



TARANAKI RIPPA RUGBY RULES

PLAYING AREA

- All games will be played on a quarter field (4 rippa fields per rugby field)

DURATION OF PLAY

- Games will be made up of two halves with a short halftime break
- 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 or rip.

NUMBER OF PLAYERS

- The game is played between teams of 7 players.
- 3 girls and 3 boys must be always on the field in mixed grades

SUBSTITUTES

- Substitutions will be rolling subs
- Substitutions to only occur after a try has been scored or at halftime and each player must play half a game.

THE RIP RUGBY BELT

- The belt is adjusted to fit the waist of the players & fastened so that two rips hang, so they are positioned on each hip.
- The belt must be worn on the outside of clothing, shirts tucked in and rips free so they can be ripped off.

ATTACKERS

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





STARTING PLAY

- One team starts/restarts the match from the centre of the field with a tap & 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 (“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.

RIP

- To complete a rip, one of the two rips from the ball carriers’ belt must be removed.
- The Defender (Ripper) must stop, & shout “RIP!”
- The ball carrier must then pass the ball immediately (within three strides). If he or she does not stop, they must return to the mark where the rip was made
- After the ball carrier has passed the ball, they reattach rips to their belt before they re-join play.
- 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

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..

KICKING

- There will be no kicking

GOING TO GROUND

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

