a major hunting ground and there are many bat colonies which possibly has a link to the name of the puke.

Hukaroa – Whakataetae Poitarawhiti/Netball

Literally, the long snowy cloak, this hill always gets some of the first snow falls for the winter. Immediately behind Raetihi township looking west ward, it is recognised as the taumata of Uenukumanawawiri.

Te Ranga-a-Kauika – Whakataetae Poitūkohu/Basketball

This is behind Ngā Mōkai and means the Clan of Kauika. Kauika was a chief in the pre-Taiwiri times and a number of significant events have occurred on this hill. One of the small hills on Te Ranga-a-Kauika was also the site of a key pā and is origin of the Ātiarau -Whanganui Inc. station name Te Pā (previously Pah Hill Stations).

Tuhirangi – Whakataetae Pā whutupōro/Touch

Literally, that which is written in the heavens, Tuhirangi was the tūāhu of ancestors like Paerangi and Rangituhia and has special significance. This taumata tapu is situated between Waiohuru and Raketapauma.

Maungakaretu – Whakataetae Poirewa/Volleyball

Maungakaretu is a hill between Karioi and Kauangaroa between the fields track and the Turakina Valley road and is where Rangiteauria is buried. The Maungakaretu lands are shared between Ngāti Rangi, Ngāti Pamoana and Te Awaitei (through their Uenukumanawawiri lines) and Ngāti Apa. It was a resourceful area full of kai, especially birds.

Auahitōtara – Whakataetae Poipātū/Squash

Literally, the smouldering Tōtara, is a large hill and pā site behind the Army base. This hill has a strategic outlook where key vantage points can be seen throughout the rohe.

Taonga Presentations

Each marae will receive a tohu to acknowledge their participation.

Taonga are presented for the following:

- Winning marae of each sport
- The Fair Play Marae – Hineraukatauri
- The Aggregate Marae winner – Paretetaitonga

Aggregate Sports Points Table

Sport	1st Place Aggregate	2nd Place Aggregate	Total Aggregate
Netball	25	10	35
Touch	25	10	35
Basketball	25	10	35
Volleyball	25	10	35
Euchre	20	10	30
Table tennis	20	10	30
Indoor bowls	20	10	30
Squash	20	10	30
Tamariki – Rippa Rugby	10	5	15
Tamariki – Football	10	5	15
Tamariki – Netball	10	5	15
Tamariki – Basketball	10	5	15



Hineraukatauri Fair Play Marae

One marae will be the Fair Play Marae of the Kāhui Maunga Games.

Fair play is:

- Kia whakatinanatia te kaupapa
- Demonstrates the three pou of Kotahitanga, Hauoratanga and Whanaungatanga both on and off the sporting areas.

Fair Play Marae points

At the end of every game, each team will award their opposition fair play points.

The points system will be:

- 3 points for excellent Fair Play
- 2 points for average Fair Play
- 1 point for low Fair Play

The sports coordinator will complete the Fair Play tally sheet and hand into the sports convenor at the conclusion of the fixtures. These will be tallied to determine the winning marae.

Ngahau

- Each marae will be invited to participate in the Ngahau
- Marae will be allocated a total of 25 aggregate points for participation
- The order of performance will be compiled and shared with all marae at prizegiving
- Marae will mihi ki te kaupapa and conclude with a waiata
- There is no limitation however, an alignment to the kaupapa and the underpinning pou of the Kāhui Maunga Games is encouraged.

Kaupapa	Aggregate Points	Total Aggregate
Ngahau	25	25

Sports Information



Whakataetae Poipātū Squash

Grade	Number of Members	Gender
Open Women	1	Female
Open Men	1	Male
Open Mixed	2	1x Female & 1x Male
Key Points		Information
Entry	Via marae - \$5 per person, \$10 per team	
Venue	Ohakune Squash Club	
Day	Friday 28 November, 2025	
Squash Coordinator	Lauren Wikohika & Darnell Watling	
Sport format	- Round robin format per pool for each grade - Progressions based on registrations - In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. - Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	- Distributed to teams entered and displayed on the communications board at the venue Players can only participate in this sport for the entire day - All players must report to the coordinator upon arrival (prefer by team)	
Player/Team configurations	- Winner of the game is the marae with the highest points at the end of 10 minutes - The duration of each game is 10 minutes, 2 minutes between games and a 3-minute warm up - Marae to officiate their own games and points - Officiators complete the result sheet at the conclusion of the game and present to coordinator for recording - Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results of each grade. 5 points each for singles and 10 points for doubles, this determining the winning marae totalling a possible 20 points for the sport. The overall aggregate points will be: 1 participation point per marae entry and 1st – 20 points 2nd – 10 points	

