

**WAIKATO
NON TAINUI
2014 GAMES**

PROUD TO BE SMOKE, DRUG, ALCOHOL & GANG FREE!

Registrations for SPORTS AND ACTIVITIES close 17 January 2014

WAIKATO-TAINUI GAMES 2014 INFORMATION & RULES

PROMOTING FAIRPLAY AND PARTICIPATION

SPORTS FOR ALL AGES, SPORTING ROLE MODELS, INCLUSIVE ACTIVITIES, MANAAKITANGA, WHAKAWHANAUNGATANGA!

WAIKATO-TAINUI GAMES 2014 Marae Points Award System

The following points system will apply:

3 POINTS - Best and Fairest

2 POINTS - Winner

1 POINT - Runner Up

Participation Points are also awarded throughout the Waikato-Tainui Games for a number of activities including: Inclusive Games, Tamariki Activities, and Hiikoi.

All points awarded to Marae will be accumulated, and totals will go towards determining the "Overall Winning Marae" of the Waikato-Tainui Games 2014. Marae placings will be announced at the prize giving scheduled for around 2pm on Sunday 2 February 2014, from the Main Stage at Hopuhopu.

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Registrations FOR SPORTS AND ACTIVITIES close: 17 January 2014

GENERAL INFORMATION FOR ALL PARTICIPANTS

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

10 – 12 years to wear a coloured sash (this will be supplied)

13 – 49 years

50+ years to wear a coloured sash (this will be supplied)

2. Age category rules are used to encourage participation of all ages. Indoor bowls, tennis and surfing are the only sports where the age category rules do not apply. Touch and Basketball will run a separate scoring system for the coloured sashes (see Touch and Basketball Rules).
3. Marae are encouraged to link up with other Marae if they are unable to field a full team.

4. **No Registrations will be accepted after the 17th January 2014.**
Late registration causes unnecessary disruption to the organisation of the draws, and is inconvenient to other Marae who have registered on time.

In order for all whaanau to have fun and enjoy the Games, and to ensure successful organisation, it is very important for Marae Coordinators and participants to note the following:

5. Participate in ONE sport only for each weekend. Those who play in more than one sport and attempt to be in two or three places at a time, can cause their Marae to default. It also causes long delays which affects the overall running and timeliness of the whole event. And just as important, it is frustrating for other Marae.
6. **Last minute withdrawal of teams. Don't enter a sport/activity if you don't already know you have the participants.** We aim to provide the draws as early as possible before the Games. But when a number of teams withdraw (sometimes up

to the day of the event), we are forced to make late changes to the draw. Not all Marae are aware of the changes until they arrive at the event and often get upset having pre-planned around the original draw.

7. Coloured sash wearers – the age category rules were implemented from the very first Games, at the request of Marae to encourage participation of all age groups. Teams have intentionally 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 occurs.

8. All teams will be of mixed gender (excluding netball see netball rules and regulations).
9. Waikato-Tainui Games will promote Fairplay, Sport for all Ages, Sporting Role Models and Inclusive activities (Disabled Athletes).
10. The Marae Points Award System is clearly outlined on the cover of this document.
11. Referees/Umpires - following each game and before score cards are handed back to the Sport Coordinator, the referee/umpire must nominate the team who best demonstrated fairplay. The Marae name will be written in the space provided on the score card.

Registrations FOR SPORTS AND ACTIVITIES close: 17 January 2014

FAIRPLAY MESSAGE

WINNING IS IMPORTANT, BUT THE WAY WE WIN IS MORE IMPORTANT!

- You will achieve more by focussing on your own performance rather than the performance of others e.g. referees/umpires, opposition and team-mates.
- Fairplay is about respecting referees/umpires, team-mates, opposition, parents, 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 aggressive and competitive. It means that you should play within the rules, and be in control of yourself at all times.
- Make objective and constructive judgements not emotional ones – both on and off the sports field.
- Fairplay is about whaanau, team members, supporting each other, having fun and giving positive encouragement.
- Fairplay is for children and adults, coaches, referees/umpires, administrators and spectators.
- Fairplay is about adhering to all the rules and doing the best you can within the rules of the game.

SURFING - Coordinators, Dianne Matenga and Arna Rose Solomon

Surfing will be held at Manu Bay, Raglan on Saturday 18 January (postponement date Sunday 19 January 2014). Please confirm attendance with the coordinator at 8.30am.

