

Ripper Rugby

Age Grade	U5/6	U7	COMMENTS
Numbers on Field	7		These numbers are maximums. Games must proceed with the same number of players. Balancing playing numbers and ability is to be encouraged.
Field Size	1/4		Goal line to 22m (across the field). Portable goalposts are recommended. Full size posts on one touchline need to have bolsters on them.
Try			
Conversion	-		None
Ball Size	2 ½		Balls will be colour coded for each size. ARFU recommends Webb Ellis balls. Size 2 ½ = orange, Size 3 = blue, Size 4 = green.
Tackle	Rip		
Subs	Rolling		All players must play at least half a game. A rolling sub is where a coach substitutes a player during a stoppage in play. The referee must be notified.
Scrum	None		
Lineout	None		
Kick-off	Free Pass		
Kicking	No		
Length of Game	2 x 20		These are maximums.

STARTING PLAY

- One team start/restarts the match from the centre of the field with a free pass.
- When a try is scored, the non-scoring team starts at the centre of the field with a free pass.

FREE PASS

- When the referee calls "Play", the player taking the pass starts with the ball on the ground, moves the ball slightly forward using the side of their foot, picks up the ball in two hands and passes the ball backwards to a member of their own team.
- The opposition team must remain five metres back from the free pass. They cannot start moving forward until the ball leaves the hands of the player taking the free pass.
- A free pass is also used to restart play on any turnover of possession, or at any other time that play has halted and needs to be restarted.

- If the ball is carried out of the field of play, the game is restarted with a free pass to the non-offending side. Free passes cannot take place less than five metres from the try line. The free pass is taken from the point where the ball went out.
- A free pass is also awarded to the non-offending team when their opposition infringes the rules, such as a forward pass, an offside or for not returning the flag to the ball-carrier.

RIPPING (TACKLE)

- To complete a 'rip' one of the two flags from the ball-carriers belt 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 immediately (within three strides is a good guideline). He or she does not have to stop, return to the mark or roll the ball between their legs.
- Remember, six rips in a row leads to a turnover in possession.
- After the ball-carrier has passed the ball the ripper must hand the flag back to the player who then reattaches it to their belt before they rejoin play.
- If either of these players doesn't adhere to this, they will be penalized and a free pass 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 free pass is awarded to the non-offending team unless an advantage can be played.

OFFSIDE

- Offside only occurs at the rip. When a rip is made, all players from the ripper's team must get back until they are behind where the rip was made. Failure to do so results in possession changing to the opposition team and the game resumes with a free pass.
- 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.

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 free pass to the opposition will be the result of either occurring.

KICKING

- There is no kicking of any kind in Rippa Rugby.

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 play restarts with a free pass.

GOING TO GROUND

- If the ball-carrier 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.

REFEREEING A GAME

- Make sure you have a whistle, know these basic rules and try to play advantage wherever possible.
 1. Shout "Pass!" when a rip has been made.
 2. Blow the whistle when and only when play is to stop.

3. Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team

OTHER POINTS

- If a player accidentally loses a flag when they have the ball, stop the game, replace the ribbon and restart with a free pass.
- If a player is 'ripped' before the try line and they don't pass before they get over the line, they restart play five metres out from the try line with a free pass.
- If a player goes to ground with the ball, except in a try-scoring movement, play restarts with a free pass awarded to the opposition.
- 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

Under 8 – Under 10

Age Grade	U8	U9	U10	Comments
Numbers on Field	10			These numbers are maximums. Games must proceed with even numbers. Balancing playing numbers and ability is to be encouraged.
Field Size	1/2			Goal line to 10m (across the field.) Portable goalposts are recommended. Full size posts on one touchline need to have bolsters on them.
Try	5pts			Score blowouts have a detrimental effect on both teams. If score blowouts are occurring i.e. 35+ at halftime, both coaches must meet and come
Conversion	0			U8 to U10 conversion taken from in front of posts either drop or punt. Points don't count.
Ball Size	3			Size 3 = blue.
Subs	Rolling			All players must play at least half a game. A rolling sub is where a coach substitutes a player during a stoppage in play. The referee must be notified.
Scrum	5 person			No pushing and no contest. Safety is paramount.
Lineout	5 person			Lineouts not to be contested. There is to be no lineout lifting at any level.
Penalty	Tap & Pass			
Kicking	Encourage running & passing			

Length of game	2 x 25		These are maximums.
Referee	Yes		If no Learning Rugby referee, there is no tackling.
Kick-off	Tap & Pass	Punt or drop-kick by the scoring side	At U10 and below, kick offs to be rotated through all the players.
Tackle	Tackle	Tackle	No fending in U8.