Whakataetae Maita Indoor Bowls

Grade	Number of Members	Gender
Open Women	1	Female
Open Men	1	Male
Open Mixed	2	1x Female & 1x Male
Key Points		Information
Entry	Via marae - \$5 per person, \$10 per team	
Venue	Ruapehu College Hall	
Day	Friday 28 November, 2025	
Indoor Bowls Coordinator	Elijah Pue & Merrilyn George	
Sport format	• Round robin format per pool per grade • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team)	
Player/Team configurations	• Singles are 6 bowls each • Doubles are 3 bowls each • Players to officiate their own games and points • Players complete the result sheet at the conclusion of the game and present to coordinator for recording • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results of each grade. 5 points each for singles and 10 points for doubles, this determining the winning marae totalling a possible 20 points for the sport. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 20 points • 2nd – 10 points	

Whakataetae Poikōpiko Table Tennis

Grade	Number of Members	Gender
Open Women	1	Female
Open Men	1	Male
Open Mixed	2	1x Female & 1x Male
Key Points		Information
Entry	Via marae - \$5 per person, \$10 per team	
Venue	Ruapehu College Gymnasium	
Day	Friday 28 November, 2025	
Table -Tennis Coordinator	Hui-Aroha Mareikura	
Sport format	• Round robin format per pool per grade • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team)	
Player/Team configurations	• Players can play with their own paddle (bats) • Balls & Paddles are provided by the coordinator • Games are best of 3 sets to 21 points • Rotate ends at the end of every set • Players to officiate their own games and points • Players complete the scoresheet at the conclusion of the game and present to coordinator for recording • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results of each grade. 5 points each for singles and 10 points for doubles, this determining the winning marae totalling a possible 20 points for the sport. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 20 points • 2nd – 10 points	

Whakataetae Uka Euchre

Grade	Number of Members	Gender
Open	3 (6 hand euchre)	Female & Male
Key Points	Information	
Entry	Via marae - \$5 per player	
Venue	Ruapehu College Library	
Day	Friday 28 November, 2025	
Euchre Coordinator	Troy Brown	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team)	
Player/Team configurations	• Cards are provided by the coordinator • Games are allocated 20-minute time slots per game • Games are based on 1 full round • NO TABLE TALKING IS ALLOWED • Winners are the first team to reach 11 points • Tric is 1 point • Euchre is 2 points • March is 4 points • Lone is 6 points • Players to officiate their own games and points • Players complete the result sheet at the conclusion of the game and present to coordinator for recording • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 20 points • 2nd – 10 points	

Whakataetae Tamariki Basketball

Grade	Number of Members	Gender
5 to 10 years	5-a-side	Mixed Boys & Girls
Key Points	Information	
Entry	Via marae - \$20 per team	
Venue	Ruapehu College outdoor court	
Day	Friday 28 November, 2025	
Basketball Coordinator	Mandy Hagley	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Only tamariki aged 5 to 10 years can play in this sport • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team) • <u>Teams must have at least 2 adults overseeing their participation</u> • FAIR PLAY IS IMPORTANT FOR ALL AGES TO ENJOY!	
Player/Team configurations	• Subs can occur at any-time by letting the referee know • Match balls are supplied • A maximum of 3 males can play on the court at anytime • Teams must ref their own games • Defence is band on band. Non-band players playing defence against a band player will be penalised with 2 points and possession to the side. Defence is standing in the way and raising your arms up • Offence, if a band player scores a goal they will receive 2 points. • No shooting fouls apply. If a foul occurs, the points are awarded and possession given from the sideline to the offensive team • Games are 7-minute halves, 1 minute half-time and 2 minutes between games • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 10 points • 2nd – 5 points	

