

# Winter Tournament Week (Non-contact Rugby Carnival)

## **Information**

Welcome to the 2025 North Harbour Secondary School's Winter Tournament Week Non-contact Rugby Carnival.

[REGISTRATION LINK HERE](#)

**When** - Wednesday 27<sup>th</sup> August. 9:30am to 3:00pm

**Where** - East Coast Bays Rugby Club

## **Who**

For current players, it is an opportunity for another option post-season to get out on the grass with the option of peers/friends they don't normally play with.

For participants who are new to rugby, give them a taste of the game, potentially for the first time.

## **Grades**

- U18 Girls
- U18 Boys – T1
- U18 Mixed
- U15 Girls
- U15 Boys
- U15 Mixed

U18 Boys will be playing [T1](#), all other grades will be playing Rip Rugby (rules for both are below). T1 is a new form of non-contact rugby we have been trialing and has received positive feedback.

Note – depending on registrations, we may have to combine grades. If this happens, we will inform schools prior.

## **WHAT EQUIPMENT DO PLAYERS NEED?**

Teams 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.

U15 grade - No tag shorts. Rippa/Rip belts must always be worn.

T1 – You don't require rips

### **WHO COACHES MY TEAM?**

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

### **TRANSPORT:**

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

### **WHAT ARE THE COSTS?**

There is a team charge of \$40 per team for the Carnival in 2025. The Union will send you an invoice to be paid prior to attending.

### **CANCELLATIONS:**




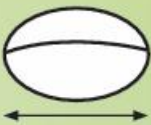

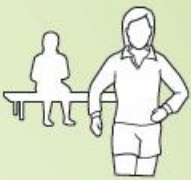





In the event of ground closure or bad weather conditions the carnival day will be relocated to another ground. If this is not possible, then it will be cancelled.

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.

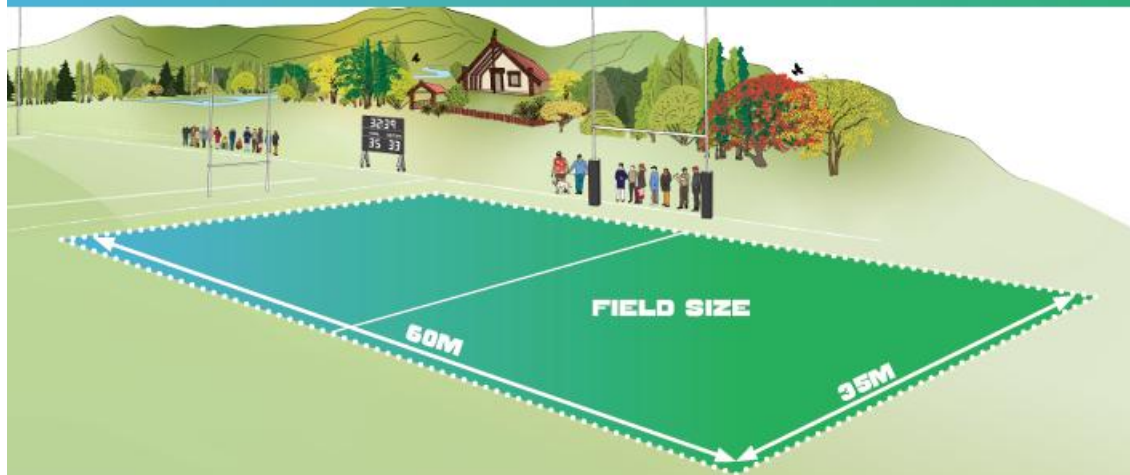
### **Other**

We will also have prizes that can be won throughout the day and a BBQ.

## T1 Rules

7 PLAYERS PER TEAM + 5 SUBS		
 <p><b>*SHIRTS, BIBS, FOOTWEAR, MOUTHGUARDS</b></p> <p><small>*Recommended but not a requirement</small></p>		 <p><b>KICKS IN PLAY</b> You can either punt or use grubber kicks in general play.</p>
 <p><b>GAME LENGTH</b> 2 x 15 minutes</p>	 <p><b>SIZE 4 BALL</b></p>	 <p><b>REFEREEING A GAME</b> Call touch and the number of touches (1, 2, 3, 4, etc.) when a touch has been made.</p>
 <p><b>ROLLING SUBS</b> At stoppage.</p>	 <p><b>ATTACK</b> 7 phases to score or turnover on 7th (free tap and pass).</p>	 <p><b>PHASE COUNT</b> Phase count occurs when the ball carrier is touched by a defensive player.</p>
 <p><b>SCRUMS</b> Uncontested 3 man scrums and halfback.</p>	 <p><b>HOKER</b> <b>LINEOUTS</b> Contested 3 man lineouts but there is no lifting.</p>	 <p><b>SANCTIONS:</b> - Contact above shoulder - Contact of any kind (pushing, tackling, fending).</p>

# PLAYING THE GAME



## STARTING OR RESTARTING PLAY



Option of drop kick, punt, or kick by scoring team from ground at the halfway. Kick must travel 5 metres and is uncontested. Sanction: FK/scrum.

## TOUCHED TURN



Once touched, the ball carrier may take a further three steps and then must turn and present the ball to their teammate to create a breakdown. Sanction: Penalty.

## SCORING A TRY



The ball must be in contact with the hand or player and grounded on the try line or within the in-goal area. If a player is touched in the in-goal area, or touched before entering and then runs into it, play restarts with a tap 5 metres out from the try line.



## DEFENCE

7 touches (phases) below the shoulder with 1 or 2 hands.



Attackers are not permitted to dive at defenders. Sanction: Penalty.



A try is awarded if a player is touched while airborne (diving) in the act of scoring.

# THE BREAKDOWN

At the point of a touch, a 'breakdown' must be created made up of 5 players.



Tackler takes up outside position within 1 arm's length of the ball carrier to create the breakdown and must be joined by two further defensive players. They will need to bind to either side of the tackler. (outside hand to shoulder of tackler).



This forms the defensive triangle. Sanction: Penalty.

If the defenders don't attempt to move towards the breakdown to set their defensive triangle, a penalty can be awarded and a series of seven phases will restart.



Offside line formed by the last feet of the defensive triangle. Sanction: Penalty

## BREAKDOWN - TURNOVER

A halfback must place two hands on the presented ball before 3 defenders form a defensive triangle and can pass, run and kick within 5 seconds. Sanction: Penalty.



A Turnover occurs if the tackler and 2 defenders form a defensive triangle before the halfback gets 2 hands on the ball. Sanction: Penalty.



The defensive triangle can rejoin play once the halfback has either run, passed, or kicked. The halfback can't be touched by any player in defensive triangle.

### PENALTIES

When a penalty offense occurs, the non-offending team is awarded possession through a tap restart, scrum, or kick to touch, with the tackle count resetting. Penalty offenses include:

- Obstruction
- Diving on the ball on the ground.



## **Rip Rugby Rules**

Rip Rugby is the non-contact version of rugby. It is designed to introduce new players to the game without fear of contact so they can learn the fundamental rugby skills of catching, passing, running, and scoring tries.

**Teams:** 7 a-side

**Game Time:** 25 minutes. No half time

**Field Size:** Half rugby field.

### **Belts/Rips:**

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 meters 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)

### **Offside:**

- Offside only occurs at the rip.
- When a rip is made, all players from the ripper's team must get back until they are in front of where ball is being passed from (facing the opposition).
- If a player is offside and they intercept, prevent or slow down a pass, a free pass will be awarded to the non-offending team.

### **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 5m 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