



2017

NEW ZEALAND DOMESTIC SAFETY LAW VARIATIONS & SMALL BLACKS LAWS

INCLUDES RIPPA RUGBY RULES





For more information about these variations and laws

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**DOMESTIC SAFETY
LAW VARIATIONS
(DSLVS)**



The NZRU has approved a number of Domestic Safety Law Variations, from the International Laws of the Game.

These Variations are applicable as set out below:

LAW	TITLE	APPLICATION
Law 3	Number of Players	All levels of Domestic Rugby
	NZ Rugby Half Game Rule	All levels of rugby below Secondary School 1st XV
Law 4	Players Clothing	All levels of Domestic Rugby
Law 5	Time	All players Under 19 years of age
Law 9	Method of Scoring	All levels of Domestic Rugby
Law 19	Touch and Line-out	All levels of Domestic Rugby grades Under 13 and below
Law 20	Scrum	All levels below Under 20 At designated levels of adult rugby as determined by the Union having jurisdiction over the competition All levels of Women's Rugby excluding National Women's Provincial Championship
	NZRU Directive	All levels of Domestic Rugby
Law 21	Penalty and Free Kicks	All levels of Domestic Rugby

Application to Visiting Teams from Overseas to New Zealand

- (a) New Zealand Provincial Unions are encouraged to ensure that the requirements of (b), (c) and (d) below are understood by overseas teams well in advance of their accepting any invitation to play matches in New Zealand.
- (b) All visiting overseas teams Club Senior 'A' level and above, including teams equating to the New Zealand Under 20 and Provincial Colts, must play under the International Laws of the Game.
- (c) All visiting overseas teams below Club Senior 'A' level must play under the New Zealand Domestic Safety Law Variations, excepting matches involving National Under 19 Teams and below.
- (d) Re (c) above, all visiting National Under 19 and below tour matches must be played under the World Rugby Under 19 Variations, regardless of the status of the New Zealand team: eg Japan Secondary Schools v Avondale College.

NZRU DOMESTIC SAFETY LAW VARIATIONS

LAW 3 - NUMBER OF PLAYERS - THE TEAM

Application:

Applicable to all levels of New Zealand domestic rugby.
Does not apply to International and Investec Super Rugby.

DEFINITIONS

Temporary Replacement: A player who temporarily replaces another who leaves the field to have bleeding controlled and/or an open wound covered, or who replaces a front row player who has been temporarily suspended or required to leave the field to obtain a mouthguard.

Permanent Replacement: A player who permanently replaces an injured player or a front row forward who has been ordered off.

3. WHEN THERE ARE FEWER THAN FIFTEEN PLAYERS

- (a) Where a team is unable to provide 15 players (including three trained front rowers) to start the match, this team shall forfeit the match and the competition points. The match may still be played.

5. THE FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS

- (c) The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements. A player other than a nominated front row player is permitted to play in the front row only when uncontested scrums are being played and there are no available front row replacements.
- (e) If a team nominates 15, 16, 17, 18, 19 or 20 players it must have a minimum of 3 players trained to play in the front row positions.

If a team nominates 21 players it must have a minimum of 4 players who are trained to play in front row positions.

If a team nominates 22 players it must have a minimum of 5 players who are trained to play in front row positions.

- (i) Should a team be unable to provide competent players for the front row prior to the game starting they shall forfeit the match and the competition points. The match may still be played with uncontested scrums.

10 THE REFEREE'S POWER TO STOP AN INJURED PLAYER FROM CONTINUING

- (a) If the referee believes a player has been concussed or suspects a player has been concussed, the referee must order that player to leave the playing area. That player must not return and play in that match.
- (b) Without limiting 10 (a) above, in Provincial Unions that have been approved by New Zealand Rugby to take part in the Blue Card Concussion Initiative, if the referee believes a player has been concussed, or suspects a player has been concussed, the referee must show a Blue Card to that player, and that player will be required to leave the playing area, and not return and play in that match. Further the player shown a Blue Card may not return to play in any future match without first meeting the requirements for a graduated return to play, as set out in the protocols applicable to the Blue Card Concussion Initiative. Full details of the protocols can be found in the NZ Rugby Booklet titled: Blue Card Concussion Initiative: Protocols & Implementation Procedures for Provincial Unions

14 SUBSTITUTED PLAYERS REJOINING THE MATCH

A player may be used as a substitute only once.

A substituted player may be used as a permanent or temporary replacement.

15 ROLLING SUBSTITUTIONS

- (a) Rolling substitutions are not permitted at any level of rugby in New Zealand.

16 FRONT ROW FORWARD SENT OFF, TEMPORARILY SUSPENDED, INJURED OR ABSENT FROM THE FIELD TO OBTAIN A MOUTHGUARD

- (a) If after a front row player has been sent off or during the time a front row player is temporarily suspended or absent from the field to obtain a mouthguard, and there are no further front row players available from the nominated team, then uncontested scrums will be ordered. It is not the responsibility of the referee to determine the suitability of trained front row replacements nor their availability, as this is a team responsibility.

- (b) After a front row player is sent off or during the time a front row player is temporarily suspended or absent from the field to obtain a mouthguard, the referee, upon awarding the next scrum, will ask that player's captain whether or not the team has another player on the field of play who is suitably trained to play in the front row. If not, the captain chooses any player from that team who then must leave the field of play and be replaced by a suitably trained front row player from the team's replacements. The captain may do this immediately prior to the next scrum or after another player has been tried in the front row.
- (c) When a period of temporary suspension ends or a front row player who left the field to obtain a mouthguard returns to the field of play, the replacement front row player leaves the field of play and the nominated player who left the field of play for the period of the suspension may resume playing in the match.
- (d) Furthermore, if because of sending off, injury or absence from the field to obtain a mouthguard, a team cannot provide enough suitably trained front row players, the match continues with uncontested scrums.

