

LEVEL 8		TACKLER, TACKLER ASSIST	TACKLED PLAYER	GATE/ON FEET	QUICK BALL	
LEVEL 7	TACTICAL	BREAKDOWN	Tackler releases immediately and rolls away or gets up	Plays the ball immediately	Arriving players through the gate	
LEVEL 6			Tackler Assist releases clearly and comes through gate	Releases to legal players on their feet	Stay on their feet No hands beyond the ball No sealing Identifies 1st player Identifies difference between rucks & tackle	3 seconds availability is "Quick Ball" Minimal communication
LEVEL 5		SPACE	RESTARTS	BREAKDOWN/MAUL	IN FRONT OF KICKER	GOAL LINE
LEVEL 4			Kick-off & Drop-outs Scrum Lineouts 10m at Penalty & Free Kicks	Offside lines at: Fringes Backlines	Identifies, prevents and manages	Manages fringes Hands on ground Backlines
LEVEL 3		SCRUM	SET UP	FAIR CONTEST	MANAGEMENT	BALL OUT %
LEVEL 2			Engagement procedure Bodies straight Binding correct Shoulders above hips	Square & Steady Credible feed Proper binding Pushing straight Shoulders above hips No walking around	Process management Resolves issues Manages substitutes Applies "use it" when scrum is stationary	Attains good ball out ≥ 70%
	TOUCH/LINEOUT/MAUL	TOUCH/TOUCH-IN-GOAL	LINEOUT	MAUL FORMATION/DEFENSE	MANAGEMENT	
		Touch and touch-in-goal correct Location of the mark of touch All application of quick-throws within Law	PROPER SET-UP: Gap Numbers Non-throwing hooker Backlines 10m Receiver 2m Immediate formation without illegal movement before the throw Throw-in straight Identifies illegal action on lifters and jumpers	Sacking Legal formation Obstruction Ball carrier sliding back Entry in front of ball carrier Collapsing Swimming up the side Side entry Offside	Positioning Prevention Controlled all aspects of lineout/maul	
	FOUL PLAY	DANGEROUS PLAY	OBSTRUCTION	UNFAIR PLAY	REPEATED INFRINGEMENT	
		Identifies all areas of dangerous play	Identifies all areas of obstruction	Identifies all areas of unfair play	Identifies and applies standards	
	STRATEGIC	SCRUM	PENALTY	COMMUNICATION	UNDER PRESSURE	
		ADVANTAGE	Applies scrum advantage effectively with consideration to ball possession & control	Applies penalty kick advantage effectively with consideration to ball possession & control, territorial gain, and the possibility that it will accrue	Communicates clearly and effectively to allow teams to understand and trust the process Continues to manage the game	Plays advantage with proper consideration as to the temperament of the game and field positioning Generates momentum through good application
		BIG DECISIONS	MANAGEMENT	HIGH IMPACT DECISIONS	PRESSURE	PROBABLE OUTCOME
			Effective management supported through logical escalation by establishing and maintaining expectations at pre-match, down-time communication, penalty kicks, warnings and use of cards.	Makes accurate high impact decisions when necessary, including but not limited to penalty tries, cards, and similar situations	Remains calm and composed, allows teams to decide the outcome by making only clear and obvious decisions	Applies game understanding and knowledge in order to make expected and easy to follow decisions
		EMPATHY & MATERIALITY	COMMUNICATION	MANAGEMENT	RAPPORT	MATERIALITY
			Promotes pro-social behavior Voice tone, pitch & pace Effective sentence structure Positive body language, gestures, signals, whistle tone and eye contact.	Influences the game and player behavior without it being about themselves	Builds trust and respect throughout the match Delivers effective messages to get the needed outcomes	Makes decisions applicable to the game Sets clear standards to easier identify what is important/material, and what is not
	CONTEXTUAL	AWARENESS	MOMENTUM	REWARDS DOMINANCE	IDENTIFIES NEGATIVE PLAY	
		Anticipates rather than reacts	Knows when a team has the upper hand, in a single play, set piece or period of the game, and what the opposition may do to counteract it legally or illegally	Rewards a team/player that legally dominates in various phases of the game	Recognizes and understands deliberate infringements and negative play and addresses it effectively	
	BALANCE	SET STANDARDS	EQUAL OPPORTUNITY	ACCEPTANCE	RAISED GAME	
		Identifies opportunities to communicate expected standards to both teams	Applies punitive and preventative measures equally for both teams	Teams/Players trust, respect and accept the referee's decisions	Maintains standards uniformly throughout the game	