Note: 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. Radio Tainui will also broadcast the cancellation early Saturday morning, or you can contact the Games Sport Coordinators.

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.
2. Emphasis is on participation, fun and fairplay for all and whakawhanaungatanga through Surfing.
3. One team per Marae. One person can still represent that Marae team.
4. All heats will be judged under SNZ and ISA guidance.
5. Heats will be 20 minutes.
6. Each participant can enter up to three events.
7. Boards and wetsuits must be provided by each team.
8. There is strictly no camping at Manu Bay. For accommodation, please contact Heather Thompson 021 0583 846 or email: paringatai@slingshot.co.nz to enquire about the camping grounds next to the Kookiri - cost \$5 per adult, tamariki are free. Facilities include toilets, cold water showers and running water.

Note: As this is a participation event, please ensure it is fun for everyone.

TENNIS RULES - Coordinator, Adam Whauwhau (Tauwhare Marae)

Tennis will be held at Paterson Park, Ngaaruwaahia on Saturday 25 January 2014. Please confirm attendance with the coordinator at 8.30am.

1. Emphasis is on participation, fun and fairplay for all and whakawhanaungatanga through Tennis.
2. Games will be doubles.
3. Only one team per Marae is allowed, however Marae can opt to have reserves (2 reserves maximum). No subs allowed once the game has already started.
4. NZTA rules apply.
5. All teams will be in the same division.
6. Players must bring their own tennis racquets.
7. Correct footwear to be worn at all times. No bare feet, jandals, sandals or slip on shoes.
8. The duration of the games will be

between 20 and 30 minutes long.

9. All games will be played to 7.
10. Two players on the court at all times.
11. The spinning of the racquet will determine who serves or receives first.
12. There will be short deuces. The receivers choose what side they would like the server to serve.
13. Line ball is in.
14. Registration is between 9 – 9.45am.
15. 1st round begins at 10am.

For more information about the rules of tennis please go to the NZ tennis website on: www.tennisnz.com.

INDOOR BOWLS - Coordinator, Matt Tata (Tuurangawaewae Marae)

Indoor Bowls will be held inside Kimiora, Tuurangawaewae Marae on Saturday 25 January 2014. Bowls will commence at 11am, please confirm attendance with the coordinator at 10.30am.

1. One Team per Marae.
2. Rinks tournament consist of 4 players per team of mixed gender.
3. No age restriction for indoor bowls.
4. All players must wear proper footwear e.g. slippers or flat shoes.
5. Each game will have a time limit of 30mins or up to 7 ends - which ever comes first.
6. Avoid time wasting during all games, call for an umpire.
7. Coins shall not be tossed to land on a mat.
8. The mats shall be walked on as little as possible.

Points System

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

Win	2 points
Draw	1 point
Loss	0 point

Players Roles

Lead

- Toss of coin
- Rolling the Jack
- Gather bowls after each end

2nd Player

- Mark scores after each end

3rd Player

- Assist skipper
- Touching bowls in scoring area
- Measure if needed

Skip

- Team captain
- Placing of Jack
- Call for an umpire

NOTE: maximum limit of 30 registrations.

KI-O-RAHI RULES - Coordinator, Ngaa Taonga Taakaro o Tainui

Ki-o-Rahi will be held at Paterson Park, Ngaaruwaahia on Saturday 25 January 2014. Please confirm attendance with the coordinator at 8.30am