17 NZ RUGBY HALF GAME RULE

Application:

Applicable at all levels of domestic rugby below but not including Secondary School 1st XV grades. Includes all representative rugby at Under 16 level and below.

(a) **Playing Time**

All players in a squad of 22 players or less must play a minimum of half a game each match.

NB: Application of the Half Game Rule is a Team Coach responsibility. Team coaches not complying with the Half Game Rule will be subject to the following sanctions.

Sanction: to be determined by each individual organising body/Provincial Union. New Zealand Rugby recommends:

1. First offence. Formal letter to individual/organisation informing that any future breach will result in disciplinary action
2. Second offence. Disciplinary hearing with starting point a one week stand down from coaching for the offender

LAW 4 - PLAYERS' CLOTHING

Application:

Applicable to all levels of New Zealand domestic rugby.
Does not apply to International and Investec Super Rugby.

1. ADDITIONAL ITEMS OF CLOTHING

- (f) A player may wear a mouth guard or dental protector.

The wearing of a mouth guard in an approved manner is compulsory for all players at all levels of New Zealand Domestic Rugby

Sanction:

A player observed by the referee to be not wearing a mouth guard, shall leave the field and not be permitted to return until such time as the player is wearing a mouth guard in the approved manner. The team of the offending player shall not be permitted a replacement during the period the offending player is off the field. If the offending player is unable to return wearing a mouth guard in the approved manner, then that player may be replaced after a period of 10 minutes (playing time) has elapsed. This will be deemed to be a permanent replacement and the offending player will not be permitted to return to the field of play under any circumstances, except in accordance with Law 3.13, but then only if that player is wearing a mouth guard in the approved manner.

NOTE: If a player produces a medical certificate stating they should not wear a mouthguard that player will be exempt from the requirement.

LAW 5 – TIME

5.1 DURATION OF MATCH

Each half of an Under 19 match lasts 35 minutes playing time. Play in a match lasts no longer than 70 minutes. After a total of 70 minutes playing time, the referee must not allow extra time to be played in the case of a drawn match in a knock-out competition.

N.B: 90 minutes is the maximum playing time permitted in one day for players in all grades of rugby Under 19 and below (World Rugby Guideline)

LAW 9 - METHOD OF SCORING

Application:

Applicable to all levels of New Zealand domestic rugby.
Does not apply to International and Super rugby.

B.1 TAKING A CONVERSION KICK

- (d) The kicker may place the ball directly on the ground or on sand, sawdust or a kicking tee approved by the Union. No other form of assistance may be used.

In all levels of domestic rugby in New Zealand the use of an approved kicking tee is compulsory for all place kicks at goal.

LAW 19 - TOUCH AND LINE-OUT

Application:

Applicable to all levels of New Zealand domestic rugby grades Under 13 and below.

10 OPTIONS AVAILABLE IN A LINE-OUT

At all levels of domestic rugby grades Under 13 and below, supporting or lifting of the jumper at the lineout is not permitted.

Sanction: Free kick on the 15-metre line

LAW 20 - SCRUM

Application:

- (1) Applicable to all levels of New Zealand Domestic Rugby grades Under 19 and below.
- (2) The application of full World Rugby International Scrum Laws in grades Under 20, Under 21 and other adult rugby is at the discretion of the Provincial Union in which the competition is being played.

NZ Rugby Guideline:

International scrum law may apply in grades Under 20 and above. It would be normal to expect that teams playing in grades in which this law is applied, are able to comply with requirements at this level of the game. Specifically teams should regularly be able to provide a squad of 22 players, with a minimum of 5 players who are trained to play in the front row.

- (3) Law Variation 20.12 OFF-SIDE AT THE SCRUM only applies to all levels of domestic rugby grades Under 13 and below
- (4) SECONDARY SCHOOLGIRLS RUGBY:
Secondary Schoolgirls competitions must apply uncontested scrums in all grades including tens and sevens competitions.

Exception: Under 19 Scrum Law Variations may be applied in Secondary Schoolgirls 1st XV rugby.

Note: The application of Under 19 Scrum Law variations in Secondary Schoolgirls 1st XV rugby will be at the discretion of the Provincial Union in which the competition is being played. **Application of the Under 19 Scrum Law variations may only be applied if the coaches and front row players of teams have attended a Front Row Factory scrummaging course.**

20.1 FORMING A SCRUM

- (e) In an 8 person scrum the formation must be 3-4-1, with the single player (normally the Number 8) shoving on the 2 locks. The locks must pack with their heads on either side of the hooker.

Exception: A team must have fewer than eight players in its scrum when the team cannot field eight suitably trained players in its scrum due to either the team not fielding a complete team, or a forward player being sent off or temporarily suspended for foul play, or a forward player leaving the field because of injury.

Even allowing for this exception, each team must always have at least five players in a scrum.

If a team is incomplete and it cannot field eight suitably trained players in its scrum, the scrum formation must be as follows:

- If a team is without one forward player, then both teams must use a 3-4 formation (i.e. no No.8).
- If a team is without two forward players, then both teams must use a 3-2-1 formation (i.e. no flankers).
- If a team is without three forward players, then both teams must use a 3-2 formation (i.e. only front rows and locks).
- When a normal scrum takes place, the players in the three front row positions and the two lock positions must have been suitably trained for these positions.
- If a team cannot field such suitably trained players because:
 - either they are not available, or
 - a player in one of those five positions is injured or
 - has been sent off for Foul Play and no suitably trained replacement is available, then the referee must order uncontested scrums.

In an uncontested scrum, the teams do not compete for the ball. The team putting in the ball must win it. Neither team is allowed to push the other team away from the mark.

