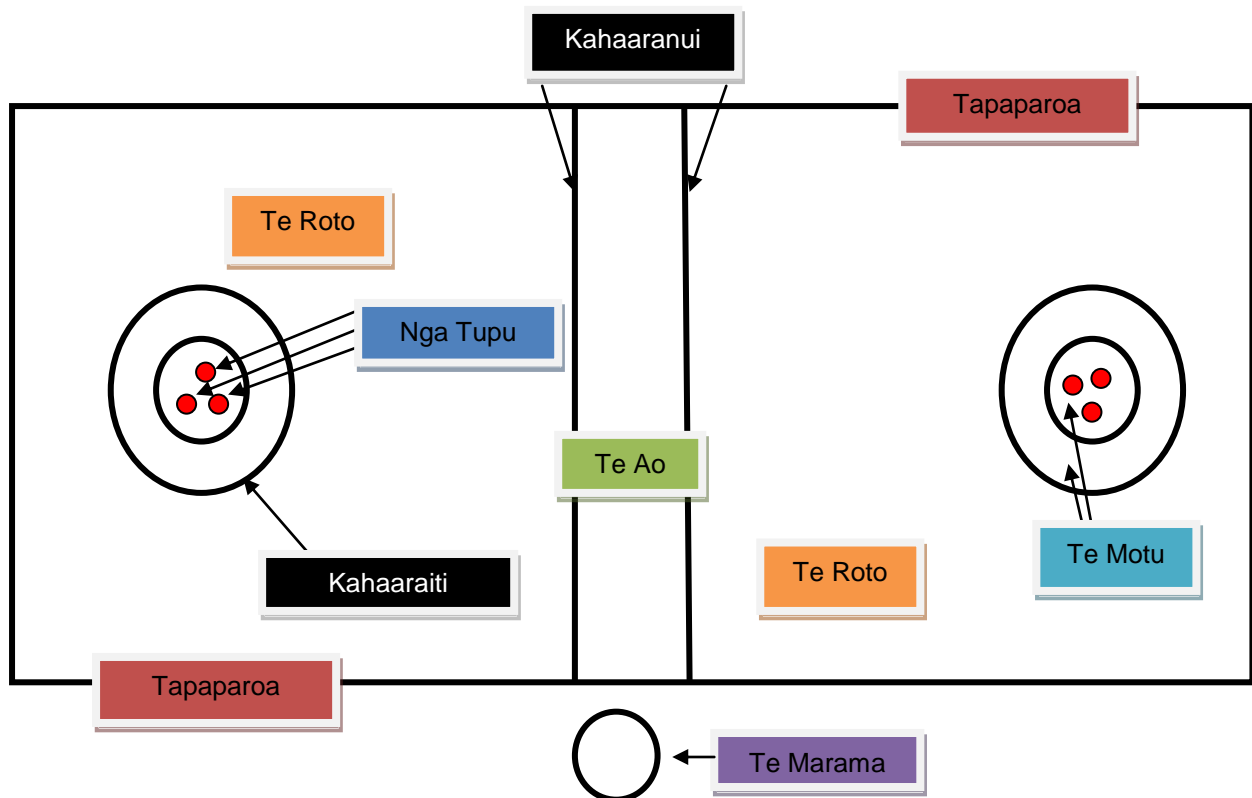


Tapu Ae

A ki-o-rahi derived game now played around two circles.

As with many of our games, there are many variations and also many different names. The version given here is one we have found to work effectively with either koeke (elderly), pakeke (adults), rangatahi (teenagers) or tamaiti (children) groups.

Playing Area



- Kahaaraiti – the circle between Te Motu and Te Roto
- Kahaaranui – the line between Te Roto and Te Ao
- Tapaparoa – the outermost boundary (if you decide to have one)
- Te Ao – the mid-court area
- Te Marama – the ki (ball) throw-in position at the start of each point/set
- Te Motu – the entire area within the Kahaaraiti

- Te Roto – the area of court outside Te Motu and within Kahaaranui and Tapaparoa
- Te Tupu – “targets” which are placed in Te Wairua
- Te Wairua – the central zone of Te Motu, in which Nga Tupu are positioned

Size of the playing area can be dictated by facilitator, there is no set size of playing area. The size will though dictate the numbers of players per team with a minimum of 4 per team required to play. Also the tapaparoa is not essential depending on the outcomes required, in some games of Tapu Ae there is no outside boundary.