1. A tamariki and kaumaatua must be on the field at all times. They can be identified by wearing a coloured sash.
 - **A tamariki is classed as a person of either gender aged 10 – 12 yrs**
 - **A kaumaatua is classed as a person of either gender aged 50+ yrs**
2. Emphasis is on Participation, Fun and Fairplay for all and whakawhanaungatanga through Touch.
3. One team per Marae. Each team must have a spread of ages from 10 to 50+.
4. 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 aggressive and competitive, it just means that you should play within the rules and be in control of yourself at all times.”**
5. A copy of the full set of rules can be obtained by request from the Waikato Tainui Games coordinator or if your marae requires assistance with learning the rules and play of Ki-o-Rahi please contact 0800 TAINUI ext 8433; 0272074021 or heremaias@tainui.co.nz
6. 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 finals series will be determined as follows:
 - a. Highest on table – if equal
 - b. Difference (for and against) – if equal
 - c. Result of round robin game (winner will have the higher standing) – if a draw
 - d. Toss of the coin.
8. Teams are encouraged to provide their own rippa belts and tags (these can be purchased from Sport Distributors on 0800 656 735, ask for the Avaro Tag Rugby Set – senior set). Tournament organisers will hold some in reserve if they are needed. All other equipment will be supplied.
9. Appropriate footwear must be worn (i.e. runners, touch shoes or moulded studs). No metal studs, sprigs or spikes are permitted.
10. Team composition; 8 on the field.
3 females must be on the field at all times.
11. Teams must be present at their field 2 minutes before kickoff.
12. Games will be played in 4 quarters. Straight change after each quarter. The only time this rule does not apply is at half time where there will be a 2 minute break.
13. Each team will play two quarters as KIOMA and two quarters as TANIWHA.
14. 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 Ki-o-Rahi.

POINTS SYSTEM:

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

- Win = 3 points
- Draw = 2 points
- Loss = 1 point

WAKA AMA - Coordinator, Whakawhiti Simon (Tuurangawaewae Marae)

Waka Ama will be hosted from the Waikato River bank at Tuurangawaewae Marae on Saturday 25 January 2014. Please confirm attendance with the coordinator at 9.00am.

Team Categories per Marae

1. Primary School – Mixed (2 female/3 male – vice versa) – able to use adult steerer
2. Secondary School - Mixed (as per Primary) – able to use adult steerer
3. Open Men (5 paddlers + steerer)
4. Women (5 paddlers + steerer)
5. Kaumaatua – 50+ (mixed)

NOTES

1. Each Marae **MUST** enter a team for each category above (which means each Marae should have 5 teams entered)
2. For Marae that find it near impossible to enter all 5 teams due to numbers and experience, the organisers will allow two Marae to join paddlers and enter teams under both Marae. In this instance, points will be split equally for both Marae.
3. STEERERS – let us know if your Marae requires a steerer, otherwise bring your own competent and experienced steerer.
4. Electronic timing will be supplied for each waka – (new technology).
5. As per feedback from 2010 Games, times will be posted immediately after races.

POINT SYSTEM

Best and Fairest Marae	3 points
Fastest COMBINED time	2 points
2 nd fastest COMBINED time	1 point

WAKA AMA TERMS AND CONDITIONS

The race organisers and officials have absolute control of the event. The race organisers reserve the right to cancel the race for any reason relating to the safety of participants, and where weather conditions are deemed too severe.

PADDLERS & CREWS

1. The final selected crew will conform to requirements. (mixed, at least 2 females)
2. All paddlers must inform race organisers of any medical conditions 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 managers are required to sign the

waiver form on acceptances of terms and conditions.

5. All paddlers in a crew must race in the crew they have registered with. No waka jumping!
6. All paddlers must treat equipment, waka, paddles etc with care.
7. Teams/paddlers who do not abide by these rules, will not be allowed to paddle.
8. Failure to adhere to the rules will result in automatic disqualification.
9. The race organisers 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 the Tuurangawaewae River bank, River Road, Ngaaruwaahia. We ask all crews to enter through Te Ahurei Drive (will be sign-posted) to the designated area. Officials will monitor parking.
12. Thermal wear is recommended underneath paddling gear or uniforms.
13. A spare change of clothes and extra thermals are also recommended.

WAKA SAFETY/EQUIPMENT

1. All waka will be provided by event organiser. All waka will be numbered.
2. All life jackets will be provided by the event organisers. It is optional to the paddler whether or not to wear the life jacket. No safety equipment is to be removed from the waka.
3. All paddles will be provided by the event organisers.
4. 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 a waka capsizes, all paddlers must remain with the waka.

Procedure if waka flips:-

1. All paddlers are to hold onto the waka as the waka will not sink.
2. Once you have hold of the waka – check to see all members of the crew are there and safe.
3. Hold onto the waka until assistance arrives.
4. DO NOT PANIC!

