



Player Rotations

There has always been some discussion in regards with player rotations, and we wanted to take this time to clarify the procedures.

1. Each team was given a scorebook to fill out player rosters for every game.
2. This serves as a mechanism to track scoring, fouls, and lineup changes for **both teams**.
3. The way you fill out the lineup, dictates the rotation of the players. If every team had all ten players show up every week, it would be easy to rotate the players in without any confusion, but unfortunately, that is not the case.
4. If players show up late for the game, they get added to the end of the roster, and await their turn in the rotation.
5. If an injury occurs during the game, the next player on the rotation enters the game.
6. If you want to end the game with your better players on the court, or at least a better mix of players on the court, you need to figure out your rotation as best as you can from the start.

What you write down in the scorer's book, is how the rotation goes (see example below). The rotations continue in sequence throughout the first three quarters – IT DOES NOT START OVER AT HALFTIME.

7. This will ensure all the players get equal playing time for the first three quarters.

The following example is if **all ten players** show up for the game:

Game start (first 5 minute shift in 1st qtr) – Players 1, 2, 3, 4, 5 as written in the official scorebook
Next shift (second 5 minute shift in the 1st qtr) – Players 6, 7, 8, 9, 10 as written in the scorebook
Start 2nd qtr Players 1, 2, 3, 4, 5
Next shift 2nd qtr Players 6, 7, 8, 9, 10
Continues for 3rd qtr the same way
4th qtr is coaches discretion

The following example is if **only nine players** show up for the game:

Game start (1st qtr) Players 1, 2, 3, 4, 5
Next shift in 1st qtr Players 6, 7, 8, 9, and 1
2nd qtr first shift Players 2, 3, 4, 5, 6
2nd qtr second shift Players 7, 8, 9, and 1, 2 (this takes you to halftime)
Start 3rd qtr Players 3, 4, 5, 6, 7
3rd qtr second shift Players 8, 9, and 1, 2, 3 (this takes you to the end of the 3rd qtr)
4th qtr – coaches discretion

The following example is if **only eight players** show up for the game:

Game start (1st qtr) Players 1, 2, 3, 4, 5
Next shift in 1st qtr Players 6, 7, 8, and 1, 2
Start 2nd qtr Players 3, 4, 5, 6, 7
Next shift in 2nd qtr Players 8, and 1, 2, 3, 4 (this takes you to halftime)
Start 3rd qtr Players 5, 6, 7, 8, and 1
Next shift in 3rd qtr Players 2, 3, 4, 5, 6 (this takes you to the end of the 3rd qtr)
4th qtr is coaches discretion

The following example is if **only seven players** show up for the game:

Game start (1st qtr) Players 1, 2, 3, 4, 5
Next shift in 1st qtr Players 6, 7, and 1, 2, 3
Start 2nd qtr Players 4, 5, 6, 7 and 1
Next shift in 2nd qtr Players 2, 3, 4, 5, 6 (this takes you to halftime)
Start 3rd qtr Players 7, and 1, 2, 3, 4
Next shift in 3rd qtr Players 5, 6, 7, and 1, 2 (this takes you to the end of the 3rd qtr)
4th qtr is coaches discretion

The following example is if **only six players** show up for the game:

Game start (1st qtr) Players 1, 2, 3, 4, 5
Next shift in 1st qtr Players 6, and 1, 2, 3, 4
Start 2nd qtr Players 5, 6, and 1, 2, 3
Next shift in 2nd qtr Players 4, 5, 6, and 1, 2 (this takes you to halftime)
Start 3rd qtr Players 3, 4, 5, 6, and 1
Next shift in 3rd qtr Players 2, 3, 4, 5, 6 (this takes you to the end of the 3rd qtr)
4th qtr is coaches discretion

To summarize this message:

- > **10** players at the game - no brainer!
- > **9** players at the game - **1** player will have **2** rotations in a row
- > **8** players at the game - **2** players will have **2** rotations in a row
- > **7** players at the game - **3** players will have **2** rotations in a row
- > **6** players at the game - **4** players will have **2** rotations in a row
- > **5** players at the game - give them lots of water breaks, and slow down the pace

Please remember, that first we are all volunteers that coordinate the running of a co-educational basketball program whose emphasis is on the education and instruction of our children in safe environments. We want for all the participants to learn and have fun, and remember this experience as a positive one.

Thank you,
Fast Break Basketball Association, Inc.