



Rippa Rugby RULES

- Games will run off a hooter/siren – please ensure teams are ready to start on the hooter as we need to keep to the schedule to fit all the games in
- All players have to their own belts and rips for the day
- If a game ends in a draw the game will go onto golden point. The two captains will rock paper scissors to determine the first pass.
- **MAXIMUM OF 11 PLAYERS FOR EACH TEAM (7 June 2024)**

Points

5 for a win

If both teams are drawn at full time then play another 4 minutes until we have a winner. Golden Point win and loss used at this stage. 4 for a golden point win 2 for a golden point loss

Golden Point - If teams are drawn at the end of the game. Both teams will get a set each. The team that scores a try with the least number of rips will win Golden point.

- If 2 teams are on the same points after pool play, the team who won the match between them will qualify in the higher position
 - If all teams are on the same points after pool play, they will be ranked by
 1. Best points differential
 2. Least tries conceded
 3. Highest Ranking from zones
 4. Toss of a coin
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- It is 7 side (3 girls minimum on field at any one time) Please read the rules carefully.
 - Boots with metal or plastic studs are fine, encourage your whole team to be in boots
 - There will be high school/parents kids refereeing the games so please advise your players and coaches to give them a fair go.
 - The Rippa Belt is adjusted to fit the waist of the player and fastened with a plastic clip at the front so that two flags hang from both sides. Velcro attaches the flags so they are positioned one on each hip. The belt must be worn on the outside the clothing with shirts **tucked in** and rips free so that they can be ripped off.

Rippa Rugby Rules

Objective of the Game

The object of the game is to score a try by grounding the ball behind or on the opponents try line. A try is worth **1 point**. To prevent a try being scored the defenders must rip the flag from the belt of the ball carrier. This forces the ball carrier to pass the ball.

- **6 rips against the attacking team in one set of possession results in the ball being turned over to the defending team.**

Game time

- A game is made up of two halves being 7 minutes each with a 2 minute interval.
- Game re-starts on the ref's whistle
- Restarts must be a tap with the ball on the ground not out of the hand
- Restarts can be after a try or a knock on
- Number of Players -7 aside (3 girls minimum must be on the field at all times) - no more than 11 per team allowed
- Substitutes - only after a try before restart/halftime unless injury.

Footwear

- **Rugby football boots encouraged, metal or plastic studs are okay.**
- **Shirts must be tucked into shorts.**

Attackers

On attack, the ball carrier should run forward and the other players should run in support ready to receive a pass. The ball carrier can evade opposition but should pass to teammates in a better position if there is no space to run to.

- The ball carrier cannot fend defenders off using their hands, or the ball, and cannot guard or shield their flags in anyway.
- You may spin once in a movement but must spin away from the defender (no continuous spinning) – if you spin into the defender it will be turn over ball and a free pass is awarded to the opposition team.
- You cannot purposely run into an opposition player

Defending

Players should run forward so they can reduce the space between them and the attacker, and move into a position where they can rip the flag from the ball carrier. There is no contact in Rippa Rugby, ripping the flag off the belt of the ball carrier makes a tackle. Defenders (Rippers) cannot grab their clothing or push obstruct them.

- When a rip is made there should be an attempt to give it back to the attacker or place on the ground. Throwing away the rip is a penalty to the other team.
- Defenders need to be in front of the attacking team. The ball is the offside line. If they are offside there is a penalty to the other team. They don't have to be back 5m unless it's a free pass (It is not Touch Rugby!)
- Intercepts must be made with players on side not lazy running in opposition line

Starting Play

One team start/restarts from half way of the field with a tap off the ground **on the referees whistle**. When a try is scored, the non-scoring team starts from halfway with a tap off the ground **on the referees whistle when teams are set**.

Restart

To make a tap, the player taking the pass starts with the ball on the ground, taps the ball with their foot and passes.

- The opposition team must remain 5 metres back from the tap
- They cannot start moving forward until the ball leaves the hands of the player taking the tap.
- A tap is also used to restart play on turnover of possession, or at anytime the game halts – forward pass, player running out of bounds, offside or not returning the flag to the ball carrier.

Ripping (tackle)

To complete a rip one of the two rips from the ball carriers must be removed. The only person who can be ripped is the ball carrier.

The ripper stops, holds the flag above their **head and shouts “RIP”**.

The ball carrier must then pass the ball **within 3 steps. Players do not have to come back to the rip = they have 3 steps to pass the ball** (please be lenient on this, but they MUST be looking for the pass - if they are taking privileges - turn over)

Play then continues on - no stopping – the game should be free flowing.

Remember, 6 rips in a row leads to a turnover in possession.

After the ball carrier has passed the ball the ripper must hand back the rip to the player or place on the ground they then reattach it to their belt before they rejoin play.

If either of these players doesn't adhere to this, they will be penalised and a free pass will be awarded against them at the place of the infringement.

Knock on

When a player knocks the ball to the ground towards the opponents try line, a turnover (tap) is awarded to the non-offending team unless an advantage can be played.

Offside

Offside is with the ball carrier. When the rip is made, all players from the rippers team must get back until they are behind the ball carrier. Failure to do so results in a free pass to the attacking team. If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team. The ball is the offside line, the referee should be marking the offside line for the defending team.

Passing the Ball

The game has been designed to encourage passing. The ball can only be passed in a sideways or backwards direction. There are no forward passes and it cannot be handed to another player. A turnover (tap) to the opposition will be the result of either occurring.

Kicking

There is no kicking of any kind in rippa rugby.

Overstepping

Overstepping (more than 3 steps) after the rip is a turnover. The children must be looking for the pass - if they are taking unnecessary steps - turnover.

Advantage

- Not stopping the game when an infringement happens is called 'advantage'. Referees should play 'advantage' to the non-offending team if there is any chance that they may get the ball. The referee should call 'advantage' followed by 'play on'. If no advantage occurs plays then restarts with a turnover (tap restart).

Going to Ground

- If the ball carrier goes to ground on purpose or a player dives on the ball, a free pass is awarded to the opposition. Players cannot pass off the ground they must be on their feet.

Scoring a try

- Players can dive for a try . If they get the ball down first before they are ripped it is a try if ripped first the ball has to travel back to the 5m line.
- 5m metre line. If a player is ripped over the try line the ball has to travel back to the 5m line for play to continue. The ripped player can pass it back to the 5m line and doesn't have to go back themselves.

Refereeing a Game

1. Shout '**PASS**' and number of rips when a rip has been made. e.g. Rip 1, Rip 2 etc
2. Blow the whistle only when play is to stop.
3. Teams need to wait till teams are set and the ref blows whistle before re –starting after a try.
4. If a player plays on with only one flag on their belt it is a turnover to the opposition
5. Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team.
6. If a player accidentally loses a rip when they have the ball, stop the game, replace the flag and restart with a free pass.
7. If the ball gets dropped during a pass but is not knocked on, play can continue. However players must pick up the ball from a standing position.
8. Refs can play advantage – call "**ADVANTAGE**"