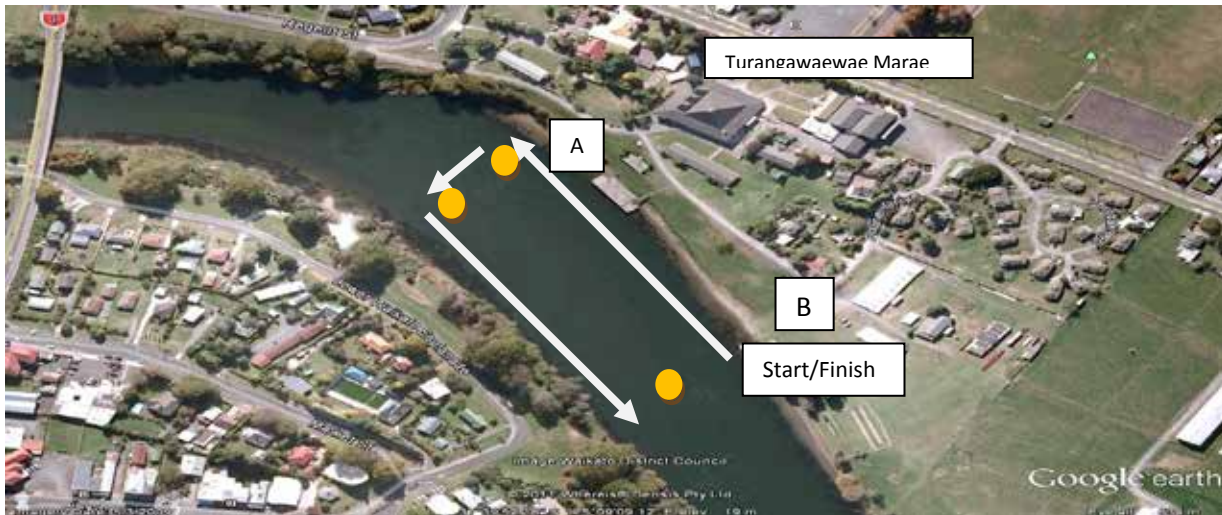
RE-RUN OF RACES

Racing will only be run again in the event that:-

1. A member of a crew becomes ill (that paddler must be replaced with another).
2. There has been interference to paddling crews.
3. Overall, it is at the discretion of the event organisers.

TRAININGS

Will be held on Tuesday - Friday (week before the competition). Please contact Pania to make a booking: Paniap@tainui.co.nz



New Waka Ama Category "MANA UP"

Each Marae needs the following reps for this event:-

1. a strong swimmer (any age/gender) – 100mtr swim from punga stump to the barge
2. a fast runner – to run 100mtrs from barge back to the start line.
3. an OC1 experienced paddler – to paddle the W6 course (circuit)
4. a SUP (stand up paddle boarder) to paddle the W6 course
5. a midget crew (mixed gender) to paddle the W6 course (to finish the race)

Outline of the 'MANA UP' event:-

One team per Marae. Each team will consist of:-

- 1 swimmer
- 1 runner
- 1 OC1 paddler
- 1 SUP Board paddler
- 5 midget paddlers (mixed crew) – maximum of 2 girls
- Steerer must be an experienced steerer aged 16yrs and over

Instructions for Racing

1. Three Marae at a time – races will be timed by timekeepers (stopwatches).
2. Times will be posted directly after each round – board will be made available riverside.
3. Marae are able to designate an overseer/ watcher alongside each timekeeper.
4. This event will not accumulate points – but times for bragging rights will be recorded.
5. Trophy to be confirmed.
6. SUP Boards – there will be opportunities for those Marae who require training on SUP Boards, to do so through Tuurangawaewae Waka Sports on the week prior to the event – please email: simon_morgan@clear.net.nz for this opportunity.
7. Training dates will be Tuesday 21 - Friday 24 January – please email to schedule an hour slot for training.
8. There will also be opportunities to train during the week prior to the event.

Touch will be held at Hopuhopu on Saturday 1 and Sunday 2 February 2014. Please confirm attendance with the coordinator immediately after the march past.