20.9 SCRUM - GENERAL RESTRICTIONS

- (j) **Maximum 1.5 metres push.** A team in a scrum must not push the scrum more than 1.5 metres towards their opponents' goal line.
Sanction: Free Kick.
- (k) **Ball must be released from scrum.** A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and controls it at the base of the scrum.
Sanction: Free Kick

20.11 SCRUM WHEELED

- (a) **No wheeling.** A team must not intentionally wheel a scrum.
Sanction: Penalty Kick

If a wheel reaches 45 degrees, the referee must stop play. If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped. The same team throws in the ball

12 OFF-SIDE AT THE SCRUM

APPLICATION - Applicable to all levels of domestic rugby grades Under 13 and below

- (b) **Off-side for scrum-halves.** When a team has won the ball in a scrum, the scrum-half of that team is off-side if both feet are in front of the middle line while the ball is still in the scrum. If the scrum-half has only one foot in front of the middle line, the scrum-half is not off-side.

Sanction: Penalty Kick

- (c) When a team has won the ball in a scrum, the scrum-half of the opposing team is off-side if that scrum-half steps in front of the middle line with either foot while the ball is still in the scrum.

Sanction: Penalty Kick

NZRU DIRECTIVE

APPLICATION - All levels of Domestic Rugby

It is a team responsibility to advise the referee through the Captain if players are trained to play in the front row. If the referee is advised that a player is not trained to play in the front row, then the referee will apply “Uncontested” scrums. However in circumstances where a referee is advised that a player is trained to play in the front row and in the opinion of the referee the player is unable to maintain a suitable and safe body position then the referee must in the interests of player safety apply “Uncontested” scrum laws. This Directive applies to a front row player who started the match or a substitute or replacement front row player.

Penalty: If any of the “Uncontested” scrum laws are not complied with, a penalty kick must be awarded immediately to the non-offending team.

Contested scrums may be applied in all fixtures refereed by “playing rugby” accredited coaches and NZRU associate referees in the Under 12 grade and all grades above.

NZRU Associate Referees are permitted to referee contested scrums in accordance with the laws applicable at all levels of New Zealand Domestic Rugby grades Under 19 and below.

LAW 21- PENALTY AND FREE KICKS

Application:

Applicable to all levels of New Zealand domestic rugby.
Does not apply to International and Super rugby.

5 SCORING A GOAL FROM A PENALTY KICK

- (f) The kicker may place the ball directly on the ground or on sand, sawdust or a kicking tee approved by the Union.

In all levels of domestic rugby in New Zealand the use of an approved kicking tee is compulsory for all place kicks at goal.

WORLD RUGBY REGULATIONS

REGULATION 10. MEDICAL

Concussion is a brain injury, which is serious and can be suffered by a Player of any age.

Concussion and suspected concussion must be taken extremely seriously by all those involved in the Game in order to protect the safety, health and welfare of Players.

Extra caution must also be taken with children and adolescents who have a greater risk of concussion and associated complications.

10.1 Concussion

ADULTS

10.1.1 Any ADULT Player with concussion or suspected concussion:

- (a) must be immediately and permanently removed from training or the field of play; and
- (b) should be assessed by a medical practitioner or an approved healthcare professional (as approved in the relevant jurisdiction); and
- (c) must not return to training or to play in a Match on the same day and until symptom free; and
- (d) must have complete physical and cognitive rest for 24 hours; and
- (e) must have relative physical rest (activity that does not induce or aggravate symptoms) for at least one week (including the initial 24 hour period of complete physical and cognitive rest) before commencing a graduated return to play (GRTP) programme referred to at 10.1.1(f)-(g) below. The Player must be symptom free before commencing the GRTP; and
- (f) must successfully follow and complete a GRTP programme which must be consistent with World Rugby's GRTP Protocol contained in the World Rugby Concussion Guidance which is available here; and
- (g) should receive clearance from a medical practitioner or approved healthcare professional prior to commencing the full contact training stage of the GRTP programme.

10.1.2 The following exceptions may apply:

- (a) The one week rest period (in 10.1.1(e)) is obligatory regardless of whether the Player has become symptom free unless the Player has successfully accessed an 'advanced level of concussion care' (as defined in the World Rugby Concussion Protocol). In any event, there is no exception to the initial 24 hour period of complete physical and cognitive rest;

- (b) the completion of a GRTP programme stipulated in 10.1.1(f) is obligatory except in cases of suspected concussion where the Player has accessed an ‘advanced level of concussion care’ (as defined in the World Rugby Concussion Protocol) AND has been medically cleared to return to training or to play on the grounds that the Player had not in fact been concussed.
- 10.1.3 The temporary replacement procedure for head injury assessment set out in Law 3.11 is only applicable in elite adult Matches, Series of Matches or Tournaments, which have been approved in advance by World Rugby.
- 10.1.4 If a Union, Association or Tournament Organiser wishes to obtain access to temporary replacement for head injury assessment in approved elite adult rugby Matches, an application for approval must be made to World Rugby. Application procedures are set out in the World Rugby Head Injury Assessment Protocol (“HIA Protocol”) available for elite level match day medical staff here.
- 10.1.5 Approval will only be given by World Rugby for access to the temporary replacement procedure in the elite adult game if the relevant approval criteria identified in the HIA Protocol are met, which include confirmation by the applicant that:
 - (a) The Tournament or Matches are elite adult Tournaments or Matches;
 - (b) The Core (mandatory) Concussion Player Welfare Standards set out in the HIA Protocol will be adopted and complied with;
 - (c) There will be an Untoward Incident Review system in place; and
 - (d) They have facilitated access to video to assist with the management of head impact events occurring during Matches.

