

Rules Card U10/11 **RIPRUGBY**

Numbers on field:

7

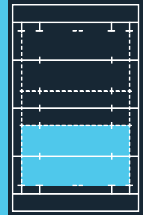
These numbers are maximums.
At all times, both teams must have equal player numbers.

Field size:

MAX

35x60m

*Tournament field size may vary



Try: If points differential is 35 or more at halftime coaches **MUST** apply excessive scores policy.

5 pts

Conversions:

None

Subs:

1/2 Time

All players must play a minimum of half a game.

Scrum:



- 3 closest players
- No pushing
- Team awarded scrum gets ball back.

Lineout:

- 3 closest players
- No lifting
- No contesting.



Penalty:

Tap and Pass

Rip:

Defender calls rip, drops flag at place of rip, gets back on side.

Ball carrier passes immediately then replaces flag to belt.

Length of game:

25 MINS EACH HALF

Tournament game lengths may differ from this.

Kick-off / Restarts

Tap and Pass

No kicking in open play, kicking only for restart at halfway. Tap and Pass for restart in open play. **This must be rotated through every player.**



COMBINED UNDER 10/11 GRADE (YEAR 5/6)

RipRugby Rules

These rules are based on the official New Zealand Rugby RipRugby rules however have been varied to suit a weekly club-based RipRugby programme.

RULES FOR THE PLAYING OF RIPRUGBY

PLAYING AREA

- The playing area will not exceed 60 metres in length and 35 metres in width (same as U10 field configuration)
- The playing area will be clearly marked.
- The 7 players on a team will be the only people entitled to be on the playing area during a game. Coaches, substitutes and spectators must not be on the playing area during a game.

DURATION OF PLAY

- A game is made up of two halves of 25 minutes each.
- There will be a 2-minute interval between the two halves.
- After half time the teams will change ends.
- A half can only end at the next stoppage in play after 25 minutes.
- A half cannot end on a penalty. If a penalty is signaled the team awarded the penalty shall be entitled to a free pass and the game will continue until the next stoppage in play.
- A rip is not a stoppage in play.

NUMBER OF PLAYERS

- There should be no more than 10 players in each team.
- Ideally teams will have 7 players on the field at once however both teams must have even playing numbers on the field. Coaches are required to apply 'game on' approach to ensure maximum game time for all players.
- Except in the case of injury or a sending off, every player must play at least one half of each game.

SUBSTITUTES

- As per the National Rugby Policy the Half Game Rule must be adhered to.
- Substitutions can be made in either half, but only when the ball is out of play.
- An injured player can be substituted but only once the injured player has left the playing area. Any substitution of an injured player must be approved by the referee, and an injured player who has been substituted cannot rejoin the game.
- Players who are substituted at half time may rejoin the game when replacing an injured player under the above rules.

REFEREES

- The referee will carry a whistle.
- The referee will shout, "PASS!" when a rip has been made, and "TURNOVER!" after a sixth rip.
- The referee will blow the whistle to signal the start of the two halves or when play is to stop.
- The referee will signal to the team who is starting with a free pass, by pointing with an outstretched arm towards that team.

THE RIPRUGBY BELT

- The belt is adjusted to fit the waist of the player and fastened so that two flags hang, one from each side.
- Velcro attach the flags, so they are positioned one on each hip.
- Care needs to be taken to ensure that for safety the tail of the belt is tucked away.
- Each team is distinguished by their playing jerseys.
- The belt must be worn outside the clothing, shirts tucked in and flags free so they can be ripped off.
- If a player accidentally loses a flag when they have the ball, the game will be stopped to allow the player to replace the flag. Once the flag has been replaced the game will restart with a free pass by the player in possession. The stoppage will not count towards the rip count.

BALL SIZE

- Size 3 Ball

ATTACKERS

- The ball carrier cannot fend defenders off using their hands, or the ball.
- The ball carrier cannot guard or shield their flags in any way.

DEFENDERS (RIPPERS)

- There is no contact in RipRugby. Defenders (Rippers) ripping the flag off the belt of the ball carrier stops the ball carrier's progress.
- Defenders (Rippers) cannot physically touch the ball carrier.

STARTING PLAY

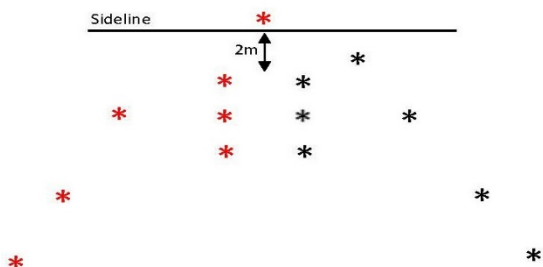
- One team starts each half of the game from the centre of the field with an uncontested kick-off i.e. team kicking off cannot receive the ball back.
- When a try is scored, the scoring team starts at the centre of the field with an uncontested kick-off.
- Kick-off for start of game or restarts MUST be rotated throughout the team.

