

## TALENT EQUALISATION TIERS

U6–U7: Zoned, talent equalised, no divisions.

### **Tier 1 (1-2 Player Rating) – Advanced Players:**

Players in this tier demonstrate a strong understanding of the game's fundamentals as outlined in the Junior League Laws for U6 and U7. They consistently make effective tags (or tackles), accurate passes, and purposeful runs within the modified game structure. These players read the game well, adapt to the "Chance Rule" and tag-based play, and can positively influence both attack and defense. They show leadership in following the Safeplay Code and support their teammates in skill development and fair play.

### **Tier 2 (3-4 Player Rating) – Intermediate Players:**

These players have a solid grasp of the basic skills required at U6 and U7, including tagging, passing, and running. While they can execute these skills, they may lack consistency or struggle under pressure, especially when adapting to the modified rules such as the minimum pass requirement and tag format. They show good potential and a willingness to learn, but may occasionally make errors in positioning or decision-making. Coaches should encourage these players to rotate through all positions and participate fully, as required by the Player Development Framework.

### **Tier 3 (5-6 Player Rating) – Emerging Players:**

Players in this tier are still developing their foundational skills and understanding of the game. Their tagging, running, and decision-making are inconsistent, and they may hesitate during play or struggle with positioning, particularly in the tag-based format. However, they show a willingness to improve and are gaining confidence through participation. At times, these players may be reluctant to get involved, but with encouragement and structured opportunities to rotate through all roles, they will progress in line with the Player Development Framework's emphasis on equal participation and skill development.

### **Alignment with Player Development Framework & Junior League Laws (U6 & U7)**

At the U6 and U7 levels, all player development tiers are supported by coaching that prioritises skill rotation, equal participation, and positive reinforcement, as outlined in the Player Development Framework. Coaches are encouraged to ensure every player experiences all positions and is introduced to the modified Junior League Laws for these ages, including tag-based play, the Chance Rule, and the Safeplay Code. The emphasis is on creating a safe, inclusive, and enjoyable environment where development and participation are valued above competition or results. This approach helps every child build confidence, fundamental skills, and a lifelong love of the game.

## TALENT EQUALISATION TIERS

U8–U9: Talent equalised, no divisions.

### Tier 1 (1-2 Player Rating) – Advanced Players:

Players in this tier demonstrate a strong grasp of the game's fundamentals and consistently apply them within the U8/U9 Junior League Laws. They:

- \* Execute tackles, passes, and runs with accuracy and confidence, adapting to the introduction of the Two Pass Law and the use of vested positions (First Receiver and Dummy Half).
- \* Read the game well, anticipate play, and influence outcomes both in attack and defense.
- \* Show leadership in rotating through vested roles and support teammates in positional play.
- \* Display a high level of decision-making, including when to kick (U9 only), pass, or run, in accordance with the laws and Safeplay Code.

### Tier 2 (3-4 Player Rating) – Intermediate Players:

These players have a solid understanding of the game's core skills and are developing consistency in their execution. They:

- \* Can perform tackles, runs, and passes, but may occasionally struggle with the requirements of the Two Pass Law or positional rotation.
- \* Show good potential, but may make errors under pressure or in new situations, such as adapting to the use of vests or the introduction of kicking (U9).
- \* Are learning to read the game and make decisions, sometimes hesitating or misjudging positioning, but are responsive to coaching and feedback.
- \* Participate actively and are gaining confidence in both attack and defense.

### Tier 3 (5-6 Player Rating) – Emerging Players:

Players in this tier are still building their foundational skills and understanding of the game.

They:

- \* Exhibit inconsistency in tackling, running, passing, and decision-making, and may need support with the Two Pass Law and positional rotation.
- \* Sometimes hesitate during play or struggle with positioning, especially when adapting to new rules or roles.
- \* May be reluctant to engage physically, but show a willingness to learn and improve, gaining confidence as they participate.
- \* Benefit from encouragement and structured opportunities to rotate through all positions, in line with the Player Development Framework's emphasis on equal participation and skill development.

### Alignment with Player Development Framework & Junior League Laws

All tiers should be supported by coaching that emphasises skill rotation, equal participation, and positive reinforcement, as required by the Player Development Framework.

Coaches should ensure players experience all positions, including vested roles, and understand the modified laws for U8 and U9 (e.g., tackle count, field size, kicking rules, Safeplay Code).

The focus remains on development, enjoyment, and safety—not competition or results.

## TALENT EQUALISATION TIERS

U10–U11: Two-tiered divisions based on player ratings.

