

Place Kick process for IRFU Competitions

If at the end of the Final Match, after extra-time has been played, the scores remain equal and the number of tries scored in the Match is equal, then the referee will conduct a place-kick competition to determine the winner of the Match, according to the following procedures:

- 1 All players and match officials will remain on the playing area. The referee will call the captains of the two teams to the centre of the pitch and will conduct two coin tosses. The first toss of the coin will decide which team selects the end at which all place-kicks must be taken; the second toss of the coin will decide which team selects whether it wishes to kick first or second. For the avoidance of doubt, it may be that the same team wins both tosses in which case it may select the end at which all place kicks must be taken and whether it wishes to kick first or second in sequence.
- 2 Each team must nominate three players to take part in the competition. Only players on the playing area at the final whistle may be nominated. No substituted players or players who have been shown a red card may take part at any time. For clarification purposes, any player who has received a yellow card and who remains in the sin bin at the time of the final whistle may not take part in the place kick competition. The order in which the nominated players will kick does not have to be predetermined.
- 3 The match officials and the six nominated players (three from each team) will assemble on the halfway line. Team management and players not nominated must remain behind the halfway line in the side of the playing area not used. No one other than the match officials and the participating players is allowed in the part of the playing area being used for the competition (including around the playing area, behind the posts, etc.).
- 4 The referee starts the competition by calling the first player selected from the team kicking first to the first kicking point. Once the player has taken the kick, the referee calls a player from the opposing team to kick from exactly the same spot.
- 5 Each kicker will take 2 kicks in the following order:-
 - Kicker 1 from team A and Kicker 1 from team B will each take a kick from position 1.
 - Kicker 2 from team A and Kicker 2 from team B will each take a kick from position 2.
 - Kicker 3 from team A and Kicker 3 from team B will each take a kick from position 3.
 - Kicker 1 from team A and Kicker 1 from team B will each take a kick from position 4.
 - Kicker 2 from team A and Kicker 2 from team B will each take a kick from position 5.
 - Kicker 3 from team A and Kicker 3 from team B will each take a kick from position 6.
6. If the teams are level at the end of the 6 kick competition there will be a 'sudden death competition'. All kicks will take place from position 4 and kicks will be taken in the following order:-
 - First to kick will be Kicker 1 from each team.
 - Second to kick will be Kicker 2 from each team.
 - Third to kick will be Kicker 3 from each team.

- Kicks will continue in this order until a point is reached where each team has taken the same number of sudden death kicks but one team has scored one more than the other team. When this point is reached the team that has scored more successful kicks will be declared the winner.

7. For the avoidance of doubt the referee is the sole judge of whether a kick has been successful. In reaching this decision the referee may rely on assistance from his assistant referees and/or television match official. The referee's decision shall be final and binding.
8. The competition will continue two kicks at a time (one from each side), going progressively through the five kicking points stated above (and repeating the process if necessary) until one player succeeds with a kick and the player from the other side taking the same kick misses it. Once that happens, the team of the player who succeeded with the kick will be declared the winner.
9. Throughout the place kick competition:
 - (a) Once a player has positioned the ball on the kicking tee, he must take the kick within one minute. Should he take longer, the referee shall declare the kick void.
 - (b) After each kick, the referee records the number of the player and whether or not the attempt was successful.