CHILDREN AND ADOLESCENTS

- 10.1.6 Any CHILD or ADOLESCENT Player (aged 18 years or less) with concussion or suspected concussion:
 - (a) must be immediately and permanently removed from training or the field of play; and
 - (b) should be medically assessed by a medical practitioner or an approved healthcare professional (as approved in the relevant jurisdiction); and
 - (c) must not return to training or to play in a Match on the same day and until symptom free; and
 - (d) must have complete physical and cognitive rest for 24 hours; and
 - (e) must have relative physical rest (activity that does not induce or aggravate symptoms) for at least two weeks (including an initial 24 hour period of complete physical and cognitive rest) before commencing

the graduated return to play (GRTP) programme referred to at 10.1.6(f)-(g) below. The Player must be symptom free before commencing the GRTP; and

- (f) must successfully follow and complete a GRTP programme, which must be consistent with World Rugby's GRTP programme contained in the World Rugby Concussion Guidance which is available at here; and
- (g) should receive clearance from a medical practitioner or approved healthcare professional prior to commencing the full contact training stage of the GRTP programme.

10.1.7 The following exceptions may apply:

- (a) The two week rest period (in 10.1.6(e)) is obligatory regardless of whether the Player has become symptom free unless the Player has successfully accessed an 'advanced level of concussion care' (as defined in the World Rugby Concussion Protocol). In any event, there is no exception to the initial 24 hour period of complete physical and cognitive rest;
- (b) the completion of a GRTP programme stipulated in 10.1.6(f) is obligatory except in cases of suspected concussion where the Player has accessed an 'advanced level of concussion care' (as defined in the World Rugby Concussion Protocol) AND has been medically cleared to return to training or to play on the grounds that the Player had not in fact been concussed.

REGULATION 12 – PROVISIONS RELATING TO PLAYERS' DRESS

For all matches, Unions, Associations, Rugby Bodies, Clubs, Players and Persons must ensure that the provisions relating to Players' dress, set out in this Regulation, and the specifications set out in Schedule 1, are complied with in full. The Council may, from time to time, supplement, amend and/or modify, in whole or in part, the provisions relating to Players' dress set out in this Regulation and/or the specifications set out in Schedule 1.

Below are the three World Rugby Approved Clothing labels. All are valid and on display on the World Rugby Player Welfare website (www.worldrugby.org/playerwelfare).

World Rugby Approved Clothing Labels



SCHEDULE 1 – SPECIFICATIONS RELATING TO PLAYERS' DRESS.

LAW 4 - PLAYERS' CLOTHING

1 ADDITIONAL ITEMS OF CLOTHING

(a) SHIN GUARDS

A player may wear shin guards worn under the socks with padding incorporated in non-rigid fabric with no part of the padding thicker than 0.5cm when compressed.

(b) FINGERLESS MITTS

Coverage of the fingers and thumbs be permitted to the outer joint but no further. The mitt zone of coverage should not continue beyond the wrist.

The body of the mitt should be of a stretch type material with the grip material being made of a soft rubber/synthetic compound not exceeding a depth of 1mm.

No part of a mitt should contain buttons or potentially dangerous items.

(c) SHOULDER PADS*

A player may wear shoulder pads, made of soft and thin materials, which may be incorporated in an undergarment or jersey provided that the pads cover the shoulder and collar bone only. No part of the pads may be thicker than 1cm when uncompressed. No part of the pads may have a density of more than 45 kilograms per cubic metre.

(d) HEADGEAR*

A player may wear headgear made of soft and thin materials provided that no part of the headgear is thicker than 1cm when uncompressed and no part of the headgear has a density of more than 45 kilograms per cubic metre.

(e) PLAYING MONITORING DEVICES

A player may wear a player monitoring device which complies with the requirements as set out in the World Rugby Performance Specification for Player Monitoring Devices.

2. SPECIAL ADDITIONAL ITEMS FOR WOMEN

BREAST PADDING*

Besides the previous items, women may wear breast pads made of soft and thin materials which may be incorporated as part of a garment provided that the pads cover the shoulder and/or collar bone and/or chest only with no part of the pads thicker than 1cm when uncompressed and no part of the pads having a density of more than 45 kilograms per cubic metre.

**Shoulder Pads, Headgear, Breast Padding (Women) must conform to the Standard Performance Specification for Specific Items of Players' Clothing (Appendix 1 hereto).*

The approved trial of global positioning system devices shall conclude on 30 June 2017.

3 STUDS

Studs of players' boots must conform to the "Safety Aspects of Rugby Boot Sole Design" set out below. (Schedule 2 hereto)

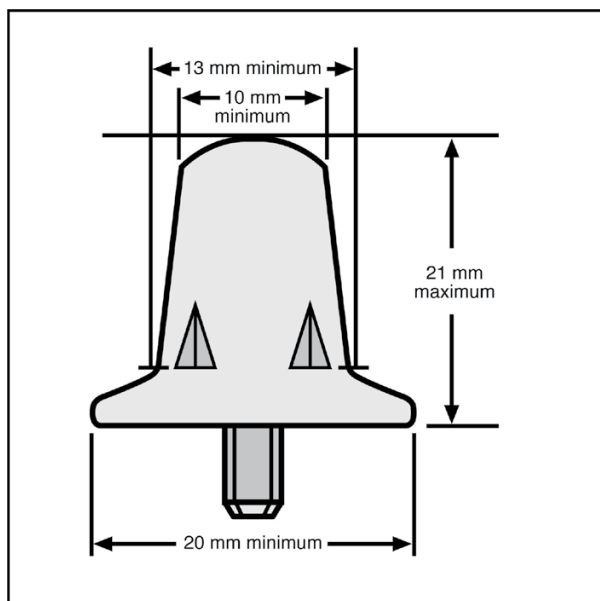
4 BANNED ITEMS OF CLOTHING

- (g) A player must not wear any item of which any part is thicker than 0.5cm when uncompressed or is denser than 45 kilograms per cubic metre unless specified within this Regulation 12/Law 4. Where this overall thickness consists of padded material covered by fabric, 0.5cm is the maximum measured thickness for the combination of the uncompressed padding and the fabric. The fabric can contribute up to a maximum measured thickness of 1 mm on each side of the padding.