Whakataetae Tamariki Netball

Grade	Number of Members	Gender
5 to 10 years	6 v 6	Mixed Boys & Girls
Key Points	Information	
Entry	Via marae - \$20 per team	
Venue	Ruapehu College netball courts	
Day	Friday 28 November, 2025	
Netball Coordinator	Mandy Hagley	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Only tamariki aged 5 to 10 years can play in this sport • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team) • <u>Teams must have at least 2 adults overseeing their participation</u> • FAIR PLAY IS IMPORTANT FOR ALL AGES TO ENJOY!	
Sport rules	• Subs can occur at any-time by letting the referee know • Match balls are supplied • A maximum of 3 males can play on the court at anytime • It will be a band on band situation for the younger players. • At the beginning of each game teams will toss to determine: • Possession of first pass or goal choice and • Positioning of their band players for the 1st half, then the opposing team will determine the position of their band players for the second half • Teams must umpire their own games • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 10 points • 2nd – 5 points	

Whakataetae Poitarawhiti Mixed Netball

Grade	Number of Members	Gender
Open Mixed / 7-a-side	Maximum of 12	Female & Male
Key Points		Information
Entry	Via marae - \$50 per team	
Venue	Ruapehu College netball courts	
Day	Saturday 29 November, 2025	
Netball Coordinator	Walter Edmonds	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Players can only participate in this sport for the entire day • All teams must report to the coordinator upon arrival	
Player/Team configurations	• A maximum of 3 males can play on the court at any time. • Only 1 male can play in the following positions at any 1 time: -1x Male in GS or GA - 1x Male in C or WA or WD - 1x Male in GK or GD • An over 50-year-old player must be on the court at all times using a verified O50 wrist band on their LEFT HAND • A 11 to 14-year-old player must be on the court at all times using a verified 11-14 wrist band on their LEFT HAND • At the beginning of each game teams will toss to determine: - Possession of first pass or goal choice and - Positioning of their O50 YO and 11-14 YO players for the 1st half, then the opposing team will determine the position of their O50 YO and 11-14 YO players for the second half • Match Balls are supplied • Teams to supply their own bibs • Games are 10-minute halves, 2 minute half-time and 3 minutes between games • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 25 points • 2nd – 10 points	

Whakataetae Poirewa Mixed Volleyball

Grade	Number of Members	Gender
Open Mixed / 6-a-side	Maximum of 12	Female & Male
Key Points	Information	
Entry	Via marae - \$50 per team	
Venue	Ruapehu College – Field nets	
Day	Saturday 29 November, 2025	
Volleyball Coordinator	Heleni Misiloi	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Players can only participate in this sport for the entire day • All teams must report to the coordinator upon arrival	
Player/Team configurations	• A maximum of 3 males can play on the court at anytime • An over 50-year-old player must be on the court at all times using a verified O50 wrist band on their LEFT HAND • A 11 to 14-year-old player must be on the court at all times using a verified 11-14 wrist band on their LEFT HAND • Match balls are supplied • Games are 3 sets to 15 points OR the winner at the end of 25 minutes • Change sides after each set is concluded • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 25 points • 2nd – 10 points	

Whakataetae Pā Whutupōro Mixed Touch

Grade	Number of Members	Gender
Open Mixed / 6-a-side	Maximum of 12	Female & Male
Key Points	Information	
Entry	Via marae - \$50 per team	
Venue	Ruapehu College field 1	
Day	Saturday 29 November, 2025	
Touch Coordinator	Shayna & Whare Te Riaki	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team)	
Player/Team configurations	• A maximum of 3 males can play on the field at anytime • An over 50-year-old player must be on the court at all times using a verified O50 wrist band on their LEFT HAND • A 11 to 14-year-old player must be on the court at all times using a verified 11-14 wrist band on their LEFT HAND • ALL PLAYERS CAN BE TOUCHED BY ANY PLAYER • Over 50 YO and 11-14 YO players whom score a try will be awarded 2 points per try • Match Balls are supplied • Games are 8-minute halves, 2 minute half-time and 2 minutes between games • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 25 points • 2nd – 10 points	

