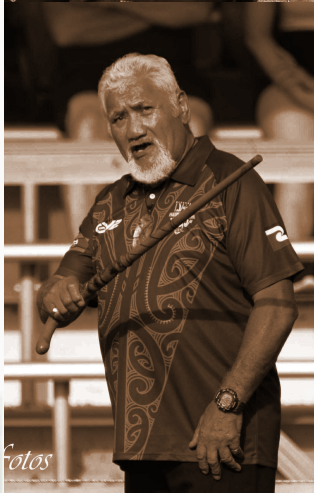




Nga Hau & Wha



Tournament Handbook



Nga Hau E Wha- loosely translated is “the four winds”. This tournament is an annual Rugby League tournament committed to connecting Maori who reside in Queensland to their culture, by way of Rugby League. This tournament is open to Maori players registered to one of the four winds, these winds referred to as rohe are broken up geographically and consist of ;

Nga Toa O Te Raki (North)
Te Hau Taitonga (South)
Te Hau Marangai (East)
Te Hauauru Ki Tawhiti (West)

Annually a new rohe will host this tournament and unless specified earlier, the hosting rohe responsibilities will consist of but not limited to ;

- Arranging an appropriate venue by working with the council and all relevant stakeholders.
- Ensuring all risk and traffic management plans are completed and provided to the council.
- Communicating with Indigenous Elders of the area and facilitating the cultural protocol needed.
- Tangata Whenua (hosting rohe) to have in place Kaikaranga and kaikorero.
 - General grounds keeping.

The governing body of Maori Rugby League in Queensland is QLD Maori Sports Inc Board (QMSI). It is the responsibility of QMSI to utilize Rugby League as the vehicle to connect Māori with their Māori heritage and customs. It is this which makes our tournament unique and special. Upholding our Tikanga is paramount.

QMSI supports all players and whanau and has a responsibility to ensure the tournament is facilitated in alignment with the rules outlined in this document. All play is undertaken with respect and sportsmanship, as well as Tikanga Māori. To be eligible to play Nga Hau E wha, players must whakapapa Maori. This requirement is nonnegotiable and penalties will apply to participating rohe if this rule is not adhered to,

This is a QRL sanctioned event and as such the official QRL Rules apply.

Tikanga first Rugby League second.

Upholding our values is paramount to the success of our tournament. To ensure our culture always dictates protocol It is advised that all rohe have a Pou Tikanga (cultural advisor) who will work together with each other under the direction of our Kaumatua of QMSI. Our Kaumatua together with our Pou Tikanga will play a vital role in the lead up to the tournament and also the tournament itself.

Haka (Pre game challenge)

At the start of every game the siren will sound indicating the start of haka. Each team will have a maximum of 5 minutes to perform their haka before the officials start the game clock. (if haka exceeds time, the match will proceed according to the official time keeping.) If there are any breeches in haka the captain of the offending team will be sin binned for Five minutes. The game will start with 12 players until the 5 minutes is up. Multiple breaches or unsportsmanlike conduct could result in the cancellation of the game.

- 1. NO team must step on or over the 40 metre line.*
- 2. The playing team must always be in front for the haka and the rest of the rohe or haka tautoko whanau are directly behind.*
- 3. No adult or international players will be permitted to haka tautoko u9s or u11s.*

Judging of the Haka. *One Tane and one Wahine not affiliated to a rohe will be tasked with judging the haka and awarding the Haka Taonga. The criteria they will be judging by is as follows- **Rhythm, Volume, Pitch, Te Reo, Ihi, Wehi, Pukana, Te mahi A Ringa, Takahi o te waewae, Haka ngatahi.***

- **Kaupapa (Themes/Messages)**

- 1. Clarity and relevance of the message and purpose of the haka.*
- 2. How well the team expresses the meaning of the haka.*
 - **Te Taki (leadership/coordination.)**
 - 1. Strong leadership and control throughout the haka.*
 - 2. Cohesion and synchronization with the team .*
 - **Te pukana Te whetero (Facial expressions)**
 - 1. Intensity and appropriateness of facial expression.*
- 2. Pukana is maintained throughout the haka by all performers.*
 - **Te Tinana (posture/body movement)**
 - 1. Strength, energy and precision in movement.*
 - 2. Firm stance, footwork and gestures are in sync.*
 - **Te Reo (tone/pitch)**
 - 1. Clarity, projection and correct pronunciation of Te Reo Maori.*
 - 2. Rhythm and tempo of haka is done in unison.*
- 3. Rhythm/Timing, ensuring beat and tempo is maintained evenly across the haka with no imbalance echoing throughout haka.*
 - **Te Ihi, Te wehi , Te wana (Energy/connection/life force)**
 - 1. The passion, pride and emotional power conveyed by the performers.*
 - 2. Connection between the performers.*
 - 3. Overall impact of the performance.*

