



Medicine Hat Dragon's

Mini - Rippa Rugby Association

Rippa Rugby is the new game for **primary schools** and **youth mini rugby**. It is a very safe, non-contact, easy to play game for both boys and girls alike. Best of all it's fun and exciting for all involved.

While the rules are simple and the game easy to learn, Rippa Rugby will promote excellent ball handling and running skills, and give all kids a chance to participate in a great game.

Objective of the Game

The object of the game is to score a try by placing the ball with downward pressure behind or on the opponents' goal line. A try is worth five points.

To prevent a try being scored the defenders must rip the flag from the belt of the ball carrier. This forces the ball carrier to pass the ball. Six rips against the attacking team in one set of possession results in the ball being turned over to the defending team.

How to Play

DIMENSIONS OF FIELD

- Up to 70 metres in length and up to 40 metres wide.
- Rippa Rugby can be played in pretty much any open space, however we recommend half a field from the 22m line to the opposing 10m mark of a full rugby field. (Playing across field)
- Where possible the field should be marked with cones or markers so that the players can easily tell the size of the playing field.
- The 'try-scoring area' (in-goal area), should be five metres deep from the try line and clearly marked if possible with cones.
- In-goal (5m) should be marked with cones

DURATION OF PLAY

A game is made up of two halves. It is recommended that each half lasts for 15 minutes, with a two-minute interval at halftime. You may like to alter this to suit the level of your class.

NUMBER OF PLAYERS

Rippa Rugby is played between teams of equal numbers of players. It is ideal to have no more than 10, and not less than five players but this number can be varied to suit the field size, class size or number of players available.

SUBSTITUTES

Each side should agree on the number of substitutes. Substitutes can be used at any time but they can only be made when the ball is 'out of play' or at halftime. The referee must be told of these substitutions.

COACHES/REFEREES

During the match, coaches of both teams can referee or direct the game from on the field, behind their respective teams. (Perhaps half a game each for refereeing can be an option).

If there is only one coach/teacher and the age group is appropriate, the game can easily be played with one referee.

THE RIPPA BELT

The belt is adjusted to fit the waist of the player and fastened with the plastic clip at the front so that two flags hang from both sides. Velcro attaches the flags so they are positioned one on each hip.

Care needs to be taken to ensure that for safety the tail of the belt is tucked away. Each team is distinguished by the colour of the flags they wear. The belt must be worn outside the clothing, shirts tucked in and flags free so they can be ripped off.

ATTACKERS

On attack, the ball carrier should run forward and the other players should run in support ready to receive a pass. The ball carrier can evade opposition but should pass to teammates in a better position if there is no space to run into.

The ball carrier cannot fend defenders off using their hands, or the ball, and cannot guard or shield their flags in any way.

DEFENDERS (RIPPERS)

Players should run forward so they can reduce the space between them and the attacker, and move into a position where they can rip the flag from the ball carrier. There is no contact in Rippa Rugby; ripping the flag off the belt of the ball carrier makes a tackle.

Defenders
(Rippers) cannot physically touch the ball carrier.

Rules of the Game

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

To make a free pass, the player taking the pass starts with the ball in two hands. When the referee calls "Play", the player 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 nonoffending 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 (Getting Flag)

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.