Whakataetae Poitūkohu Mixed Basketball

Grade	Number of Members	Gender
Open Mixed / 5-a-side	Maximum of 12	Female & Male
Key Points		Information
Entry	Via marae - \$50 per team	
Venue	Ruapehu College Gymnasium	
Day	Saturday 29 November, 2025	
Basketball Coordinator	Pania Winterburn & Marie Joseph	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Players can only participate in this sport for the entire day • All teams must report to the coordinator upon arrival	
Player/Team Configurations	• A maximum of 3 males can play on the court at anytime • An over 50-year-old player must be on the court at all times using a verified O50 wrist band on their left hand • A 11 to 14-year-old player must be on the court at all times using a verified 11-14 wrist band on their left hand • Defence is band on band. Non-band players playing defence against a band player will be penalised with 2 points and possession to the side. Defence is standing in the way and raising your arms up • Offence, if a band player scores a goal they will receive 3 points for a 2 pointer and 4 points for a 3 pointer • No shooting fouls apply. If a foul occurs, the points are awarded and possession given from the sideline to the offensive team • Match balls are supplied • Games are 7-minute halves, 1 minute half-time and 2 minutes between games • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 25 points • 2nd – 10 points	

Whakataetae Tamariki Rippa Rugby

Grade	Number of Members	Gender
5 to 10 years	8-a-side	Mixed Boys & Girls
Key Points	Information	
Entry	Via marae - \$20 per team	
Venue	Ruapehu College field 2	
Day	Saturday 29 November	
Rippa Coordinator	Mandy Hagley	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Only tamariki aged 5 to 10 years can play in this sport • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team) • <u>Teams must have at least 2 adults overseeing their participation</u> • FAIR PLAY IS IMPORTANT FOR ALL AGES TO ENJOY!	
Player/Team Configurations	• Subs can occur at any-time by letting the referee know • Match balls are supplied • Belts and flags are supplied • Games are 7-minute halves, 1 minute half-time and 2 minutes between games • Games start with a toss and the winner begins with a free pass • Opposition starts 5-metres back • Once a flag is ripped, the defensive player must call “rip” • Ripped flags must be given back to the offensive team player • Offensive player cannot take more than 3 steps following a rip • Each team gets 6 rips then it’s a hand over • If a rip occurs before a try is scored, the opposition must take the ball back 5-metres to recommence play • No fending, no charging, no forward passes, no knock ons during the game. If any occur it’s a free pass to the opposition. • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 10 points • 2nd – 5 points	

Whakataetae Tamariki Football

Grade	Number of Members	Gender
5 to 10 years	9-a-side	Mixed Boys & Girls
Key Points	Information	
Entry	Via marae - \$20 per team	
Venue	Ruapehu College football field	
Day	Saturday 29 November, 2025	
Football Coordinator	Luke Paynter	
Sport format	• Round robin format • Progressions based on registrations • In the event the points are tied at the end of the round robin, the points for and against system is applied to determine the winner to progress to the finals. • Result sheet points – 5 for a win, 3 for a draw and 1 for a loss	
Sport rules	• Distributed to teams entered and displayed on the communications board at the venue • Only tamariki aged 5 to 10 years can play in this sport • Players can only participate in this sport for the entire day • All players must report to the coordinator upon arrival (prefer by team) • <u>Teams must have at least 2 adults overseeing their participation</u> • FAIR PLAY IS IMPORTANT FOR ALL AGES TO ENJOY!	
Player/Team Configurations	• Subs can occur at any-time by letting the referee know • Match balls are supplied • A maximum of 3 males can play on the field at anytime • It will be a band on band situation for the younger players. • Teams must ref their own games • Defence is band on band. Non-band players playing defence against a band player will be penalised with 2 points and possession to the side. Defence is standing in the way and raising your arms up • Offence, if a band player scores a goal they will receive 2 points for goal • No shooting fouls apply. If a foul occurs, the points are awarded and possession given from the sideline to the offensive team • Games are 7-minute halves, 1 minute half-time and 2 minutes between games • Players must wear the allocated sports band to identify their participation in this code. NO BAND, NO PLAY!	
Points System	Points are collated by the final results. The overall aggregate points will be: • 1 participation point per marae entry and • 1st – 10 points • 2nd – 5 points	