SCHEDULE 2

Figure 1. Correct size of stud

Acceptable dimensions for conical or cylindrical studs/cleats



Also the minimum diameter values together with the maximum length value also defines a "comparator" stud/cleat, made in aluminium, that can be used in performance tests to evaluate alternatively shaped studs/cleats.



SMALL BLACKS DEVELOPMENT MODEL LAWS



INTRODUCING THE SMALL BLACKS DEVELOPMENT MODEL

THE WAY TO PLAY

Rugby is a dynamic and exciting sport that is a whole lot of fun, and helps develop friendships that can last a lifetime. Small Blacks Rugby has been designed to help players develop their rugby skills as their physical ability develops, making the game as simple and safe as possible for all Kiwi kids, regardless of their age, shape or size. The Small Blacks Development Model has been developed to ensure that there is a consistency of play, coaching and player welfare at all levels throughout the country, and is a great way of getting kids involved in a team sport.

DIFFERENT AGES, DIFFERENT STAGES

These Laws clearly explain the Small Blacks Development model for coaches, parents and Small Blacks players. It contains easy to follow guidelines on how the game is to be played at each age. The Model has been designed to ensure that all kids who graduate from the Small Blacks programme have the best possible skill set to take them through their rugby career.

NZ RUGBY HALF GAME RULE

NZ Rugby has introduced a half game rule at all levels of domestic rugby below but not including Secondary School 1st XV grades. Refer DSLV Law 3.15

At all levels of Small Blacks Rugby all players must play a minimum of half a game (this is to include two full quarters). In Small Blacks Rugby the referee may allow a substitution break half way through each half. This substitution break should be no longer than one minute and the time taken will be added on at the end of each half. The substitution break should normally be taken after a score or when the ball is out of play near the half way line.

CODES OF CONDUCT

<div>PLAYER CODE OF BEHAVIOUR</div> <div><div>1</div>Play for enjoyment.</div> <div><div>2</div>Play hard but fair.</div> <div><div>3</div>Play by the laws of the game.</div> <div><div>4</div>Be committed to your team. Attend all practices and matches.</div> <div><div>5</div>Never argue with the referee. Control your temper at all times.</div> <div><div>6</div>Work equally hard for yourself and your team.</div> <div><div>7</div>Be a good sport. Applaud all good play whether by your team or your opponent.</div> <div><div>8</div>Remember the goals of the game are to have fun, improve your skills and feel good.</div>
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BEGINNING RUGBY LAWS UNDER 6 - UNDER 7

These laws complement laws outlined in the Small Blacks Development Model.

SCORING/RESTART

- A try is scored by grounding the ball on or over the goal line.
- The non-scoring team will restart play with a tap kick at halfway.
- The opposing team will be back five metres from halfway.

TACKLE

- A tackle occurs when a tag is ripped/removed from an opponents waist. (Rippa Rugby.)
- The ball carrier must pass the ball within three steps of the tackle/rip occurring.
- The referee will penalise the player if they continue to run after a tackle/rip.
- NO FENDING, BARGING OR PUSHING PERMITTED.

SCRUM

- There are no scrums permitted in Beginning Rugby grades.

LINEOUT

- There are no lineouts permitted in Beginning Rugby grades.

OFFSIDE

- In general play, players are in an offside position when they are in front of the ball when it was last played by a teammate.
- The referee will encourage the ball carrier to continue when players tackle/rip from an offside position.

PENALTY TAP KICK

- The referee will award a penalty tap kick for pushing, fending, taking the ball from the ball carrier's hands, or continuing to run after a tackle/rip. (Free pass for Rippa Rugby.)
- The defending team will be back five metres from the infringement mark.
- The ball must be passed from the tap.
- All penalties are tapped on the ground.

KNOCK-ON, FORWARD PASS

- Referees are to apply the advantage law generously to foster a free-flowing game.

APPOINTMENT OF THE REFEREE

- 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 recommended that one referee control the entire match.

COACHES ON FIELD

A maximum of two coaches per team will be permitted on the field at any one time.

UNDER 6/7 - SATURDAY MORNING RUGBY YEAR 1 & 2 - SCHOOL RUGBY

 <p>FIELD SIZE Goal to 10m (across the field). Portable goalposts size posts on sideline need bolsters.</p>	 <p>GAME LENGTH 2 x 20 minutes maximum.</p>	 <p>SUBS All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break. This applies to representative games.</p>	 <p>BALL SIZE Size 2.5 or 3 balls.</p>	 <p>SCRUM No scrums.</p>	 <p>TRY If score blow-outs are occurring (ie 35+ at halftime) both coaches must meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.</p>
 <p>KICK-OFF Free pass.</p>	 <p>TACKLE (RIP) When 'rip' is made, player passes the ball.</p>	 <p>KICKING No kicking in general play.</p>	 <p>PENALTY Tap and pass.</p>	 <p>CONVERSION No conversions.</p>	 <p>REFEREE Beginning coach.</p>

U6s

LEARNING RUGBY LAWS UNDER 8 - UNDER 10

These laws complement laws outlined in the Small Blacks Development Model.

SCORING/RESTART

- A try is scored by grounding the ball on or over the goal line.
- The scoring team will restart play with a punt or drop kick from halfway.
- Under 8 only - The non-scoring team will restart play with a tap kick from halfway.
- The opposing team will be back five metres from halfway.

TACKLE

- A player must not tackle an opponent whose feet are off the ground.
- The tackled player must release the ball when either the player or the ball is grounded.

SCRUM

- The side throwing the ball in to the scrum wins the ball, i.e. no contest and no pushing.
- The opposing team cannot advance until the halfback has played the ball.
- There is an offside line five metres behind the hindmost feet of the scrum.
- The opposing halfback must not advance past the middle line i.e. tunnel.

LINEOUT

- The side throwing the ball in to the lineout wins the ball. If the ball is not caught or goes over the back, the ball becomes “fair game”.
- If the throw isn’t straight, advantage applies to the non-offending team, otherwise normal law applies.
- The two lines of players must be one metre apart.
- Backlines must stand five metres from the line of touch (centre line).

