

the opposite side, or both, endeavour to touch the ball down. In all cases, when so touched down, the ball shall belong to the players of the side who first had possession of it before the maul commenced, unless the opposite side have gained complete possession of it.

21. In case of a *maul in goal*, those players only who are touching the ball with their hands when it crosses the goal line may continue the maul in goal, and when a player has once released his hold of the ball after it is inside the goal line he may not again join in the maul, and if he attempts to do so may be dragged out by the opposite side.

22. But, if a player when *running in* is tackled inside the goal line, then only the player who first tackled him, or if two or more tackle simultaneously, they only may join in the maul. A maul in goal must not last longer than two minutes, the ball belonging to him who had first possession of it.

23. *Touch in Goal*. Immediately the ball, whether in the hands of a player (except for the purpose of a *punt out*—see Rule 31) or not, goes into touch in goal, it is at once *dead* and out of the game, and must be brought out as provided by Rules 42 and 43.

24. Every player is *on side*, but is put *off side* if he enters a scrum from his opponent's side, or, being in a scrum, gets in front of the ball, or when the ball has been kicked, touched, or is being run with by any of his own side behind him (*i. e.*, between himself and his goal line). No player can be off side in his own goal.

25. Every player when *off side* is out of the game, and shall not touch the ball in any case whatever,