1. A tamariki and kaumaatua must be on the field at all times. They can be identified by wearing a coloured sash.
 - **A tamariki is classed as a person of either gender aged 10 – 12 yrs**
 - **A kaumaatua is classed as a person of either gender aged 50+ yrs**
2. Emphasis is on Participation, Fun and Fairplay for all and whakawhanaungatanga through Touch.
3. One team per Marae. Each team must have a spread of ages from 10 to 50+.
4. **RULES:** All games will be played under NZ Touch Association 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 aggressive and competitive, it just means that you should play within the rules and be in control of yourself.”**
5. **DRAW:** Game duration and the draw will be determined after the registration closing date.
6. **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
7. All teams are expected to be at the fields immediately after the March Past. Managers are to report to the administration area to confirm your attendance.
8. All teams must be at their playing fields at least 2 minutes prior to commencement
9. 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*
10. Positions for the finals series will be determined as follows:
 - e. Highest on table – if equal
 - f. Difference (for and against) – if equal
 - g. Team with the highest amount of tries scored throughout the day – if equal
 - h. Result of round robin game (winner will have the higher standing) – if a draw
 - i. Toss of the coin
11. **The following rule applies to all finals 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 Tamariki and Kaumaatua rule will no longer apply.** Teams will have one minute to field their best six players (3 females and 3 males), play will commence on the referees whistle. The drop off rule according to the NZ Touch Association rules will then apply.
12. All teams must be in the same uniform and all players must wear proper shoes. (NO Football Spikes or Bare feet)
13. Any foul or unfair play will be dealt with as per NZ Touch Association Rules.
14. 14 Players per Team – 7 on the field at one time, 3 females on the field at all times **(Please note that this rule replaces the composition of 3 females and 3 males rule outlined in the NZ Touch Association Rules and Regulations).**
15. **All teams must provide a competent referee**
16. NOTE: As this is a participation Games please ensure it is fun for everyone.

HANDICAP SCORING SYSTEM

Coloured Sashes (10 – 12yrs & 50+yrs) get 2 points for every touchdown.

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

BASKETBALL - Coordinator, Brendan Morgan (Waahi Paa)

Basketball will be held at Hopuhopu on Saturday 1 and Sunday 2 February 2014. Please confirm attendance with the coordinator immediately after the March.

1. A tamariki and Kaumaatua must be on the court at all times. They can be identified by wearing a coloured sash
 - **A tamariki is classed as a person of either gender aged 10 – 12 yrs**
 - **A Kaumaatua is classed as a person of either gender aged 50+ yrs**
2. Emphasis is on Participation, Fun and Fairplay for all and whakawhanaungatanga through Basketball.
3. One team per Marae. Each team must have a spread of ages from 10 to 50+
4. **ALL** teams are expected to be at the courts immediately after the March Past. Managers are to report to the administration area to confirm your attendance. .
5. Same coloured sash wearers are to play offence and defence against each other only, i.e. yellow to yellow or red to red etc. For any non coloured sash player that defends against a coloured sash player, a turn over will be given to the offending team from the side line. In shooting, the points are awarded to the offensive team with possession from the side line
6. There must be a squad of 10 players.
7. 5 on 5 mixed competition.
8. Each team must field 5 players on the court comprising of a minimum of 2 females at all times.
9. Each player must have a matching coloured uniform clearly numbered.
10. Players must be on the court ready to play within 3 minutes from the start of the game or it will be forfeited.
11. Each team must supply two persons for duty as set out in the draw (either the game before or the game after they play).
12. Two time outs of 30 seconds duration per team per half. No times-outs in the last 3 minutes of each half.

13. Foul on a shot is an automatic 2 points and your ball at the side. No fouls are taken.
14. 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 aggressive and competitive, it just means that you should play within the rules and be in control of yourself.”**
15. All teams must provide a competent referee.
16. The following points system will be used to determine placings for the finals only:
Win: 3 Points Draw: 2 Points
Loss: 1 Point Default: -1 Point

Play Offs: If two teams have the same points, then the game between the two will decide which team plays. If more than two teams, then points' differential will occur.

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

17. Games start at 9am on Saturday and Sunday. All names registered will be checked with names recorded on the score sheet.
18. Games are 10 minute running clock halves
19. All teams play a round robin with the winners of each grade playing in the semis and finals.
20. 2 minutes allocated for half time and 3 minutes between games.
21. Games are forfeited if your team does not show up in the first 5 minutes of the first half.

HANDICAP SCORING SYSTEM

Coloured Sashes (10 – 12yrs & 50+yrs) get 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

Volleyball will be held at Hopuhopu on Saturday 1 and Sunday 2 February 2014. Please confirm attendance with the coordinator immediately after the march past.