RUCK AND MAUL

- Players must not join from the side.
- Players must be bound to the maul or behind the last player.
- Players must not collapse a maul.

PENALTY TAP KICK

- The defending team will be five metres back from the infringement mark.
- All penalties are tapped on the ground.

RUGBY LAWS

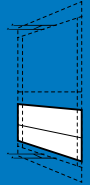
- All other domestic safety law variations apply.

APPOINTMENT OF THE REFEREE

- The home team will provide a referee or Learning Rugby referee to officiate.
- If no referee or Learning Rugby referee from the home team is available, then a referee or Learning Rugby referee from the visiting team will officiate.
- It is recommended that one referee will control the entire match.

UNDER 8 - SATURDAY MORNING RUGBY

YEAR 3 - SCHOOL RUGBY



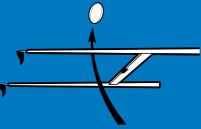
FIELD SIZE
Goal to 10m (across the field). Portable goalposts recommended.
Full size posts on sideline need bolsters.



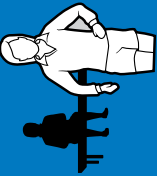
GAME LENGTH
2 x 25 minutes maximum.



REFEREE
If no Learning Rugby referee, no tackling.



CONVERSION
Conversion taken from in front of posts either drop goal or punt. Points don't count.




SUBS
All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break. This applies to representative games.



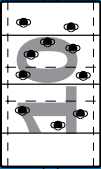
TACKLE
Two 'tackle box' sessions must be carried out by all U8 coaches before the season kicks off. No fending.




BALL SIZE
Size 3 balls.



LINEOUT
Always 5 in lineout. Lineouts not to be contested. There is to be no lineout lifting at any level.



NUMBERS PER TEAM
10-a-side. Numbers are maximum if a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers.



SCRUMS
Always 5 in scrum. No contest and no pushing.



KICKING
Encourage running and passing.




KICK-OFF
Tap and pass. Kick-offs to be rotated through all players.




PENALTY
Tap and pass.

Ueight
YEAR 3


UNDER 9/10 - SATURDAY MORNING RUGBY YEAR 4/5 - SCHOOL RUGBY



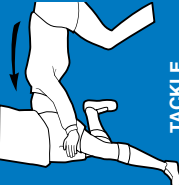
FIELD SIZE
Goal to 10m (across the field). Portable goalposts full size posts on sideline need 10m.




GAME LENGTH
2 x 25 minutes maximum.



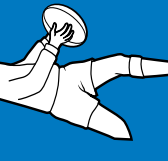
REFEREE
If no Learning Rugby referee, no tackling.




TACKLE
Tackle must be below the nipple. No tending to the head, face or neck regions.




KICKING
Encourage running and passing.




PENALTY
lap and pass.




KICK-OFF
Punt or drop kick by scoring side. Kick offs to be rotated through all players.




CONVERSION
Conversion taken from in front of posts either drop goal or punt. Points don't count.




LINEOUT
Always 5 in lineout. Lineouts not to be contested. There is to be no lineout lifting at any level.




TRY
If score blow-outs are occurring (ie 35+ at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest. Try = 5 p.s.



NUMBERS PER TEAM
10-a-side. Numbers are maximum. If a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers.



SCUM
Always 5 in scum. No contest and no pushing.



BALL SIZE
Size 3 balls.

YEAR 4/5

U nine ten

PLAYING RUGBY LAWS UNDER 11 - UNDER 13

These laws complement laws outlined in the Small Blacks Development Model.

SCORING/RESTART

- A try is scored by grounding the ball on or over the goal line.
- The non-scoring team will restart play with a drop kick from halfway.
- The opposing team will be back 10 metres from halfway.

TACKLE

- A player must not tackle an opponent whose feet are off the ground.
- The tackled player must release the ball when either the player or the ball is grounded.

SCRUM

- The opposing team cannot advance until the halfback has played the ball.
- The opposing halfback must not advance past the middle line i.e. tunnel.
- Under 11 only - The side throwing the ball in to the scrum wins the ball, i.e. no contest and no pushing.
- There is an offside line five metres behind the hindmost feet of the scrum.

LINEOUT

- The two lines of players must be one metre apart.
- Backline must stand 10 metres from the centre line.
- If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.

RUCK AND MAUL

- Players must not join from the side.
- Players must be bound to the maul or behind the last player.
- Players must not collapse a maul.

PENALTIES

- The defending team will be 10 metres back from the infringement mark.

RUGBY LAWS

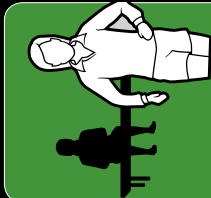
- All other domestic safety law variations apply.

APPOINTMENT OF THE REFEREE

- The home team will provide a referee or Playing Rugby referee to officiate.
- If no referee or Playing Rugby referee from the home team is available, then a referee or Playing Rugby referee from the visiting team will officiate.
- It is recommended that one referee will control the entire match.

UNDER 11 - SATURDAY MORNING RUGBY

YEAR 6 - SCHOOL RUGBY



SUBS

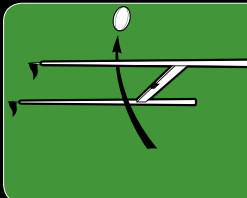
All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break. This applies to representative games.



GAME LENGTH
2 x 25 minutes maximum.



REFEREE
If no Playing Rugby referee, no tackling.



CONVERSION

Conversions not to be taken further out than the 15m line.

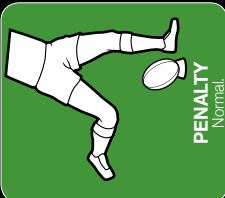


TACKLE

Tackle must be below the nipple. No fending to the head, face or neck regions.



