

		Try Zone Permutations for 7s When no try awarded	Who makes ball dead and how					
			Attackers		Defenders		Neither	
			Carry/kick/knock ball TIG or over DBL from in-goal	knock-forward in-goal	Ground Ball, or carry/kick/knock ball TIG or over DBL from in-goal	knock-forward in-goal	Ball continues TIG or over DBL	Held up, either team in possession
Who put the ball in goal and how	Attackers	Goal Attempt (PK, DG)	22m DO	5m Scrum	22m DO	5m Scrum	22m DO	5m Scrum
	Attackers	Restart Kick (HW/22)	22m DO	5m Scrum	Ground w/o delay FK Center, else 22m DO	5m Scrum	FK Center	5m Scrum
	Attackers	Carry	22m DO	5m Scrum	22m DO	5m Scrum	- - -	5m Scrum
	Attackers	Kick in open play, including FK / PK not for goal	22m DO	5m Scrum	22m DO	5m Scrum	22m DO or Scrum from kick	5m Scrum
	Attackers	Charge down from field-of-play	22m DO	5m Scrum	22m DO	5m Scrum	22m DO	5m Scrum
	Defenders	Carry	5m Scrum	5m Scrum	5m Scrum	5m Scrum	- - -	5m Scrum
	Defenders	Kick or knock back	5m Scrum	5m Scrum	5m Scrum	5m Scrum	5m Scrum	5m Scrum

FK center is at line of kick

Restart by: Attack Defense

TIG: touch-in-goal

DBL: dead-ball line