



# 10 PLAYER ROTATION



SEGMENT 1	1ST QUARTER	SEGMENT 2	HALFWAY	SEGMENT 3	2ND QUARTER	SEGMENT 4	HALFWAY
	1		1		1		1
	2		2		2		2
	3		3		3		3
	4		4		4		4
	5		5		5		5

SUB	6	SUB	6	SUB	6	SUB	6
SUB	7	SUB	7	SUB	7	SUB	7
SUB	8	SUB	8	SUB	8	SUB	8
SUB	9	SUB	9	SUB	9	SUB	9
SUB	10	SUB	10	SUB	10	SUB	10

SEGMENT 5	3RD QUARTER	SEGMENT 6	HALFWAY	SEGMENT 7	4TH QUARTER	SEGMENT 8	HALFWAY
	1		1		1		1
	2		2		2		2
	3		3		3		3
	4		4		4		4
	5		5		5		5

SUB	6	SUB	6	SUB	6	SUB	6
SUB	7	SUB	7	SUB	7	SUB	7
SUB	8	SUB	8	SUB	8	SUB	8
SUB	9	SUB	9	SUB	9	SUB	9
SUB	10	SUB	10	SUB	10	SUB	10

PLAYER #	PLAYING TIME
1	4 SEGMENTS
2	4 SEGMENTS
3	4 SEGMENTS
4	4 SEGMENTS
5	4 SEGMENTS
6	4 SEGMENTS
7	4 SEGMENTS
8	4 SEGMENTS
9	4 SEGMENTS
10	4 SEGMENTS

- \* THIS IS THE BEST CASE SCENARIO FOR SUBBING PLAYERS
  - \* 1ST OPTION: STICK WITH THE SAME LINEUP THROUGHOUT THE GAME
  - \* 2ND OPTION: FLIP FLOP YOUR 1ST AND 2ND GROUP THROUGHOUT GAME
  - \* 3RD OPTION: CAN ONLY BE DONE WITH 10 PLAYER
  - \* BECAUSE YOU HAVE 10 PLAYERS,
- COACHES ARE ALLOWED TO CHANGE THEIR GROUPS THROUGHOUT THE GAME