1. Emphasis is on Participation, Fun and Fairplay for all and whakawhanaungatanga through Volleyball.
2. A tamariki and Kaumaatua must be on the court at all times. They can be identified by wearing a coloured sash
 - **A tamariki is classed as a person of either gender aged 10 – 12 yrs**
 - **A Kaumaatua is classed as a person of either gender aged 50+ yrs**
3. One team per Marae. Each team must have a spread of ages from 10 to 50+
4. **ALL** teams are expected to be at the courts immediately after the March Past. Managers are to report to the administration area to confirm your attendance.
5. One team per Marae. Each team must have a spread of ages from 10 to 50+.
6. All teams must start with six players on the court.
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 or not they were serving). The winning team will be the team that wins the most games within the 25 minutes and has more points if playing another game.
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.
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 anytime in the game.
18. A ball landing on the line is “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. Ten players per team, (of mixed gender and ages)
23. All teams **MUST** supply a non playing umpire of a competent level. Umpires please supply your own whistle.
24. Sports shoes must be worn.
25. St. Johns will be available, but players are responsible for their own injuries and illnesses.
26. Further information regarding the draw, length of games and section playoffs will be available after registrations are confirmed.
27. **PLEASE NOTE: ALL VOLLEYBALL GAMES WILL BE PLAYED ON GRASS COURTS.**

NETBALL - Coordinator, Hohi Moeke (Tainui Waka Netball)

Netball will be held at Hopuhopu on Saturday 1 and Sunday 2 February 2014.. Please confirm attendance with the coordinator immediately after the march past.

1. A tamariki and Kaumaatua must be on the court at all times. They can be identified by wearing a coloured sash
 - **A tamariki is classed as a person of either gender aged 10 – 12 yrs**
 - **A Kaumaatua is classed as a person of either gender aged 50+ yrs**
 2. Emphasis is on Participation, Fun and Fairplay for all and whakawhanaungatanga through Netball.
 3. One team per Marae. Each team must have a spread of ages from 10 to 50+ women only.
 4. **Teams are to comprise of female players only.**
 5. **All goals are worth 1 point.**
 6. ALL Team Managers and Umpires will be required to attend roll call and team brief. ROUND 1 will begin after brief is completed.
 7. ALL teams must supply a competent umpire, with their own whistle. You will be required to umpire YOUR OWN games. Failure to do so will incur default.
 8. International rules apply. 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 aggressive and competitive, it just means that you should play within the rules and be in control of yourself.”**
 9. Game duration and 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.
 10. If a game is drawn after regular time the umpire will continue play until the next goal is scored. This will determine the winner for that game. The next Round WILL WAIT, until a clear winner has been determined.
 11. All teams must wear matching uniforms, Playing Positions (Bibs) and Balls must be provided by each team.
 12. Sports shoes must be worn.
 13. St. Johns will be available, but players are responsible for their own injuries and illnesses.
 14. **PLEASE NOTE: ALL NETBALL GAMES ARE PLAYED ON GRASS COURTS.**
- For more information about the rules of Netball please go to the NZ Netball website on: www.mynetball.co.nz

HIIKOI - Coordinator, Amiria McGarvey (Te Awamaarahi Marae)

The hiikoi will be held at Hopuhopu on Saturday 1 February 2014.

Registrations will be taken on the day from 7.15am onwards.

Meet at the roundabout at the bottom of the Endowed College.

- Extra points will be allocated for:
- best dressed Marae;
- most vocal Marae;
- best Marae waiata/haka/chant.

Immediately following the hiikoi is the Marae March Past. Please meet on the grass area in front of Te Kauhanganui Building at 8.15am for the March Past.

TABLE TENNIS - Coordinator, John Te Pania (Te Tokanganui-a-noho Marae)

Table Tennis will be held at Hopuhopu on Saturday 1 February and Sunday 2 February 2014. Please confirm attendance with the coordinator immediately after the march past

