

SCHOOLS

# BEACH RIPP 7'S RUGBY

CAROLINE BAY

 school  
sport  
NEW ZEALAND  
NZSSC

THURSDAY 23rd NOVEMBER

Years 9 & 10 students

Grades – Y 9 Boys – Y 9 Girls & Y 10 Boys – Y 10

Girls

(combine school team welcome).

Teams Numbers – 7 side Ripp Rugby

(max numbers of 12 per team).

For more information contact [caro@scrfu.co.nz](mailto:caro@scrfu.co.nz)

ENTRIES CLOSE 14 NOVEMBER

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more safe rugby fun

# Key Information



Beach Ripa 7's Rugby at Caroline Bay

Fun day out for Y9 and Yr 10's  
Boys & Girls Grades  
Beach Dash to start the Day  
Great Prizes

**Date:** 23<sup>rd</sup> November

**Venue:** Caroline Bay, Timaru

**Contacts:**

Caro Rhodes  
Tournament Director  
South Canterbury RFU  
021 399 465  
[caro@scrfu.co.nz](mailto:caro@scrfu.co.nz)

**Entry Fee:** Free

**Grades:**

Y10 Boys 7-a-side

Y10 Girls 7-a-side

Y9 Boys 7-a-side

Y9 Boys 7-a-side

**Capacity:**

6 teams per grade

**Register here:**

<https://www.nzrugby.co.nz/get-involved/schools/competitions-and-events/tournament-week-registration-form-3/>



# South Canterbury Rugby

## Beach Ripp 7's Rules

- teams are made up of 12 players from years 9 & 10
- 7 players on the field at one time
- all on field players must be wearing a rippa belt and 2 tags on the side
- teams must provide their own rippa tags and warm up balls/gear

### SUBS

- all subs must be made a half time, there are no rolling subs.
- all players must play at least half a game
- injured players may be replaced at any time but cannot return to that game.

### RIPS

- each team gets 5 rips then the ball is handed over
- once a player has been ripped, the player must pass the ball backwards immediately or within 3 steps (if running fast)
- the player that makes the rip must hand the tag back to the ripped player (good sportsmanship)
- players cannot protect their rippa tags, there is no fending

### TRY

- a try is worth 1 point
- a try is scored when the ball is place down over the try line
- a player cannot score a try with less than 2 tags, a ripped player must get their tag back before continuing in the game.

### OFF SIDES

- to be on-side in general play you must be behind where the last 'rip' was made
- defending teams DO NOT have to get back 5 meters unless it's a penalty or a turnover.

# South Canterbury Rugby Beach Ripp 7's Rules



## LOSS OF POSSESSION

-a team loses possession when there is a forward pass, knock on, player or ball goes out or a penalty is given.

-the ball can be dropped backwards (play on) but not forward

-ball is handed over, defending team must be back 5 meters, attacking team must put the ball on the ground, release the ball tap and pass.

## KICK/TAP OFF

-ball must be placed on the ground, release the ball then tap with the foot and then passed.

## GAME TIME

-a game will be made up of 2 halves 5 minutes each way, there will be a 2-minute break in-between halves.

## FOOTWEAR

-players may play in bare feet or shoes

## MOUTH GUARDS

-for their own safety all players must be wearing a mouth guard where possible

## FIRST AID

-teams/schools must provide their own first aid kits, a trained SCR staff member will be on site

# Programme

*Please note all times are subject to change depending on number of teams entered, but the day will not commence any earlier than stated below.*

## 23<sup>rd</sup> November

9:30am	Beach Dash	All Teams
10:00am	Managers Meeting	All Managers
10:20am	Matches Begin	All Teams
12:00pm	Lunch	All Teams
12:30pm	Matches recommence	All Teams
2:15pm	Closing, Presentations & Farewell	All Teams