



Grade – Under 6 and Under 7

Under age 6 – Year 1, Under age 7 Year 2

Based on NZRU U6 to U13 Small Blacks Development Model Beginning Rugby- Rippa Rugby

- 7 a-side non-competition on across the field goal line to 10m line over two 20 minute halves
- Portable goalposts are recommended
- Numbers are maximum and game must be played with even team numbers. Balancing playing numbers and ability is to be encouraged.
- If score blowouts occur (i.e. 30+ at halftime), mix and match players to gain an even contest
- There are to be no scrums
- There are to be no lineouts.
- 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 possible for coaches of both teams to referee or direct the game from on the field, behind their respective teams. (Max. 2 coaches total on the field at any one time)
- No conversions are to be taken
- Restart after scoring is to be a free pass by the non-scoring team at the centre of the field and is to be rotated through all players.
- 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, picks up the ball and passes. The opposition must stay five metres back from the free pass and cannot move forward until the ball leaves the hands of the player making the free pass.
- Penalty is to be a free pass; there is to be no kicking of any kind in Rippa Rugby.
- Tackle is to be a 'rip'. 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. There is no contact in Rippa Rugby; ripping the flag off the belt of the ball carrier makes a tackle. Defenders cannot physically touch the ball carrier.
- The 'ripper' stops, holds the flag above the head and shouts "RIP!" the ball carrier must then pass the ball immediately (within 3 strides is a good guideline). He or she does not have to stop, return to the mark or roll the ball between the legs.
- Defenders must hand the flag back to the attacker once the rip has been made. The flag is not to be thrown on the ground. A free pass will be awarded to the opposition if the defender does not adhere to this and the rip count returns to six.
- Six rips in a row leads to a turnover in possession.
- 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 and the rip count returns to six unless an advantage can be played.
- 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.
- Offside – Offside only occurs at the rip. When a rip is made, all players from the rippers team must get back until they are behind where the rip was made. Failure to do so results in a free pass to the ball carriers team and the rip count returns to six.
- Passing the ball – 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.
- 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 the ball is carried out of the field of play, the game is restarted with a free pass to the non-offending side. The free pass is taken where the ball went out but not within five metres of the try line.
- 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 on the current rip count.



- If a player accidentally loses a flag while in possession of the ball, stop the game, replace the ribbon and restart with a free pass on the current rip count.
- Jerseys/Shirts must be tucked in and flags must be on the hips.
- No fending is permitted in Ripa Rugby. This includes ball carrier pushing defenders hands away whilst attempting to make a rip. The ball carrier cannot shield the flags in any way.
- Ball carriers are permitted to 'spin' when approaching a defender, as this is a permitted evasion technique and develops the fundamental movement skill of rotation/spinning.
- Unlimited rolling substitutions at all games and all players must play at least half a game. A rolling sub is where a coach substitutes a player during a stoppage in play. The Referee must be notified.
- Game is played with size 2 ½ (orange) ball and all players must wear rugby boots
- All other laws are to be found on the CMRFU website www.steelers.co.nz or the NZRU website www.coachingtoolbox.co.nz