

Functions of Kīoma and Taniwha

- There are two teams 'Kīoma' and 'Taniwha'.

1. The Kīoma team

The main focus for kīoma is to score tries.

- Kīoma are allowed to be in 'Te Ao' and 'Pawero'. However, they are only allowed to enter and leave the 'Pawero' through 'Te Ara'. A maximum of two kīoma in the 'Pawero'.
- Kīoma must not step into 'Te Wairua' or 'Te Roto' while inside 'Pawero', this will result in a penalty shot¹.
- They cannot handle the ball, or interfere with play, in the 'Te Roto' zone, or carry the ball along, or handle the ball, within 'Te Ara'.
- Inside the 'Pawero' kīoma protect the 'tupu' from the 'Taniwha'.
- In 'Te Ao' kīoma are trying to touch the 'pou' and then score a try. If you touch three 'pou' and score a try that is worth three points. If you touch six that is six points and so on. You cannot touch the same pou twice in a single sequence.
- When a kīoma player decides to go for a try they may go through 'Te Roto' and place the ball on the line or within the 'Pawero'. However, a kīoma player may not pass the ball while going for a try in 'Te Roto', move back or enter through 'Te Ara'. Doing so will result in a penalty pass to the opposition.
- If a kīoma lose the "ki" (i.e. taniwha gain control) and then regain the "ki" the number of pou touched goes back to zero.
- The ball can be passed into the 'Pawero' but players have five seconds to release the ball to the outside. Failure to do so will result in a turnover.
- Once a try has been scored the game will be restarted at 'Te Marama'

2. The Taniwha team

- The Taniwha players are allowed in the 'Te Ao' and 'Te Roto' zones.
 - Once they gain possession and enter 'Te Roto' there must only be a maximum of three players attempting to throw the ball at the 'Tupu' to score a point. Failure to follow this will result in a hand over to the opposition.
 - A pou must be touched before a point is scored, when the ball hits the 'Tupu' directly (Taniwha) or indirectly (Kīoma).
 - Similar to kīoma, if you touch three 'pou' and score that is three points. If you touch six that is six points. You cannot touch the same pou twice in a single sequence. But you have only one chance to get the allotted amount of points; every throw thereafter will be worth 1 point unless you go out to touch more pou.
 - The ball is still alive when the ball rebounds off the tupu – there is no restart.
 - Taniwha team have five seconds to throw the ball at the tupu from the time they enter 'Te Roto' zone. Once the ball is released and if they regain possession their five seconds restarts.
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