

Rules Card U12/13 **RIPRUGBY**

Numbers on field:

7

These numbers are maximums.
At all times, both teams must have equal player numbers.

Field size:

MAX

50x70m

*Tournament field size may vary



Try: If points differential is 35 or more at halftime coaches **MUST** apply excessive scores policy.

5 pts

Conversions:

None

Subs:

1/2 Time

All players must play a minimum of half a game.

Scrum:



- 3 closest players
- No pushing
- Team awarded scrum gets ball back.

Lineout:

- 3 closest players
- No lifting
- No contesting.



Penalty:

Tap and Pass

Rip:

Defender calls rip, drops flag at place of rip, gets back on side.

Ball carrier passes immediately then replaces flag to belt.

Length of game:

30 MINS

EACH HALF

Tournament game lengths may differ from this.

Kick-off / Restarts

Tap and Pass

Kicking is permitted in general play – normal offside rules apply. **Kick off for restart at half way must be rotated through every player.**