

 In-Goal Permutations 2021 Global Law Trials			<i>Who makes ball dead, and how</i>						
			Attackers		Defenders			Neither	
			Carry/kick/knock ball TIJ or over DBL from in-goal	Knock-on in-goal	Ground ball	Carry/kick/knock ball TIJ or over DBL from in-goal	Knock-on in-goal	Ball continues TIJ or over DBL	Held up, either team in possession
Who put ball into in-goal, and how	Attackers	Carry	22m DO	GLDO	22m DO	22m DO	5m Scrum	---	GLDO
	Attackers	Kick in open play, including FK and PK not for goal	22m DO	GLDO	GLDO	GLDO	5m Scrum	Options 1	GLDO
	Attackers	Goal attempt (PK/DG)	22m DO	GLDO	22m DO	22m DO	5m Scrum	22m DO	GLDO
	Attackers	From a Restart Kick (HW/22/GL)	22m DO	GLDO	Options 3	22m DO	5m Scrum	Options 2	GLDO
	Attackers	Charge down from FOP	22m DO	GLDO	22m DO	22m DO	5m Scrum	22m DO	GLDO
	Defenders	Carry	5m Scrum	GLDO	5m Scrum	5m Scrum	5m Scrum	---	GLDO
	Defenders	Kick or knock back	5m Scrum	GLDO	5m Scrum	5m Scrum	5m Scrum	5m Scrum	GLDO

Options 1: 22m DO or scrum from where ball was kicked.

Options 2: Kick retaken or scrum back at center of restart kick line.

Options 3: If without delay, kick retaken or scrum back at center of restart kick line. If delay, 22m DO (implied, but not in Law).

Other Scenarios

- Attackers ground ball in goal without infringing = Try.
- Mark taken by Defense in-goal = FK in line with mark 5m in front of goal line.
- Deliberately knocking ball TIJ or over DBL = PK.
- Knock-on by Attack into in-goal from the field-of-play = Scrum to Defense, no closer than 5m from goal.
- Attackers ground ball in goal and simultaneously touch on or over TIJ or DBL = 22mDO regardless of how ball got in goal. This law is almost never invoked.
- Restart kick crosses sanction line, and then (big wind gust) goes into team's OWN goal and they ground ball or ball goes indirectly thru to TIJ or over DBL = 5m scrum to opponents.
- If the ball or ball carrier touches the referee or non-player in-goal, Laws 6.11 and 6.12 continue to govern, which could be a try, touchdown, or ball continuing out of play.

Notes

Red = Changed for 2021 Global Law Trial

Many of the scenarios leading to 22m DO cannot be found in the current version of the Law book.

World Rugby has confirmed to USA Rugby that 22m DO is the correct decisions for these situations.

Prepared by the Match Management Working Group, USA Rugby, based on a table by Stephen Axbey (UK).

Report any feedback to: laws@usa.rugby

Abbreviations

5m Scrum = all attacking feed

22m DO = 22m drop out

DBL = dead-ball line

FOP = field-of-play

GLDO = goal line drop out

HW = half-way line

TIJ = touch-in-goal