Teams for 2025 To enter teams into this year's tournament, teams must be submitted to the registrar of QMSI no later than the 14th of September. Registrations must include all relevant information in line with QRL's My sideline requirements.

Rohe are permitted to enter a maximum of 25 per team.

Rohe are to name their teams according to their division (Teina/Tuakana)

Only international age groups 13 - Opens may enter one Tuakana team only. These teams points will go towards the overall Waka points.

1. The Waka Taonga will be awarded to the rohe with the most points at the end of the tournament.
2. A Taonga will be awarded to each Tuakana team that wins the competition overall for their age group.

* Taongas must be returned the following tournament for powhiri *

Grades for 2025

U9s mixed (2016/2017)

U11s mixed (2014/2015)

13 Tama - Kotiro (2012/2013)

15 Tama - Kotiro (2010/2011)

17 Tama - Kotiro (2008/2009)

19 Tane (2006/2007)

Opens Tane - Wahine (2007 and lower)

Masters Tane- 35plus * Players over the age of 40 need to provide a medical cert *

Masters Wahine 32plus. * Players over the age of 40 need to provide a medical cert *

Match Rules

- **NO TOLERANCE RULE** – to all of the following and subject to the Rules & Regulations of the QMSI Board and Match Officials. We all have a duty of care to our players, volunteers and spectators to ensure the safety of our tournament.

Point allocation.

- 3 points per win
- 2 points draw (only applicable if no points are scored by fulltime)
- 1 Point per loss.

In round robin games, if the score is drawn at full time the winner of the match will be the team that scored first. If no team scores by fulltime this will result in a draw. If there is a draw in finals the game will go to Golden point.

If after all round robin games are complete and teams are tied, the ladder will be determined by the point differential system (for and against).

Team sheets must be submitted prior to the commencement of the game with the Captain clearly marked. Only 19 players are permitted on each team sheet. In the case that my sideline

is not available, team managers will be required to manually fill out a team sheet and submit it to QMSI headquarters.

Masters can submit a maximum of 25 per match sheet.

Players are to be registered and play for a maximum of one team only. No player will be permitted to play in multiple teams or play in a grade they are not eligible for. This will result in a forfeit of match points.

No player that is suspended with the QRL will be permitted to take part in the tournament. If a suspended player takes the field, this will result in the team forfeiting match points. Unlimited interchange. No more than 2 players in a tackle - 3rd tackler will result in a penalty.

U9s and U11s will play two 15 minute halves with a 5 minute half time.

Maximum of 8 players on the field at any one time for u9s and 11 players at any one time for u11s. Both grades must have two players on the field at all times wearing 1, Pink Dummy half bib and 1, Yellow First receiver bib. No conversions for these jnr grades and a tap restart after a try is scored.

International grades will play two 25 minute halves with a 5 minute half time. In extreme heat situations, officials may implement extra water breaks.

Players are to start the game with 13 players (unless there is a haka infringement) If a player is sin-binned the team will drop to 12 until the time is up. In a send off the team will play to the end of the match with 12.

Masters will play in line with QRL/ARL rules. Coloured short play must be adhered to if the opposition is fielding coloured shorts. White (Black) shorts full contact. Red shorts = Hold, Gold shorts = Touch.

As per QRL rules all coaching staff accreditation must be up to date and relevant to the team they are responsible for and their duties. All coaching staff must also hold a Safe Patrons certificate.

There is to be only 5 officials in the dug out at all times. This includes Coaches, managers and League safes.

All coaching staff must wear enclosed footwear at all times. Failure to do so will result in the offender being removed from the dug out.

Only league safes and FAO are permitted to enter the field of play and must only do so from the marked area. They must wear the appropriate shirt at all times.

League safe = Yellow shirt

FAO = Orange, Blue.

