



HALSWELL WIGRAM RUGBY



These are general national rules however in the interests of the players learning and playing to their skill levels talk to the opposition teams coach and discuss how to approach the game especially around the dropping of the ball and running out etc.

It's got to be fun for the players and a learning experience!

Ball Size	2.5
Players	7
Minutes per Half	20
Field Size	Goal line to 10 metre line
Kick-Off Distance	Not Applicable
Kick-Off and Restart	Non scoring team takes a free pass
Scrum	No Scrum
Lineouts	No Lineouts
Penalties	No Points Turnover – Tap and Pass
Retiring Distance	2 metres
Free Kick	No
Try	= 5 Points
Conversion Kicks	No
Charging a kick	No
Field Goal	No
Fair Catch / Mark	No
Fending	No
Tackling	No
Subbing	All players must play at least half of each game and an equal number of full games as long as they have attended training etc.

Restarts

- To start/restart the game by a free pass
- Where a try is scored, non scoring team restarts with a free pass at half way. Opposition team 5m back.
- Free passes cannot take place closer than 5m from the goal line.

Ripping (Tackle)

- A rip is completed when one of the two flags from the ball carriers belt is removed.
 - The ripper holds the flag up and shouts "RIP".
 - The ball carrier must then pass within 3 strides.
- The ripper must hand the flag back to the player, who must reattach it to their belt before re-joining play.
 - Six rips leads to a turnover.

Reasons for Awarding a Turnover

- Fending or pushing a player
- Preventing a ball carrier from passing
 - Running too far after the tackle
- Being in an offside position i.e. players in the rippers team must get back behind where the rip was made.
 - Kicking the ball
 - Knock on.
 - Forward pass
 - Player intentionally going to the ground.
- Flags not being on the hips and available to be ripped.
 - Player going out

Penalties

- The defending team must be 2 metres back from the infringement mark
 - All penalties are tapped on the ground
- The player tapping the ball must not move with it before passing

Scrumms and Lineouts

- There are none

- Lineouts and scrums are not to be used in Rippa Rugby. If the ball goes out, then it is a turnover.

General

- Advantage law applies. If no advantage then a turnover is awarded to the non-offending team.
 - Games should be kept as even as possible. If one team begins to dominate the game too much being willing to make changes to make the games as enjoyable as possible for all concerned