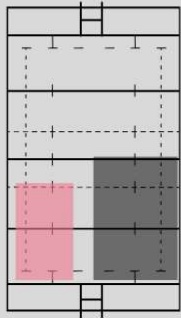


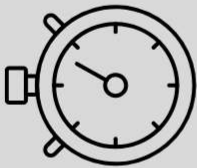
CMRFU GIRLS RIPPA RUGBY



FIELD SIZE

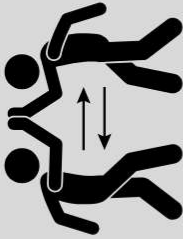
Y0-3: 1/4 field = 40m x 27.7m max

Y4-6: 50m x 40m max



GAME LENGTH

2 x 20 minute halves.
2 minute half time break.



SUBS

All players must play a minimum of half a game. Rolling substitutions are not permitted. Substitutions may be made at half time or quarter time.



DEFENCE

No contact in Rippa. Defender cannot physically touch the ball carrier. Ripping the flag off the belt stops the ball carriers progress.



ATTACK

Cannot fend defenders off using hands or the ball. Cannot guard or shield their flags in any way



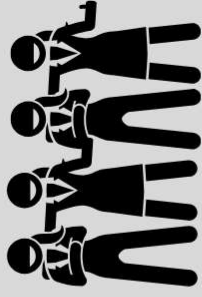
RIPPA BELT

Belt must be worn outside clothing, shirts tucked in and flags free so they can be ripped off.



BALL SIZE

Size 2.5 or 3 balls



NUMBERS PER TEAM

7-a-side. If a team doesn't have enough to start, it should then be played with equal numbers



KICKING

No kicking in general play



LINEOUT

No Lineouts



CONVERSION

No conversions.



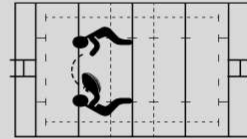
SCRUM

No Scrums



TRY

If score blow outs are occurring, both coaches **MUST** meet and come to an agreement as to how they can generate a more even contest. Try = 5pts



KICK OFF/START PLAY

Start of every half of the game is from the centre of the field with a free pass. When a try is scored, the non-scoring team starts at the centre with a free pass.



PENALTY

Free Pass = Tap and pass



TACKLE (RIP)

When 'rip' is made, player passes the ball. Six rips in a row leads to turnover in possession

five
six
seven
eight
nine
ten

YEAR 0/1/2/3/4/5/6