Equipment

6-8 Tupu/Targets – cones with tennis balls balanced, skittles, empty drinks containers

3 hula hoops (2 to create Te Wairua area and 1 for Te Marama)

2 larger skipping rope circles to create Kahaaraiti circles/ or can be made with cones

2 Ki/Balls – softer variety palm sized best/harakeke

Marking for Kahaaranui

N.b. if played on concrete surface areas can be marked with chalk, although grass or less abrasive surface more ideal in regards to injury.

Rules

Tapu Ae is played between two teams of at least 4 players per side. In a standardise game played on an area the size of a netball sized court, the ideal size of teams will be between seven to ten players per side.

The object of the game is to knock the other team’s tupu down. As each tupu is knocked down the referee will call the point and bring both ki back to Te Marama and restart the game, this continues until one team has successfully knocked all the other teams tupu down. When this has been achieved the game is either over and teams can rotate or can be played in a “Best of” series such as first to 3 games.

Minimum player placements (4 min)

- One player in Te Ao they are the transition players and also initiate the game
- One Player (Kitio) in Te Motu they are the defensive players
- Two Players (Taniwha) in Te Roto they are the attacking players

Tapu Ae is a zone based game, so players must stay in their respective zone (similar to netball zone rules) and the ki must be passed and handled in each zone (so must go through the team member in Te Ao, the ki cannot be thrown directly from a kitio player to a taniwha player).

Two ki/balls are used simultaneously, thrown into Te Ao from Te Marama by the referee. The game is based on hand passing and catching but can be developed to suit the learning outcomes of participants. Players can swap positions or substitute only at the completion of each game/set.

There are 2 variations of play in Tapu Ae – Static and Dynamic.

Static Play – uses the standard court with Te Ao in place, players can move freely within their respective zones, but when they have caught the ki they can take one step then either pass to another team mate, or take a shot at the tupu. Time wasting is not allowed and players are encouraged to pass frequently (you may if you wish have a time limit before ki must be passed)

Dynamic Play – Te Ao zones are not used and players and players can run with the ki, this version is a lot more physical in nature and the static game is generally preferred.

Players cannot be stripped of the ki, however passes can be intercepted and/or blocked.

It is possible for one team to have possession of both ki at the same time. And therefore have the opposing team's kito player having to defend their tupu from attacks from all sides. The player in the kito position though cannot enter the inner circle of Te Motu to protect their tupu nor can they cover the tupu aerially with their bodies. The team on attack also cannot enter any part of Te Ao and must take their shot at nga tupu from outside Te Motu area. Kito can block the ki with any part of their body and should if possible try and catch the ki so they can then get the ki to their taniwha team mates at the other end of the court.

Variations

- Teams with members who have issues with mobility, they can adjust the play to area which may be more suited to them, such as Te Ao or possibly Te Motu. In some games you may have all players in Te Ao sitting.
- Poi can be used instead of a ki; this incorporates different hand/eye motor skills for participants. Encourage teams to have poi continuously swinging, and when passed, poi should be caught on the rope part not the ki part of the poi. This offers different dynamics in motor skills in both passing and catching.
- Silent Tapu Ae is one variation that builds on team's ability to communicate non-verbally with each other. And also highlights the importance of keeping an eye on one's personal surroundings. As 2 ki are in play at same time it is very easy for participants to become consumed only in their teams attacking players, and therefore miss the opportunity to gain both ki due to not paying attention to what is happening at the other end of the court.
- Mass Tapu Ae can be played on rugby sized fields and have numbers in excess of 20 per team.

Teaching Point

- Keep playing court smaller for younger children.
- Try and match student abilities in certain zones. E.g. do not match a tall student against a short student in Te Ao
- Encourage all participants to try all positions in the game
- This game may take some time to learn. Initially teacher may need to assist students to recognise it is a zone based game and to stay in their respective zones.
- If working on hard surfaces, remind students to take care.
- Encourage good passing skills, try to emphasise catching the ki from team mates not just throwing randomly.
- Tapu Ae allows more active/capable students to exert themselves when playing and less mobile/active/capable students to also achieve success at their own level.
- This game is a precursor to learning Ki-o-Rahi, when students become proficient in Tapu Ae move to introduce this game.