

RIPPA/RIP RUGBY MODULE RULES 2020



Quick Guide

	Year 1-2 (Rippa)	Year 3-4 (Rippa)	Years 5-13 (Rip Rugby)
Field Size	Quarter-sized field	Half-sized field	
Duration	30min game slots (2 x 13min halves, 2min halftime)		
Team Size	5 on the field, max 3 reserves	7 on the field, max 3 reserves (minimum 1 girl on the field at all times)	
Scoring	Try = 1 point		
Restarts	Free Pass from halfway (non-scoring team)	Scoring team kicks off (must go at least 5m)	
Defensive Offside line	Following a rip – where the pass is made At a Free Pass – 5m back	Following a rip – where the pass is made At a Free Pass, lineout or scrum – 5m back	
Restart after an infringement	Free Pass	Scrum (knock-on/ forward pass) Lineout (ball in touch) Free Pass (all other infringement)	
Kicks in play	No	Yes (must have both tags on)	
Fending, blocking, spinning	No (Free Pass) Maximum one spin (360) per carry		

COACHING: One coach from each team may be on the field to assist players in the Year 1/2 & 3/4 Grade.

EQUIPMENT: All belts, rips and balls are supplied by BOPRU. The belt must be worn outside the clothing with the tail tucked away, shirts tucked in and flags free to each side so they can be ripped off.

REFEREES: The referee will shout, "PASS!" when a rip has been made, and "TURNOVER!" after a sixth rip.

- If a player is sent off by the referee, they must remain off, but can be replaced by a teammate. – Referees can play advantage at their discretion in order for the game to flow with less stoppages.

SCORING: If a player is ripped in the act of scoring a try (either diving or bending down to put the ball on the ground), the try counts. 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.

CONTACT: No intentional or avoidable contact between players is allowed. This includes pulling on clothing or the belt to slow players down. - Players cannot intentionally go to ground (e.g. diving on a loose ball) unless it is in the act of scoring a try.

FREE PASS: Ball on the ground, player moves the ball slightly forward using the side of their foot (Tap), then picks up the ball and passes the ball backwards to a member of their own team. Must be taken at least 5m from a try line.

PASSING THE BALL: The ball can only be passed to the ball carrier in a backwards direction. - Attackers cannot hand the ball to another Attacker (must be a clear pass).

THE RIP: Only the ball carrier can be ripped. The Defender must stop, hold the flag above their head and shout "RIP!" - The ball carrier must then pass the ball immediately (within three strides). Should they run further than three strides, they can return to where the rip was made before passing.

- Six rips in a row leads to a turnover in possession. A free pass from an infringement restarts the rip count.

- After the ball carrier has passed the ball the Defender (Ripper) must hand the flag back to the player who then reattaches it to their belt before they re-join play. Neither player can re-join play until this occurs.

- If a player accidentally loses a tag in possession, stop the game, replace the tag and restart with a free pass.

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RIP RUGBY

RESTARTS: Kicking team players must not make any contact with opposition players receiving a kick (i.e. no contesting for a kick). Sanction: Free Pass

- If the ball is kicked into the opponents' in-goal without touching any player and an opponent grounds the ball without delay, or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team is awarded a free-pass at half way.

KICKING: If a kick in general play crosses the dead ball line, it is a free pass at the mark from where the kick was made.

- If a player is intentionally ripped when chasing a kicked ball, a free-pass is awarded to the non-offending team at the point where the ball landed, but no closer than 5m to the try line. - If during play, the attackers put with ball into the defenders' in-goal area, and it is grounded by a defender, or made dead, play will restart with a Free Pass to the defenders 5m out from their goal line

THE SCRUM: Three players from each side. - No pushing (win your own ball). - Follow the referee's calls to 'crouch – bind – set'. - Both halfbacks must stand next to the scrum and can't advance past the middle of the tunnel.

THE LINEOUT: If the ball is carried or kicked out of the field of play, the game is restarted with a lineout with the non-offending side throwing the ball in. - Three players participate (two in the lineout plus one throwing/opposite) from each team, plus a receiver if they choose. - Lineouts are contested, but there is no lifting the jumper.

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