1. A team is to comprise of three players (please see Team composition rule below). A tamariki 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 tamariki is classed as a person of either gender aged 10 – 12 yrs**
 - **A Kaumaatua is classed as a person of either gender aged 50+ yrs**
2. **ALL** teams must be at the table tennis area immediately after the March Past. Managers to report to the administration area to confirm your attendance.
3. 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.
4. All matches will be the best of 5 games
5. All matches will be played on Saturday and Sunday including finals.
6. **TEAM COMPOSITION**
Player 1 Male or Female, 10 – 12 years before 31 Dec 2014.
Player 2 Male or Female, 50 years+ before the 31 Dec 2013.
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.
7. **RESERVE** players are allowed, however if a tamariki or kaumaatua player is being substituted then they must be replaced by another tamariki or kaumaatua player. Please note that this must be declared before the game, no replacements can be made once the game has started.
8. All matches are to be played in the 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 are written on your side of the lines provided. See page 14.
9. Please ensure that the team leader/ coordinator reads and is able to understand the format of filling out the results sheet. See page 14.
10. **COMPETITION** – A competition is played between two Marae teams where the first team to win 6 matches would win that competition.
11. **MATCH** – A match is between two players of each Marae where the first player to win 3 games would be the winner of that match.
12. **GAME** – A game is played by two players rallying a table tennis ball back and forth over the net each trying to win the game. The first to win 11 points by a minimum margin of two points is the winner. If the score becomes '10 all' each player would have one serve each alternatively until one player wins by two points.
13. **RALLY** – A rally is in play when the ball is successfully served by a player to the opposition's side of the table and it continues until one player fails to return the ball in the correct way and a point is won by the other player.
14. **SERVE** – A serve must be played behind the table where the ball must not travel below the top of the table as you toss it into the air at least 165mm and after the ball reaches its peak (Not Before) you are then permitted to hit the ball so as it would firstly bounce on your side of the table bounce safely over the net and bounce safely on your opponents side of the table where a rally would begin and the point is won by the player who does not make a mistake.
15. If a match between two players gets to 2 games each, the players would change sides when the first player reaches five points in the deciding game.
16. **UMPIRE** for each match is stated on the results sheet. The umpire's ruling is final.
17. **EQUIPMENT** – Bats, balls, tables and nets will be provided

18. OWN EQUIPMENT – Bats must have the ITTF marking and be black on one side and red on the other if not they must be approved by the Waikato Tainui Games Management

19. CLOTHING – Non white clothing are to be worn during each match, if not they must be approved by the opposition i.e. under NZ table tennis rules white clothing is not permitted because of the clash with the white ball. Different coloured balls will be provided but in the event that only a white ball is available and white clothing is worn,

the opposing team must approve before the game begins.

20. START TIME – Tournament will commence, as per the programme, teams are expected to report to the coordinator immediately after the march past, draws will be provided once registrations are returned.

For more information about the rules of Table Tennis please go to the NZ Table Tennis website on: www.tabletennis.org.nz

WAIKATO TAINUI GAMES TABLE TENNIS RESULT SHEET HOPUHOPU SAT 1ST FEB AND SUN 2ND FEB 2014										
Marae Name		Win	Marae Name		Win	Date	1 st & 2 nd			
1			A			Day	Sat & Sun			
2			B			Month	February			
3			C			Year	2014			
Number of Wins			Number of Wins							
	1 st Singles Umpire 2	1	2	3	4	5	WL	Games	Matches	
1										
C										
	2 nd Singles Umpire B	1	2	3	4	5	WL	Games	Matches	
2										
A										
	3 rd Singles Umpire 1	1	2	3	4	5	WL	Games	Matches	
3										
B										
	Doubles Umpire C	1	2	3	4	5	WL	Games	Matches	
1										
2										
A										
B										
	4 th Singles Umpire 3	1	2	3	4	5	WL	Games	Matches	
1										
B										
	5 th Singles Umpire A	1	2	3	4	5	WL	Games	Matches	
2										
C										
	6 th Singles Umpire B	1	2	3	4	5	WL	Games	Matches	
3										
A										
	Doubles Umpire 2	1	2	3	4	5	WL	Games	Matches	
1										
3										
A										
C										
	7 th Singles Umpire A	1	2	3	4	5	WL	Games	Matches	
3										
C										
	8 th Singles Umpire 3	1	2	3	4	5	WL	Games	Matches	
2										
B										
	9 th Singles Umpire C	1	2	3	4	5	WL	Games	Matches	
1										
A										

POWER PULLING - Coordinator, Hano Green

Powerpulling will be held at Hopuhopu on Saturday 1 February and Sunday 2 February 2014. Please confirm attendance with the coordinator at 9am