### Tier 1 (1-2 Player Rating) – Advanced Players:

Players in this tier demonstrate a strong grasp of the game's fundamentals and consistently apply them within the U10/U11 Junior League Laws. They:

- \* Execute tackles, passes, and runs with accuracy and confidence, adapting to the Two Pass Law and the use of vested positions (First Receiver and Dummy Half).
- \* Read the game well, anticipate play, and influence outcomes in both attack and defense.
- \* Show leadership in rotating through vested roles and support teammates in positional play, as required by the Player Development Framework.
- \* Display a high level of decision-making, including when to kick (in accordance with age-specific laws), pass, or run, while adhering to the Safeplay Code and modified game rules.

### Tier 2 (3-4 Player Rating) – Intermediate Players:

These players have a solid understanding of the game's core skills and are developing consistency in their execution. They:

- \* Can perform tackles, runs, and passes, but may occasionally struggle with the requirements of the Two Pass Law, positional rotation, or the introduction of kicking.
- \* Show good potential, but may make errors under pressure or in new situations, such as adapting to the use of vests or more complex game strategies.
- \* Are learning to read the game and make decisions, sometimes hesitating or misjudging positioning, but are responsive to coaching and feedback.
- \* Participate actively and are gaining confidence in both attack and defense, benefiting from structured opportunities to rotate through all positions.

### Tier 3 (5-6 Player Rating) – Emerging Players:

Players in this tier are still building their foundational skills and understanding of the game. They:

- \* Exhibit inconsistency in tackling, running, passing, and decision-making, and may need support with the Two Pass Law, positional rotation, and adapting to new rules.
- \* Sometimes hesitate during play or struggle with positioning, especially when learning new roles or responding to game modifications.
- \* May be reluctant to engage physically, but show a willingness to learn and improve, gaining confidence as they participate.
- \* Benefit from encouragement and structured opportunities to rotate through all positions, in line with the Player Development Framework's emphasis on equal participation and skill development.

## Alignment with Player Development Framework & Junior League Laws

All tiers should be supported by coaching that emphasises skill rotation, equal participation, and positive reinforcement, as required by the Player Development Framework. Coaches should ensure players experience all positions, including vested roles, and understand the modified laws for U10 and U11 (e.g., tackle count, field size, kicking rules, Safeplay Code). The focus remains on development, enjoyment, and safety—not competition or results.

## TALENT EQUALISATION TIERS

U12: Up to three divisions; U11 backend ladder used to inform competition formation; teams talent equalised.

### **Tier 1 (1-2 Player Rating) – Advanced Players:**

Players in this tier demonstrate a strong grasp of the game's fundamentals and consistently apply them within the U12 Junior League Laws. They:

- \* Execute tackles, passes, and runs with accuracy and confidence, adapting to the Two Pass Law and the use of vested positions (First Receiver and Dummy Half).
- \* Read the game well, anticipate play, and influence outcomes in both attack and defense.
- \* Show leadership in rotating through vested roles and support teammates in positional play, as required by the Player Development Framework.
- \* Display a high level of decision-making, including when to kick (in accordance with age-specific laws), pass, or run, while adhering to the Safeplay Code and modified game rules.

### **Tier 2 (3-4 Player Rating) – Intermediate Players:**

These players have a solid understanding of the game's core skills and are developing consistency in their execution. They:

- \* Can perform tackles, runs, and passes, but may occasionally struggle with the requirements of the Two Pass Law, positional rotation, or the introduction of kicking.
- \* Show good potential, but may make errors under pressure or in new situations, such as adapting to the use of vests or more complex game strategies.
- \* Are learning to read the game and make decisions, sometimes hesitating or misjudging positioning, but are responsive to coaching and feedback.
- \* Participate actively and are gaining confidence in both attack and defense, benefiting from structured opportunities to rotate through all positions.

### **Tier 3 (5-6 Player Rating) – Emerging Players:**

Players in this tier are still building their foundational skills and understanding of the game. They:

- \* Exhibit inconsistency in tackling, running, passing, and decision-making, and may need support with the Two Pass Law, positional rotation, and adapting to new rules.
- \* Sometimes hesitate during play or struggle with positioning, especially when learning new roles or responding to game modifications.
- \* May be reluctant to engage physically, but show a willingness to learn and improve, gaining confidence as they participate.
- \* Benefit from encouragement and structured opportunities to rotate through all positions, in line with the Player Development Framework's emphasis on equal participation and skill development.

## Alignment with Player Development Framework & Junior League Laws

All tiers should be supported by coaching that emphasises skill rotation, equal participation, and positive reinforcement, as required by the Player Development Framework. Coaches should ensure players experience all positions, including vested roles, and understand the modified laws for U12 (e.g., tackle count, field size, kicking rules, Safeplay Code). The focus remains on development, enjoyment, and safety—not competition or results.