FREE PASS

- To make a free pass, the player making the pass starts with the ball on the ground, moves the ball slightly forward using the side of their foot, then picks up the ball and passes the ball backwards to a member of their own team.
- The Defenders (Rippers) must remain five metres back from the player making the free pass. They cannot start moving forward until the ball leaves the hands of the player making the free pass.
- A free pass is also used to restart play at any time that play has halted and needs to be restarted.
- A free pass is also awarded to the non-offending team when their opposition intentionally infringes the rules, for example but not limited to guarding your rip, or intentional offside, throwing the rip away.

LINEOUT

- If the ball travels out of the field of play, the game is restarted with a lineout.
- The three (3) closest players (including Hooker) in the lineout, no lifting, no-contesting. Referee can use discretion if teams are found to be taking too long to set and are moving specific players to participate in the lineout.
- Lineout cannot take place less than five metres from the try line.



SCRUM

- Scrum is awarded to the non-offending team for a non-intentional infringement of the rules for example but not limited to a knock-on or forward pass.
- The three (3) closest players from both teams form the scrum. There is to be no contest of pushing. The team awarded the scrum puts the ball in and receives it back.
- The opposing team cannot advance until the halfback has played the ball.
- There is an offside line five (5) metres behind the hindmost feet of the scrum for both teams.
- The opposing halfback must not advance past the middle line i.e. tunnel.
- Referee can use discretion if teams are found to be taking too long to set and are moving specific players to participate in the scrum.

RIP

- To complete a rip one of the two flags from the ball carrier's belt must be removed.
- The only person who can be ripped is the ball carrier.
- The Defender (Ripper) must immediately shout 'RIP' and drop the flag where they stand and then get back on side. The mark is where the rip lands (assuming the player has not thrown the rip).
- The ball carrier must then pass the ball immediately (within three strides). He or she does not have to stop, return to the mark or roll the ball between their legs.
- Six rips in a row leads to a turnover in possession.
- After the ball carrier has passed the ball the pickup and reattach their rip to their belt before they rejoin play.
- If a player is ripped before the try line and doesn't pass before they get over the line, they restart play five metres out from the try line with a free pass. Restarting the rip count occurs when there is a turnover or when either team is penalised.

KNOCK ON

- When a player knocks the ball towards the opponents' try line and does not regain control of the ball before it touches the ground, another player or the referee, a scrum is awarded to the non-offending team unless an advantage occurs.

OFFSIDE

- Offside only occurs at a rip.
- When a rip is made, all players from the Defender's (Ripper's) team must get back until they are behind where the rip was made. Failure to do so results in a free pass to the team in possession and the rip count will restart at zero.
- If a player is offside and they intercept, prevent or slow down a pass, they will be penalized and a free pass will be awarded to the non-offending team, unless an advantage can be played.

PASSING THE BALL

- The ball can only be passed by the ball carrier in a backwards direction.
- Attackers must not pass the ball forward, towards the Defenders' (Rippers') try line.
- Attackers cannot hand (must be a pass) the ball to another Attacker.
- A free pass will be awarded to the opposition if an Attacker passes the ball forward or hands the ball to another Attacker.
- If the ball is not caught to conclude a pass but is not knocked on, play can continue.

KICKING

- There is no kicking in open play for this grade. The only kicking permitted is during a restart from halfway.

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 team may gain an advantage by there being no stoppage in play; i.e. if the non-offending team gains possession of the ball or retains the ball in circumstances that are more favourable than if the referee ruled a free pass or scrum.
- The referee should call 'advantage' followed by 'advantage over' if an advantage is deemed to have occurred.
- If no advantage occurs within a reasonable period, play restarts with a free pass or scrum.

GOING TO GROUND

- If the ball carrier intentionally goes to ground or a player dives on the ball, a free pass is awarded to the opposition.
- Players can dive for a try or dive on the ball for a try.

FAIR PLAY

- All players must play games in a positive spirit following the principles of good sportsmanship.
- In instances of verbal abuse, physical abuse, poor sportsmanship, intentional offending, repeated offending or any other actions deemed unfair play, dangerous play or misconduct, a referee may send a player from the playing area.
- If a player is sent from the playing area by the referee they must remain off for the remainder of that game. However, that player can be replaced by another player who has not been sent off.
- There shall be no intentional physical contact between players.

KEY POINTS

- Referees clearly call the “RIP” and the rip number
- Players must pass within three steps of a rip
- Ball must be passed backwards
- A knock on or forward pass results in a scrum to the other team
- Penalties are a free pass or scrum
- Restarts are an uncontested kick halfway
- The ball must be forced on the ground for a try, just like tackle rugby
- Play as much advantage as possible
- Free pass to restart play must have the ball placed on the ground, released and tapped with the foot
- Spinning to avoid a rip is ok but continuous spinning is not allowed