1. NZ Power Pulling Association Rules apply.
2. Each Marae are able to register up to five teams for the following categories:
 - Tamariki
 - Rangatahi
 - Wahine
 - Taane
 - Kaumaatua
3. For the Tamariki, Rangatahi and Kaumaatua grades there must be 2 females participating.
 - A tamariki is classed as a person of either gender aged 9 – 13 yrs
 - A Rangatahi is classed as a person of either gender aged 14 – 17 yrs
 - A Kaumaatua is classed as a person of either gender aged 50+ yrs
 - A Wahine and Taane is classed as a person at any age over 18yrs
4. Kaumatua, Tamariki and Rangatahi will be run on Saturday 1 February 2014
5. Wahine and Taane will be run on Sunday 2 February 2014
6. This activity 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.
7. 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.
8. 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 powerpulling boards. If teams do not arrive and are not ready to pull when the starter is ready, that team will be defaulted and thus eliminated from the competition
9. 5 minutes between each pull – 1 min to get on, 1-½ minutes to pull and 1 min to get off.
10. Finals will be 2 minute pulls.
11. Starters call will take approximately 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..."
12. The starter will give a 1min call, 15sec call, then a 10sec countdown
13. Glue is optional (This can be provided)
14. No weight distinction.
15. Seven (7) team members – 1 skip, 1 reserve, 5 pullers on the board.
16. Clothing – Long pants, preferably jeans with an extra pair underneath and Sweat Shirt for protection.
17. Footwear – working boots, hard soled shoes or footwear with ankle protection.
NO BARE FEET, JANDALS, SANDALS OR SLIP ON SHOES
18. Late entries will not be permitted. Marae will be notified of times once registrations are received.
19. 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
20. Coordinator to supply the following equipment: Pulling Bench – Rope – Glue – Hand cleaner

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

Chess will be held at Hopuhopu inside Manu Korero building on Saturday 1 February and Sunday 2 February. Please confirm attendance with the coordinator immediately after the march past.

1. TEAMS

- There will be 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).

2. 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 play off in the Final and the other Semi-finalists will then play for 3rd/4th Place etc.

3. GAME DURATION

- Rounds one to three will be 30 minutes in duration. You will play the best of 1 game and that will be recorded. If there is no winner after 30mins 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.

4. 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 amount 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 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

NOTE: maximum limit of 30 registrations.

INCLUSIVE GAMES

Inclusive activity is the philosophy and practice of ensuring that all individuals, regardless of age or ability, have equal opportunity to participate in appropriate activities and games.

A team of volunteers from CCS Disability and similar organisation/s, will run these two events at Hopuhopu, on the grass area opposite the guardhouse.

TAMARIKI TAAKARO ZONE

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

A Pepi Tummy Time Tent will be set up for parents and babies.

All Tamariki should gather at the stage after the Games Opening.

When: Saturday 1 February 2014.

Activities will run from 10.00 a.m. to 11.30 a.m. and then from 12.00 p.m. to 4.00 p.m.

Note: While all efforts have been made to provide a safe and positive experience for tamariki participating in the activities at the Tamariki Taakaro Zone, parents and caregivers are primarily responsible for their tamariki and are asked to actively supervise their tamariki aged up to 12 years at all times.

For protection from the effects of the sun, tamariki are also required to wear a hat at all times.

KAPA HAKA

Marae Coordinators are invited to a hui to discuss the upcoming Waikato-Tainui Games for 2014 including the Kapa Haka component:

When: Wednesday, 20th November 2013
Time: 6.00 pm – 7.00 p.m.
Where: Hopuhopu

A second hui will be held for any Coordinators that cannot attend the above hui:

When: Wednesday, 4th December 2013
Time: 6.00 pm – 7.00 p.m.
Where: Hopuhopu

KAPA HAKA EVENT

Leading up to the Games in February 2014, participating Marae are asked to learn and/or teach their roopu to perform the following three (x 3) Waikato-Tainui compositions.

- (1) Uenuku Te Pou (He Paatere)
- (2) E noho Tuheitia (He Waiata a ringa)
- (3) He aha raa (He Whakaaraara)

This event is placed at the end of the games prior to the prize giving. There will be a group performing on stage as guides for the rest of the iwi.

HOPUHOPU GAMES MAP - 2014

