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## LAW 9 – METHOD OF SCORING

### 9.A. SCORING POINTS

#### 9.A.1 POINTS VALUES

Value

Try. When an attacking player is first to ground the ball in the opponents' in-goal, a try is scored.	5 points
Penalty Try. If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded between the goal posts.	5 points
Conversion Goal. When a player scores a try it gives the player's team the right to attempt to score a goal by taking a kick at goal; this also applies to a penalty try. This kick is a conversion kick: a conversion kick can be a place kick or a drop-kick.	2 points
Penalty Goal. A player scores a penalty goal by kicking a goal from a penalty kick.	3 points
Dropped Goal. A player scores a dropped goal by kicking a goal from a drop-kick in general play. The team awarded a free kick cannot score a dropped goal until the ball next becomes dead, or until an opponent has played or touched it, or has tackled the ball-carrier. This restriction applies also to a scrum taken instead of a free kick.	3 points

## 9.A.2. KICK AT GOAL - SPECIAL CIRCUMSTANCES

- (a) If after the ball is kicked, it touches the ground or any team-mate of the kicker, a goal cannot be scored.
- (b) If the ball has crossed the cross bar a goal is scored, even if the wind blows it back into the field of play.
- (c) If an opponent commits an offence as the kick at goal is being taken, but nevertheless the kick is successful, advantage is played and the score stands.
- (d) Any player who touches the ball in an attempt to prevent a penalty goal being scored is illegally touching the ball.  
**Penalty: Penalty Kick**

## 9.B CONVERSION KICK

### DEFINITION

When a player scores a try, it gives the player's team the right to try to score a goal by taking a kick at goal; this also applies to a penalty try. This kick is a conversion kick. A conversion kick can be a place kick or a drop-kick.

### 9.B.1 TAKING A CONVERSION KICK

- (a) The kicker must use the ball that was in play unless it is defective.
- (b) The kick is taken on a line through the place where the try was scored.
- (c) A placer is a team-mate who holds the ball for the kicker to kick.
- (d) The kicker may place the ball directly on the ground or on sand, sawdust or a kicking tee approved by the Union.
- (e) The kicker must take the kick within one minute from the time the kicker has indicated an intention to kick. The intention to kick is signalled by the arrival of the kicking tee or sand, or the player makes a mark on the ground. The player must complete the kick within the minute even if the ball rolls over and has to be placed again.  
**Penalty: The kick is disallowed if the kicker does not take the kick within the time allowed.**

### 9.B.2 THE KICKER'S TEAM

- (a) All the kicker's team, except the placer, must be behind the ball when it is kicked.
- (b) Neither the kicker nor a placer must do anything to mislead their opponents into charging too soon.
- (c) If the ball falls over before the kicker begins the approach to kick, the referee permits the kicker to replace it without excessive delay. While the ball is replaced, the opponents must stay behind their goal-line.

If the ball falls over after the kicker begins the approach to kick, the kicker may then kick or attempt a dropped goal.

If the ball falls over and rolls away from the line through the place where the try was scored, and the kicker then kicks the ball over the cross bar, a goal is scored.

If the ball falls over and rolls into touch after the kicker begins the approach to kick, the kick is disallowed.

**Penalty: (a)-(c) If the kicker's team infringes, the kick is disallowed.**

### 9.B.3 THE OPPOSING TEAM

- (a) All players of the opposing team must retire to their goal-line and must not overstep that line until the kicker begins the approach to kick or starts to kick. When the kicker does this, they may charge or jump to prevent a goal but must not be physically supported by other players in these actions.
- (b) When the ball falls over after the kicker began the approach to kick, the opponents may continue to charge.
- (c) A defending team must not shout during a kick at goal.

**Penalty: (a)-(c) If the opposing team infringes but the kick is successful, the goal stands.**

**If the kick is unsuccessful, the kicker may take another kick and the opposing team is not allowed to charge.**

**When another kick is allowed, the kicker may repeat all the preparations. The kicker may change the type of kick.**