



2024 NORTH HARBOUR SECONDARY SCHOOLS WINTER TOURNAMENT WEEK RIP RUGBY CARNIVAL

INFORMATION

Welcome to the 2024 North Harbour Secondary School's Winter Tournament Week Rip Rugby Carnival. Harbour Rugby's purpose is to "Improve Lives, Through Rugby", to fulfil our strategy of Maximise Engagement and Grow Participation through quality community led experiences. Guided by our strategy and purpose, we are working hard for Rugby to remain relevant by creating appeal and delivering more choices through our non-contact version of rugby – Rip Rugby. Rip Rugby is a game we utilise to provide more 'Active' experiences and playing opportunities within rugby, highlighting the fun, social, pick up and give it ago, no pressure, development environment. The Carnival will provide 6 different grade offerings: U15 Girls, Boys, Mixed & U18 Girls, Boys, Mixed.

This carnival will provide the following benefits to your school:

- Recruitment of new players to rugby in a non-contact environment first
- Stimulate interest in new players for the 2025 season.
- Reintroduce players who have been lost to the game in previous years
- For some – a first starting point for a rugby program in your school
- Provide further opportunities for your Rip Rugby participants currently playing.

WHEN IS IT?

Tuesday 3rd September 2024 at East Coast Bays RFC (Windsor Park).

HOW MUCH SCHOOL TIME IS TAKEN UP?

The carnival will run from approximately 9.30am – 2.30pm. Therefore, your students will be off school for only 1 day.

HOW CAN I ENTER A TEAM?

Here: [2024 NH WTW RIP RUGBY CARNIVAL](#)

OR

Entry forms are completed online on our website under “Community” then “Youth”. If you click the “Games/ Forms” tab, you will be directed to the entry form.

WHO COACHES MY TEAM?

A teacher from your school, a parent, or a volunteer from your local club.

WHO CAN PLAY?

Both boys’ and girls’ Rip Rugby 7’s is made up of 7 players on the field and up to 5 substitutions on the sides. For the U15 grade, players just need to be Under 15 on the 1st January 2024. For the U18 grade, players need to be Under 18 on the 1st January 2024.

In the mixed grades, a maximum of 4 boys can be on the field at one time.

WHAT EQUIPMENT DO PLAYERS NEED?

Teams can play in school colours which should be identified on the entry form. Rip rugby gear (same as Rippa rugby gear) can now be sourced through all major sports distributors.

Play is in boots in all grades.

No tag shorts. Rippa/Rip belts must be always worn.

TRANSPORT:

Schools need to provide their own transport to and from playing venues.

WHAT ARE THE COSTS?

There is a team charge of \$20 per team for the Carnival in 2024; this money is to be sent to the Union with the registration forms.

CANCELLATIONS:

In the event of ground closure or bad weather conditions the carnival day will be relocated to another ground, if this is not possible then it will be cancelled. Cancellations will be communicated via email to your TIC. If the grounds are not closed until the morning of the carnival this information will be emailed and phoned to your school by 8am. We will also phone the school contact on the registration form.

RIP RUGBY RULES:

Rip Rugby is the non-contact version of rugby. It promotes excellent ball handling and running skills, whilst giving everyone a chance to participate. Rip Rugby is similar to the game of Rugby 7's with the introduction of set piece (lineouts, scrums and kicking).

Teams: 7 aside

Game Time: 28 minutes. 13-minute halves. 2 min halftime break

Field Size: Half size rugby field.

Belts/Tags:

The Belt must be on the outside of the players clothing and tags attached running down the players sides (a good guideline is to put hands on hips – this is where tags attach).

Starting/Restarting Play:

- One team start/restarts the match from the centre of the field with a punt kick
- When a try is scored, the scoring team kicks to the non-scoring team at the centre of the field

Ripping:

- To complete a 'rip' one of the two flags from the ball carriers belt must be removed.
- Only the ball carrier can be ripped
- The ripper stops, holds the flag above their head and shouts "RIP!"
- The ball carrier must then pass the ball within three steps. He or she does not have to stop, return to the mark or tap the ball before passing.
- 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.
- FOUR rips in a row leads to a turnover in possession.
- If a player is 'ripped' when crossing the try line, they restart play five metres out from the try line.
- The offside line at a rip is just in front of the ball

General Play:

- The referee will yell "PLAY" then "RIP" and the number (1- 4) then "PASS"

- Teams get 4 “rips” and then the ball is given to the opposition

Free Pass:

- To make a free pass, the player passes the ball backwards to members of their own team once the referee calls "Play".
- The opposition team must remain 5m back from the free pass. They cannot start moving forward until the ball leaves the hands of the player taking the free pass.
- Free passes cannot take place closer than five metres from the goal line.
- A free pass is to restart of play after: A penalty Offence

Penalty Offences:

- Contact of any kind (pushing, tackling, fending, helicopters) – 1 spin (360) is allowed
- Hiding or shielding Rippa tags
- Offside
- Diving on the ball on the ground
- Not handing back Rippa tags
- Continuing to run after rip (more than 3 steps)

Scrum:

- Occurs when a knock on, or forward pass happens
- Consists of 3 players and a halfback
- Non-contested, no pushing, attacking team wins own ball
- Halfbacks cannot advance past the tunnel
- Players in the scrum cannot pick up the ball, those not in the scrum must be 5m back

Lineout:

- Occurs when the ball goes out
- Consists of 3 forwards and a thrower who plays the role of a hooker and halfback
- There must be 1m between lines, and the ball must be thrown straight down the middle between teams. Teams must be 2.5m in from the touchline.
- Players can jump for the ball or lift
- Players not in the lineout must be 10m back.
- Quick line outs can be taken if a lineout is not formed (1 member from each team counts as a lineout)

Kicking:

- Kicks are allowed in general play.
- If a kick is made and regathers by the team it is not a recount in rips
- If you are ripped you cannot kick the ball
- If a kick passes the dead ball line a free pass is awarded to the non-kicking team back at the mark of where the kick was taken.
- Defenders are allowed to charge down a kick

MOUTH GUARDS ARE RECOMMENDED.