

SMALL BLACKS U7 REFEREEING



While the laws 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 our national game. NZ Rugby is proud to recommend Rippa Rugby and we are sure it will give the kids in your team a fun, safe and enjoyable sporting experience.

If you would like any additional information about the game or how to coach kids contact your local RDO or visit www.rugbytoolbox.co.nz. So get out there and give it a go, you'll have a blast!

OBJECTIVE OF THE GAME

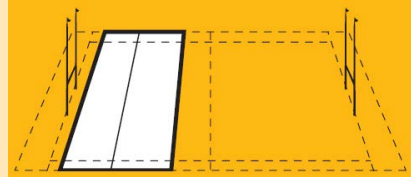
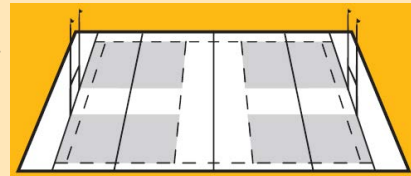
The object of the game is to score a try by grounding the ball behind or on the opponents' try line. A try is worth five points.

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

- U6 = $\frac{1}{4}$ field = 40m x 27.5m maximum.
- U7 = $\frac{1}{2}$ field = 70m in length and up to 40m wide.
- Rippa Rugby can be played in pretty much any open space.
- 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.



Duration Of Play

A game is made up of two halves. It is recommended that each half lasts for 20 minutes, with a two-minute interval at halftime.

Number Of Players

Rippa Rugby is played between teams of equal numbers of players. It is ideal to have no more than 7, and not less than five players but this number can be varied to suit the field size, team size or number of players available.

Substitutes

There are no rolling subs. All players must play a half game. Reserves must go on at halftime or play two quarters so everyone knows who has had a clear half game.

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

Rippa tags/flags should be a standard size and shape as there are a wide range of producers of Rippa sets and they all can be quite different. This has led to sideline disputes. Rippa flags should be 33cm x 5cm.

The belt is adjusted to fit the waist of the player and the 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 on the ground, moves the ball slightly forward using the side of their foot, picks up the ball and makes an accurate pass.

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 non-offending 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 (Tackle)

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. It is a penalty if a player runs more than 3 steps if they are ripped.

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 penalised 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 Ripa 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. If attacker falls accidentally, they are allowed to continue from where they fell.

Refereeing A Game

Make sure you have a whistle, know the laws and try to play advantage wherever possible.

1. Shout, "PASS!" when a rip has been made.
2. Blow the whistle when and only when play is to stop.
3. Signal to the team who is starting with a free pass by pointing with an outstretched arm towards that team.

Other Points

- If a player accidentally loses a flag when they have the ball, stop the game, replace the ribbon and restart with a free pass.
- If a player is 'ripped' before the try line and they don't pass before they get over the line, they restart play five metres out from the try line with a free pass.
- If the ball gets dropped during a pass but is not knocked on, play can continue. However players must pick up the ball from a standing position.

Remember the most important thing is to get out there and enjoy. Rippa Rugby is safe, simple and enjoyable – your kids were made for it! And who knows, you might be helping to build a future All Blacks or Black Ferns star.

Appointment of the Referee

- The home team will provide a referee or Beginning Rugby referee to officiate.
- If no referee or Beginning Rugby referee from the home team is available, then a referee or Beginning Rugby referee from the visiting team will officiate.
- It is recommended that one referee will control the entire match.

Coaches on Field

- A maximum of two coaches per team will be permitted on the field at any one time.