League Safe are only permitted on the field during a stoppage of play, for substitutions or injuries. (a League safe must not touch an injured player) League safe are not permitted to loiter around the in goal area, in front of the oppositions dug out or on the field of play.

- The Concussion Rule is to be implemented and is a tournament priority. Each Rohe FAO is

to follow these guidelines to prevent serious injury, and then to monitor the ongoing process of assessment both on and off the field, as per ARL, NRL and QRL rulings. If a player is under the suspicion of being concussed, he/she will have a total of 5 minutes to declare themselves available to return to the field. The final decision will come from the treating FAO.

- The FAO level 2 will be the first point of contact for the judgement of concussion, unless there is a certified practicing Medical Officer, Ambulance Officer or an Independent Medical Doctor on site at the tournament.
- The Risk Assessment Management Plan is to be applied and monitored by the QMSI Board.

Bleeding Players The following procedure will apply in all cases where a player is bleeding or their person, clothing or equipment has been contaminated by blood.

- If the referee notices a bleeding or blood contaminated player he/she will immediately stop play and signal to the team trainer to attend to the player.
- The team trainer will immediately enter the field of play to assess whether the player can be quickly treated on the field or whether she will require treatment off the field. ▪ If the trainer advises that the player can be treated on the field, the referee will instruct the player to drop out behind play for that purpose and the match will immediately recommence.
- If the trainer advises the referee that he/she will have to treat the player off the field, the match will not restart until the player has left the field – no time off. The player will be interchanged.
- If the referee stops play twice for the same player and the same wound, the player must be taken from the field for treatment and interchanged.
 - The referee will hold the game up to replace a bleeding player, but a trainer must first advise the referee that an interchange is going to take place. No time off.
- If the bleeding player has been interchanged, he/she may only return to the field as a normal interchange player

Retirement of a jersey.

A retirement of a jersey is compulsory if the jersey has blood on it. No player is allowed to have a jersey that has blood stains on it. Another jersey number needs to be given and the manager from the team needs to advise the manager of the opposing team and then the admin tent. The blood jersey then needs to stay in the dug out visible to the ref as they need to be aware that it is not being used again.

In any case where a player's person, clothing or equipment has been contaminated by blood, whether through a wound or through contact with a wounded player, the referee shall direct the team trainer to enter the field of play to attend to that player by taking immediate steps to ensure that the player is free of any blood contamination before that player shall be permitted by the referee to re-join play.

Until those steps have been taken, the player shall, at the minimum, drop out behind play.

The following will not be tolerated:

- Shoulder charges and/or the use of the shoulder in a dangerous manner
 - Grass cutting below the knees, Hip drops.
 - Head highs, contact with the head from defender.
 - Cannon balling by a third defender below the hips.
- All of the above will not be tolerated by the QMSI Board. Duty of Care for every player is paramount.

Sin Bin

- If a player is sin binned, he/she is required to spend 5 minutes off the field. This time will start when the player joins the duty official in the designated area.
- If the player receives a second sin bin in the same match, the player will be sent off for that match. (This rule does not apply to any 'haka' infringements).

Send off

- In extreme circumstances where a player is sent off the field, he/she will have no further part in the tournament. The appeal process is as follows -

The team manager will have one hour to submit an incident report to QMSI. A predetermined judiciary panel will convene and make a judgement based off of the on field referees report and the managers report. The player will be notified of the decision.

Undesirable Behavior

- Abuse of any manner towards the Executive Committee, duty officials, coaches, other players or other spectators will not be tolerated, and will result in the person being advised to leave the field or grounds.
 - In the event that an incident occurs, NO spectators or coaching staff will be permitted to enter the field of play at any time. Duty officials may enter the field of play to ensure the crowd does not advance but duty officials are not to interfere with the incident.

Team Affiliation fee

Every team entered into the tournament must pay a \$100 tournament registration fee. This fee is payable to QMSI and is due within one week of the tournament's start date.

Account Name: QLD Maori Sports inc

BSB : 084-034

ACC : 476595601

QRL

The full list of rules and procedures can be found on the QRL website

www.QRL.com.au

Please be advised that the rules reflected on this website pertain to standard matches and a normal club season. As our event is a Maori tournament, rules have been amended to reflect this structure. Thus ensuring Tikanga maori is fully incorporated.

*“Ki te eke ki te taumata
Kia kotahi te whakaaro
Kia kotahi te wairua
Kia kotahi ai te tangata “*

