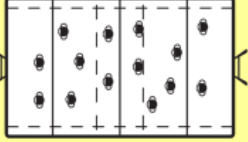




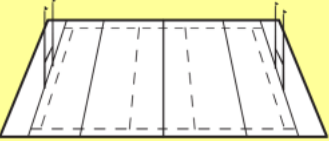
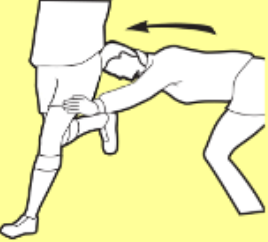

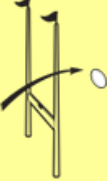
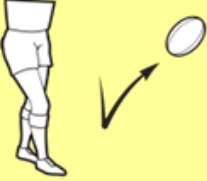






## WAIRARAPA BUSH JAB—Under 6 (Rippa) Rules

	<p><b>Numbers per Team</b> 10-a-side maximum, 7 minimum If a team have the minimum number, you must use players from the oppositions to make up numbers. If there isn't enough players to do this then game is to be played with equal numbers</p>		<p><b>Subs</b> All players must play a minimum of half a game. Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half</p>		
	<p><b>Ball Size</b> Size 2.5 balls (orange)</p>		<p><b>Game Length</b> 2 x 10 minutes maximum. 2 games per day</p>		<p><b>Refereeing</b> Learning Coach a coach who has attended and completed the Small Blacks Course</p>
	<p><b>Field Size</b> Goal to 10m (across the field) Full size posts on sideline need goal post pads.</p>		<p><b>Tackle (RIP)</b> When "rip" is made, player passes the ball. No tackling a player.</p>		
	<p><b>Try (=1pt)</b> If score blow-outs are occurring (ie 7+ at halftime), both coaches <b>MUST</b> meet and come to an agreement as to how they can generate a more even contest</p>		<p><b>Conversion</b> No Conversions</p>		
	<p><b>Kick Off</b> Free pass</p>		<p><b>Line Outs</b> None</p>		
	<p><b>Kicking</b> No kicking in general play</p>		<p><b>Penalty</b> Tap and pass</p>		
			<p><b>Scrum</b> None</p>		

## UNDER 6 (Rippa) Exceptions/Variations

- **Coaches on the field of play** – May have a coach from each team on the field, along with one parent only. This is to help build the players' confidence and to help guide the players, as a lot of players are new to the game.
- **Players with Dispensation** – only two (2) players with dispensations are to be on the field at any one time.