

Laws and Variation for Quick Rip 7's

	Quick Rip7's U8	Quick Rip7's U12 - U15 Girls
Field Size	Max 25m x 35m	Max 40m x 70m
Ball Size	Size 2 or 3	Size 4
Team Size	7	7
Sustitutions	Rolling from a squad of 12	Rolling from a squad of 12
Discipline and Sanctioning	Misconduct must be handled with a 2min substitution for the offending player	Misconduct must be handled with a 2min substitution for the offending player
Everyone Plays	All players must play mininum of half a game	All players must play mininum of half a game
Match Length	Max 4 x 7min Quarters or 2 x 15min Halves	Max 4 x 7min Quarters or 2 x 15min Halves
Time for Tournament Fixtures	Max 2 x 10min	Max 2 x 10min
Kick Off / Restarts	Tap Kick with pass. After scoring - non scoring team restarts with a tap	Drop kick to restart- scoring team restarts with a kick
	Opposition must be back 5m - 7m	Opposition must be back 7m - 10m
	No Kick offs	Ball must travel 7m - 10m depending on size of pitch used
Scoring	15% of pitch width for 7pt "Try Zone" centre of tryline	15% of pitch width for 7pt "Try Zone" centre of tryline
	7pts inside Try Zone	7pts inside Try Zone
	5pts outside of Try Zone	5pts outside of Try Zone
	No Conversions	No Conversions
	No Drop Goals	No Drop Goals
Kicking in General Play	Not Allowed	Allowed
Mark	N/A	N/A
RIP	"RIP" TAG Belts.	"RIP" TAG Belts.
	Tags must be at least 30cm long with velcro contact patch	Tags must be at least 30cm long with velcro contact patch
	Defending tagger MUST HAND tag back to attacking player after the pass has been made	Defending tagger MUST HAND tag back to attacking player after the pass has been made
	Player must pass within 3 steps from the RIP	Player must pass within 3 steps from the RIP
	Turn-over possession after 6th TAG	Turn-over possession after 6th TAG
	Turn-over possession with a Free Kick if player takes more than 3 steps	Turn-over possession with a Free Kick if player takes more than 3 steps
Defending players must retreat in line with the tagged attacker	Defending players must retreat in line with the tagged attacker	
Ruck	N/A	N/A
	N/A	N/A
Maul	N/A	N/A
22 Drop out	Restart with a tap 5m from Try line	Restart with a tap 5m from Try line
Lineout	Uncontested	Contested
	2 players per team plus thrower (3)	2 players per team plus thrower (3)
	Lineout occurs 3m in from the sideline	Lineout occurs 3m-5m in from the sideline
	No Lifting	No Lifting
	No driving from lineout	No driving from lineout
Offside line is 7m back from Lineout	Offside line is 7m back from Lineout	
Scrum	Uncontested Scrums	Uncontested Scrums
	3 man scrum (3)	3 man scrum (3)
	Offside line is 5m back from scrum	Offside line is 5m back from scrum
	Scrum half must pass	Scrum half must pass
Defending scrum half cannot go past the midline of the scrum	Defending scrum half cannot go past the midline of the scrum	
Penalty	Free-Kick - Tap & Pass opposition 5m back	Tap & Pass opposition 5m back
WR Variations	Fending not allowed to any part of the defenders body with either body or ball	Fending not allowed to any part of the defenders body with either body or ball
Referee	Must call "Rip" and Rip number Must call "Pass" when a Rip has occurred Must call "Turn-Over" on the 6th Rip	Must call "Rip" and Rip number Must call "Pass" when a Rip has occurred Must call "Turn-Over" on the 6th Rip