SOUTHERN JUNIOR RUGBY
SCHOOL GRADE RIPPA COMPETITION
RULES

1. PLAYING AREA

1.1. The playing area will be:
- Years 1-2 ¼ field,
- Years 3-4 ¼ field,
- Years 5-6 ½ field,
- Years 7-8 ½ field.

1.2. The playing area will be clearly marked with flags.

1.3. The 7 players on a team & the referee will be the only people entitled to be on the playing area during a game. Coaches, Substitutes & spectators must not be on the playing area during the game.

1.4. The exception to 1.3 is for Years 1-2 & Years 3-4, these teams may have a support person/coach on the playing area to help guide players.

2. DURATION OF PLAY

2.1. Games will be made up of two halves of 7 minutes each.

2.2. There will be a 1-minute half time

2.3. At half time the team will change ends.

2.4. A half cannot end on a penalty. If a penalty is signalled, the team awarded the penalty shall be entitled to a free pass & the game will continue until the next stoppage of play.

2.5. A rip is not a stoppage of play.

3. NUMBER OF PLAYERS

2.1. The game is played between teams of equal numbers of players. 7 is ideal

2.2. 2 girls minimum must be always on the field

2.3. Except in the case of an injury or sending off, every player must play at least one half.

4. PLAYERS

4.1. All players must wear shoes or boots.

4.2. No bare feet. No shoes = No play.

5. SUBSTITUTES

5.1. Substitutions will be rolling subs

5.2. 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 & an injured player who has been substituted cannot re-join the game.

6. REFEREES

6.1. The referee for each match will be agreed upon & appointed by the two teams.

6.2. The referee must have a whistle.

6.3. The referee will shout “PASS” when a rip has been made, & “TURNOVER” after a 4th rip.

6.4. The referee will blow the whistle to signal the start of the halves or when play is to stop.

6.5. The referee will signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team.

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7. THE RIP RUGBY BELT

7.1. The belt is adjusted to fit the waist of the players & fastened so that two rips hang – one from each side.
7.2. Velcro attaches the rips, so they are positioned on each hip.
7.3. Care needs to be taken to ensure that for safety, the tail of the belt is tucked away.
7.4. Each team is distinguished by the colour of the rips they wear.
7.5. The belt must be worn on the outside of clothing, shirts tucked in and rips free so they can be ripped off.
7.6. If a player accidently loses a rip when they have the ball, the game will be stopped to allow the player to replace the rip. Once the rip 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.

8. ATTACKERS

8.1. The ball carrier cannot fend defenders off using their hands or the ball
8.2. The ball carrier cannot guard or shield their rips in any way. A player can spin once (360) in a movement (no helicopters)

9. DEFENDERS (RIPPERS)

9.1. There is no contact in Rippa Rugby. Defenders (Rippers) ripping the rip off the belt of the ball carrier stops the ball carrier's progress.
9.2. Defenders (Rippers) cannot physically touch the ball carrier.

10. STARTING PLAY

10.1. One team starts/restarts the match from the centre of the field with a tap & pass.
10.2. When a try is scored, the team that didn't score starts at the centre of the field with a tap & pass.

11. FREE PASS

11.1. 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 ("tap"), then picks up the ball & passes the ball backwards to a member of their own team. The player who taps the ball MUST pass & cannot run with the ball.
11.2. The defenders (Rippers) must remain 5 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.
11.3. A free pass is used to restart play at any time that play has halted & needs to be restarted.
11.4. Free passes cannot take place less than 5 metres from the try line.
11.5. A free pass is also awarded to the non-defending team when their opposition infringes the rules, such as an offside or for not returning the rip to the ripped player.

12. RIP

12.1. To complete a rip, one of the two rips from the ball carriers' belt must be removed.
12.2. The only person who can be ripped is the ball carrier.
12.3. The Defender (Ripper) must stop, hold the rip above their head & shout "RIP!"
12.4. The ball carrier must then pass the ball immediately (within three strides). He or she does not stop, return to the mark, or roll the ball between their legs.
12.5. Four rips in a row leads to a turnover in possession.
12.6. After the ball carrier has passed the ball, the Defender (Ripper) must hand the rip back to the player who the reattaches it to their belt before they re-join play. If either of these players don't adhere to this, they will be penalized & a free pass awarded to the non-offending team at the place of infringement.
12.7. If a player is ripped before the try line & doesn't pass before they get over the line, they restart play 5 metres out from the try line with a free pass.
12.8. Restarting the rip count occurs when there is a turnover or when either team is penalized.
12.9. If a player accidently loses a rip when they have the ball, stop the game, replace the rip & restart with a free pass.

13. KNOCK ON

13.1. When a player knocks the ball towards the opponents try line & does not regain control of the ball before it touches the ground, another player or the referee, a free pass is awarded to the non-offending team unless an advantage can be played.

14. OFFSIDE

14.1. Offside only occurs at a rip.

14.2. 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 & the rip count restarts at zero.

14.3. If a player is offside & they intercept, prevent or slow down a pass, they will be penalized & a free pass will be awarded to the non-offending team, unless an advantage can be played.

15. PASSING THE BALL

15.1. The ball can only be passed to a player in a backwards direction.

15.2. Attackers must not pass the ball forward; towards the Defenders (rippers) try line

15.3. Attackers cannot hand the ball to another Attacker.

15.4. A free pass will be awarded to the opposition if an Attacker passes the ball forward or hands the ball to another Attacker.

15.5. If the ball is not caught to conclude a pass but it is not knocked on, play can continue.

16. KICKING

16.1. There will be no kicking

17. ADVANTAGE

17.1. Not stopping the game when an infringement happens is called an 'advantage'.

17.2. Referees should play 'advantage' to the non-offending team if there is any chance that they may be advantaged by there being no stoppage in play, for instance if the team gets the ball or retains the ball in circumstances that are more favourable than if a free pass was called.

17.3. The referee should call 'advantage' followed by play on if an advantage is deemed by the referee to occur.

17.4. If no advantage occurs within a reasonable period, play restarts with a free pass.

18. GOING TO GROUND

18.1. Subject to 18.2, if the ball carrier intentionally goes to ground or a player dive on the ball, a free pass is awarded to the opposition.

18.2. Players can dive for a try or dive on the ball for a try.

19. SCRUMS/LINEOUTS

19.1. There will be no scrums or lineouts. In the occurrence of needing a scrum or lineout, a free pass will be awarded to the non-offending team.

20. FAIR PLAY

20.1. All players must play games in a positive spirit following the principles of good sportsmanship.

20.2. In instances of verbal abuse, physical abuse, poor sportsmanship, intentional offending, persistent reoffending or any other offending, a referee may send a player from the playing area.

20.3. If a player is sent from the playing area by the referee under 20.2, 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.

20.4. There shall be no intentional physical contact between players.