SCORING/RESTART

- A try is scored by grounding the ball on or over the goal line.
- The scoring team will restart play with a punt or drop kick from halfway.
- Under 8 only – The non-scoring team will restart play with a tap kick from halfway.
- The opposing team will be back five metres from halfway.

TACKLE

- A player must not tackle an opponent whose feet are off the ground.
- The tackled player must release the ball when either the player or the ball is grounded.

SCRUM

- The side feeding the ball into the scrum wins the ball, i.e. no contest and no pushing.
- The opposing team cannot advance until the halfback has played the ball.
- The opposing halfback must not advance past the tunnel.

LINEOUT

- The side throwing the ball in to the lineout wins the ball. If the ball is not caught or goes over the back, the ball becomes 'fair game'.
- If the throw isn't straight, advantage applies to the non-offending team; otherwise the team gets one opportunity for a re-throw.
- The two lines of players must be one metre apart.
- Backlines must stand five metres from the line of touch (centre line).

RUCK AND MAIL

- Players must not join from the side.
- Players must be bound to the maul or behind the last player.
- Players must not collapse a maul

PENALTY TAP KICK

- The defending team will be five metres back from the infringement mark.
- All penalties are tapped on the ground.

APPOINTMENT OF THE REFEREE

- The home team will provide a referee or Learning Rugby associate referee to officiate.
- If no referee or Learning Rugby associate referee from the home team is available, then a referee or Learning Rugby associate referee from the visiting team will officiate.
- It is recommended that one referee will control the entire match.

Under 11 - Under 13

Age Grade	U11	U12	U13	Comments
Numbers on Field	15			These numbers are maximums. Games must proceed with even numbers. Balancing playing numbers and ability is to be encouraged.
Field Size	Full			For 15's must be full field.
Try	5 pts			Score blowouts have a detrimental effect on both teams. If score blowouts are occurring i.e. 35+ at halftime, both coaches must meet and come to an agreement as to how they can generate a more even contest.
Conversion	2			Conversions are not to be taken further out than the 15m line.
Tackle	Tackle			Tackles must be below the nipple.
Subs	Rolling			All players must play at least half a game. A rolling sub is where a coach substitutes a player during a stoppage in play. The referee must be notified.
Scrum	8 person – no contest	8 person - Contested		Contest and pushing only at U12 and U13. The push is limited to half a metre maximum. Safety is paramount.
Lineout	8 person - Contested			Lineouts can be contested from U11. There is to be no lineout lifting at any level.
Kick-off	Normal			There will be no lifting from kick-starts.
Penalty	Normal			
Kicking (general play)	Yes			
Associate Referee	Yes	Yes	Yes	If no Playing Rugby referee, no tackling and no contested scrums.
Ball Size	3	4	4	Size 3 = blue, Size 4 = green.
Length of game	2 x 25	2 x 30		These are maximums.

SCORES/RESTART

- A try scored by grounding the ball over the goal line.
- The non-scoring team will restart play with a drop kick from halfway.

- The opposing team will be back 10 metres from halfway.

TACKLE

- A player must not tackle an opponent whose feet are off the ground.
- The tackled player must release the ball when either the player or the ball is grounded.

SCRUM

- The opposing team cannot advance until the halfback has played the ball.
- The opposing halfback must not advance past the tunnel.
- Under 11 only – The side feeding the ball into the scrum wins the ball, i.e. no contest and no pushing.
- There is an offside line five meters behind the hindmost feet of the scrum.

LINEOUT

- The two lines of players must be one metre apart.
- Backline must stand 10 metres from the centre line.
- If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.
- Under 11 only – The side throwing the ball in to the lineout wins the ball. If the ball is not caught or goes over the back, the ball becomes "fair game".

RUCK AND MAUL

- Players must not join from the side.
- Players must be bound to the maul or behind the last player.
- Players must not collapse a maul.

PENALTIES

- The defending team will be 10 metres back from the infringement mark.

RUGBY LAWS

- All other domestic safety law variations apply.

APPOINTMENT OF THE REFEREE

- The **home team** will provide a referee or Playing Rugby associate referee to officiate.
- If no referee or Playing Rugby associate referee from the home team is available, then a referee or Playing Rugby associate referee from the visiting team will officiate.
- It is recommended that one referee will control the entire match.