

In-goal permutations when a try isn't scored

In-goal permutation NEW			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 onto/over Touch-in-Goal or over Dead-ball Line	Held up, either team in possession
Who put ball into in-goal, and how	Attack	Pen/DG attempt	22m DO	TLDO	22m DO	5m scrum	22m DO	TLDO
	Attack	Restart kick – Half way/22/TLDO	TLDO	TLDO	Immediately: Rekick/scrum Delayed: TLDO	5m scrum	Rekick/scrum	TLDO
	Attack	Carry	TLDO	TLDO	TLDO	5m scrum	---	TLDO
	Attack	Kick in open play, including FK/PK not for goal	TLDO	TLDO	TLDO	5m scrum	22 DO / Scrum back	TLDO
	Attack	Charge down from Field of Play	TLDO	TLDO	TLDO	5m scrum	TLDO	TLDO
	Defender	Carry	5m scrum	TLDO	5m scrum	5m scrum	---	5m scrum
	Defender	Kick/Knock back	5m scrum	TLDO	5m scrum	5m scrum	5m scrum	5m scrum

TLDO = Try Line Drop-out 22m DO = 22m Drop-out

Note: With thanks Stephen Axbey (Eng) and USA Rugby for previous iterations