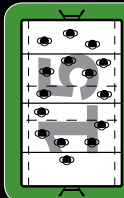
KICKING
Yes.



PENALTY
Normal.



BALL SIZE
Size 3 balls.



NUMBERS PER TEAM

15-a-side. Numbers are maximum. If a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers.



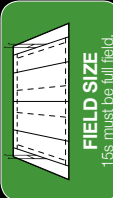
TRY

If score blow-outs are occurring (ie 35+ at halftime), both coaches **MUST** meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.



SCRUMS

Always 8 in scrum. No contest and no pushing.



FIELD SIZE
15s must be full field.

YEAR 6
U
eleven

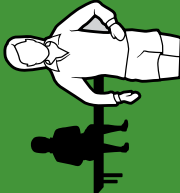
UNDER 12/13 - SATURDAY MORNING RUGBY YEAR 7/8 - SCHOOL RUGBY

U


twelve

thirteen


YEAR 7/8




SUBS
All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break. This applies to representative games.




GAME LENGTH
2 x 30 minutes maximum.




REFEREE
If no Playing Rugby referee, no tackling.




BALL SIZE
Size 4 balls.



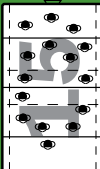
FIELD SIZE
15s must be full field.




LINEOUT
Always 8 in lineout. Lineouts can be contested. There is no lineout lifting at any level.




SCRUMS
Always 8 in scrum. Contest and pushing. The push is limited to half a metre maximum. Safety is paramount.




NUMBERS PER TEAM
15-a-side. Numbers are maximum. If a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers.




TRY
If score blow-outs are occurring (ie 35+ at halftime), both coaches MUST meet and come to an agreement as to how they can generate a more even contest. Try = 5 p.s.



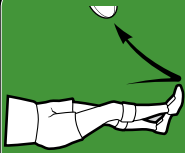
TACKLE
Tackle must be below the nipple. No fending to the head, face or neck regions.



KICKING
Yes.



PENALTY
Normal.



KICK-OFF
Normal.



NZ RUGBY RIPPA RULES



RIPPAS RULES

These rules are the official New Zealand Rugby Rippas Rules enforced and applied at the New Zealand Rugby Rippas Championship. It is understood and appreciated that there is a need for flexibility at this level and form of the game, particularly in the playing of club competitions. Accordingly, the recommended variations for club competitions are identified. However at local qualifying tournaments for the NZ Rippas Rugby Championship all Provincial Unions must strictly enforce and apply the New Zealand Rugby Rippas Rules.

Club competition recommended variations:

RULES FOR THE PLAYING OF RIPPAS RUGBY

1.0 PLAYING AREA

- 1.1 The playing area will not exceed 70 metres in length and 40 metres in width.
- 1.2 The playing area will be clearly marked.
- 1.3 The seven players on a team will be the only people entitled to be on the playing area during a game. Coaches, substitutes and spectators must not be on the playing area during a game.

2.0 DURATION OF PLAY

- 2.1 A game is made up of two halves of seven minutes (15 minutes) each.
- 2.2 There will be a two minute interval between the two halves.
- 2.3 After half time the teams will change ends.
- 2.4 A half can only end at the next stoppage in play after seven minutes.
- 2.5 A half cannot end on a penalty. If a penalty is signalled the team awarded the penalty shall be entitled to a free pass and the game will continue until the next stoppage in play.
- 2.6 A rip is not a stoppage in play.

3.0 NUMBER OF PLAYERS

- 3.1 There will be no more than ten players in each team.
- 3.2 Each team must contain five boys and five girls (Variations may apply in club competitions).
- 3.3 Games will be played with seven players on the playing area at any one time.
- 3.4 At least three girls must be on the playing area at all times. (Variations may apply in club competitions).
- 3.5 Except in the case of injury or a sending off, every player must play at least one half of each game.

4.0 SUBSTITUTES

- 4.1 Substitutes can only be made at half time except in the case of injury defined in 4.2. (In club competitions substitutions can be made in either half, but only when the ball is out of play)

- 4.2 An injured player can be substituted but only once the injured player has left the playing area. Any substitution of an injured player must be approved by the referee, and an injured player who has been substituted cannot rejoin the game.
- 4.3 Players who are substituted at half time may rejoin the game when replacing an injured player under Rule 4.2.

5.0 REFEREES

- 5.1 The referee for each match will be appointed by the tournament organiser.
- 5.2 The referee will carry a whistle.
- 5.3 The referee will shout, "PASS!" when a rip has been made, and "TURNOVER!" after a sixth rip.
- 5.4 The referee will blow the whistle to signal the start of the two halves or when play is to stop.
- 5.5 The referee will signal to the team who is starting with a free pass, by pointing with an outstretched arm towards that team.

6.0 THE RIPPA BELT

- 6.1 The belt is adjusted to fit the waist of the player and fastened so that two flags hang, one from each side.
- 6.2 Velcro attaches the flags so they are positioned one on each hip.
- 6.3 Care needs to be taken to ensure that for safety the tail of the belt is tucked away.
- 6.4 Each team is distinguished by the colour of the flags they wear.
- 6.5 The belt must be worn outside the clothing, shirts tucked in and flags free so they can be ripped off.
- 6.6 If a player accidentally loses a flag when they have the ball, the game will be stopped to allow the player to replace the flag. Once the flag has been replaced the game will restart with a free pass by the player in possession. The stoppage will not count towards the rip count.

7.0 ATTACKERS

- 7.1 The ball carrier cannot fend defenders off using their hands, or the ball.
- 7.2 The ball carrier cannot guard or shield their flags in any way.

8.0 DEFENDERS (RIPPERS)

- 8.1 There is no contact in Rippa Rugby. Defenders (Rippers) ripping the flag off the belt of the ball carrier stops the ball carrier's progress.
- 8.2 Defenders (Rippers) cannot physically touch the ball carrier.

