

Rippa Rugby Module Guide

2019

Rippa 101

1. Once you're Ripped, you must pass (within three steps is a good guide). This keeps the game flowing so we can play nice and fast. There is no need to tap and pass- simply get ripped and pass straight away. Players must have two tags on their belt before returning to play.
2. After you rip, Hold the tag above your head and say Rip! When a player makes a rip they must hold their rip above their head and say RIP loudly- this makes it clear to the attacking player that they must now Pass the ball. The Defender will drop the flag on the ground and then return to defending
3. Six rips and then handover the referee will call out what number each rip is. (5th and FINAL).
4. If you get ripped in the process of diving for a Try, then it's a Try. When someone is ripped in the act of diving to score a try it's a try. *We do this because when you get tackled in rugby scoring a try it's still a try.*
5. Try to Dodge and Step – you are allowed one spin per run – no helicopters.
6. To Start Just Tap & Pass it must be a tap & pass, not a tap & run. Re-starts are a tap and pass at half-way by the non-scoring team & the defending team must be back 5m
7. If your team mates are in front of you after you rip they are off side, The OffSide Line is the rip (Not 5m Back) *think of it like a real rugby game, if you make a rip you are the tackler and all your other teammates who are in front of where you made the rip are offside. Defenders do not have to retreat 5m after making a rip.* Defenders can move forward once the ripped player has passed the ball. **At a Tap & Pass defenders must be back 5m** and cannot move forward until the pass has been made.
8. Infringements- All penalties will be a tap & pass by the non-infringing team (inc. off sides, knock-ons, forward passes, out etc) & the infringing team must be 5m back.
9. No Fending. Rippa is a non-contact Rugby Option so there is no fending. Encourage players to run with the ball in two hands to avoid any confusion and to promote good rugby skills.
10. No Kicking: There is no kicking in Rippa at any time.

Positive Behaviour: All Positive ALL THE TIME

Team Size: 10 players in a team, 7 players on the field at once with up to 3 substitutions. Mixed Grade: at least 1 girl on the field at all times. Players can substitute at stoppages of play- they are able to return to play after some time off

Playing Area: Field size not exceeding 70x40m, clearly marked. 1 coach from each team may be on the field to assist players in the Year 1/2 & 3/4 Grade. In the year 5/6 grade players and referees are the only people entitled to be on the field of play

Game Length: Games will consist of two 12 minute halves with an interval of up to 2 minutes

Equipment: all belts, rips and balls are to be supplied by the BOP Rugby Union. Players must have their t-shirts tucked in, belts on the outside.

Year 1 and 2 Changes

This year there are changes in the Year 1 & 2 space. The first change is that the team numbers have decreased from seven on the field to five on the field. This effects the field size and here we have made it 35m x 20m instead of the normal 70m x 40m field. So there will be two half fields on one normal sized field for the first round of each night.

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