

**COACH'S SELECTION CRITERIA:**

While the following may not be the ideal way to judge and select teams each week, it is a basis from which to work, AND a starting point for players to know what to expect from each position.

**ALL PLAYERS:**

Commitment and Attitude · Speed, Pace and Acceleration · Tackling · Ball handling

<p><b>FULLBACK:</b>  Catching ball under pressure,  Punting under pressure,  Up and under,  Kicking accurately, into touch,  Positional play &amp; judgment  Cover defense,  Entering backline-timing.</p>	<p><b>WINGS (WING THREE QUARTERS):</b>  Ability to beat opposition,  Ability to keep ball alive,  Entering backline,  Counter attack,  Cover defense,  Judgment &amp; kicking ability.</p>
<p><b>CENTERS (THREE QUARTERS):</b>  Ability to keep ball alive,  Linking &amp; setting up with others,  Ability to beat opposite,  Tackling and sound defense,  Realignment,  Kicking ability &amp; judgment.</p>	<p><b>FLYHALF (FIVE EIGHTH):</b>  Reading the game / judgment,  Support of outside backs,  Ability to beat opposition,  Kicking ability &amp; drop kicks.,  Cover defense,  Deal with bad ball, get the line away.</p>
<p><b>SCRUM HALF (SCRUMMIE):</b>  Ability to pass under pressure to both left and right sides,  Reading Game / Decision making, Running &amp; attacking ability,  Kicking ability,  Disruption of opposition #9.  Corage and durability.</p>	<p><b>8 MAN:</b>  Ability to retrieve &amp; redistribute ball at breakdowns,  Work rate,  Lineout ability,  Loose forward lineout jumping – 7 &amp; 5,  Control &amp; run moves from base of scrum,  Linkage and setting up others,  Aggressiveness.</p>
<p><b>FLANKERS (WING/LOOSE FORWARDS):</b>  Ability to retrieve &amp; redistribute ball at breakdowns,  Work rate,  Lineout ability,  Loose forward lineout jumping – 7 &amp; 5,  Linkage and setting up others,  Aggressiveness.</p>	<p><b>HOOKER:</b>  Hooking ability under pressure.  Line-out throwing ability,  Effectiveness at Rucks &amp; Mauls,  Lineout clean up under pressure,  Aggressiveness.</p>
<p><b>LOCKS (SECOND ROW):</b>  Jumping ability,  Ability in set scrums, to hold footing and keep scrum from wheeling or collapsing,  Effectiveness at Rucks &amp; Mauls, to recycle ball &amp; prevent being pushed off player holding ball,  Effectiveness at kick-offs by retrieving ball, maintaining possession, staying on feet, and restarting play without loosing ball at Rucks and Mauls.  Power and Aggressiveness.</p>	<p><b>PROPS:</b>  Physical upper body strength,  Ability in set scrums, to hold footing and keep scrum from wheeling or collapsing,  Effectiveness at Rucks &amp; Mauls, to recycle ball &amp; prevent being pushed off player holding ball,  Effectiveness at kick-offs by retrieving ball, maintaining possession, staying on feet, and restarting play without loosing ball at Rucks and Mauls.  Power and Aggressiveness.</p>