9.0 STARTING PLAY

- 9.1 One team starts each half of the game from the centre of the field with a free pass.
- 9.2 When a try is scored, the non-scoring team starts at the centre of the field with a free pass.

10.0 FREE PASS

- 10.1 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, then picks up the ball and passes the ball backwards to a member of their own team.
- 10.2 The Defenders (Rippers) must remain five metres back from the player making the free pass. They cannot start moving forward until the ball leaves the hands of the player making the free pass.
- 10.3 A free pass is also used to restart play at any time that play has halted and needs to be restarted.
- 10.4 If the ball travels out of the field of play, the game is restarted with a free pass to the opponents of the side that was last to touch it immediately prior to the ball travelling out of play.
- 10.5 Free passes cannot take place less than five metres from the try line.
- 10.6 A free pass is also awarded to the non-offending team when their opposition infringes the rules, such as a forward pass, an offside or for not returning the flag to the ripped player.

11.0 RIP

- 11.1 To complete a rip one of the two flags from the ball carrier's belt must be removed.
- 11.2 The only person who can be ripped is the ball carrier.
- 11.3 The Defender (Ripper) must stop, hold the flag above their head and shout "RIP!"
- 11.4 The ball carrier must then pass the ball immediately (within three strides). He or she does not have to stop, return to the mark or roll the ball between their legs.
- 11.5 Six rips in a row leads to a turnover in possession.
- 11.6 After the ball carrier has passed the ball the Defender (Ripper) must hand the flag back to the player who then reattaches it to their belt before they rejoin play. If either of these players doesn't adhere to this, they will be penalized and a free pass will be awarded to the non-offending team at the place of the infringement.
- 11.7 If a player is ripped before the try line and doesn't pass before they get over the line, they restart play five metres out from the try line with a free pass.

- 11.8 Restarting the rip count occurs when there is a turnover or when either team is penalised.
- 12.0 KNOCK ON
- 12.1 When a player knocks the ball towards the opponents' try line and does not regain control of the ball before it touches the ground, another player or the referee, a free pass is awarded to the non-offending team unless an advantage occurs.
- 13.0 OFFSIDE
- 13.1 Offside only occurs at a rip.
- 13.2 When a rip is made, all players from the Defender's (Ripper's) team must get back until they are behind where the rip was made. Failure to do so results in a free pass to the team in possession and the rip count will restart at zero.
- 13.3 If a player is offside and they intercept, prevent or slow down a pass, they will be penalized and a free pass will be awarded to the non-offending team, unless an advantage can be played.
- 14.0 PASSING THE BALL
- 14.1 The ball can only be passed by the ball carrier in a backwards direction.
- 14.2 Attackers must not pass the ball forward, towards the Defenders' (Rippers') try line.
- 14.3 Attackers cannot hand the ball to another Attacker.
- 14.4 A free pass will be awarded to the opposition if an Attacker passes the ball forward or hands the ball to another Attacker.
- 14.5 If the ball is not caught to conclude a pass but is not knocked on, play can continue.
- 15.0 KICKING
- 15.1 There is no kicking of any kind in Rippa Rugby.
- 16.0 ADVANTAGE
- 16.1 Not stopping the game when an infringement happens is called 'advantage'.
- 16.2 Referees should play 'advantage' to the non-offending team if there is any chance that team may gain an advantage by there being no stoppage in play. i.e. if the non-offending team gains possession of the ball or retains the ball in circumstances that are more favourable than if the referee ruled a free pass.

- 16.3 The referee should call ‘advantage’ followed by ‘advantage over’ if an advantage is deemed to have occurred.
- 16.4 If no advantage occurs within a reasonable period, play restarts with a free pass.
- 17.0 GOING TO GROUND
- 17.1 Subject to 17.2, if the ball carrier intentionally goes to ground or a player dives on the ball, a free pass is awarded to the opposition.
- 17.2 Players can dive for a try or dive on the ball for a try.
- 18.0 FAIR PLAY
- 18.1 All players must play games in a positive spirit following the principles of good sportsmanship.
- 18.2 In instances of verbal abuse, physical abuse, poor sportsmanship, intentional offending, repeated offending or any other actions deemed unfair play, dangerous play or misconduct, a referee may send a player from the playing area.
- 18.3 If a player is sent from the playing area by the referee under 18.2 they must remain off for the remainder of that game. However, that player can be replaced by another player who has not been sent off.
- 18.4 There shall be no intentional physical contact between players.

KEY POINTS

- Referees clearly call the “RIP” and the rip number
- Players must pass within three steps of a rip
- Ball must be passed backwards
- A knock on or forward pass results in a handover to the other team
- Penalties and restarts start with a free kick
- The ball must be forced on the ground for a try, just like rugby
- Play as much advantage as possible
- Free kicks to restart play must have the ball placed on the ground, released and tapped with the foot
- Spinning to avoid a rip is ok but continuous spinning is not allowed

CONCUSSION

GRADUATED RETURN TO PLAY (GRTP)

All players diagnosed with a concussion or suspected concussion must go through the GRTP described in this poster. For more information talk to your coach, your local union, contact New Zealand Rugby or check out rugbysmart.co.nz

GRADUATED RETURN TO PLAY STAGES

Rehab stage

Minimum Time

19 Years+ Under 19

1	Complete mental and physical rest until symptoms have cleared.	14 days	14 days
2	Once symptom-free, light aerobic exercise, such as walking or stationary cycling.	2 days	2 days
3	Rugby-specific exercise, such as running or ball-handling activities only if symptom-free. NO head impact activities.	1 day	2 days
4	Non-contact training drills until medical clearance given and only if symptom-free.	1 day	2 days
5	Once medical clearance has been given, full contact training	2 days	2 days
6	Return to play		

RECOGNISE | REMOVE | RECOVER | RETURN

