## 9 - Player Rotation



## Bold Plays 4 Periods

Non-Bold Plays 3
$\left(^{*}\right)=$ Change from Previous Position

## 8 - Player Rotation



Bold Plays 4 Periods
Non-Bold Plays 3
$\left(^{*}\right)=$ Change from Previous Position

## 7 - Player Rotation



Bold Plays 5 Periods
Non-Bold Plays 4
(*) = Change from Previous Position

## 6 - Player Rotation

| Period | Player | Position | (*) | Period |  | Player | Position | (*) | Period |  | Player | Position | (*) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1. 1 |  |  |  |  | 2 |  |  |  |  | 3 |  |  |  |
|  |  |  |  |  | $3$ |  |  |  |  | 4 |  |  |  |
| 3 |  |  |  |  | $4$ |  |  |  |  | 5 |  |  |  |
| 4 |  |  |  |  | 5 |  |  |  |  | $\begin{aligned} & 6 \\ & 1 \end{aligned}$ |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Period | Player | Position |  | Period |  | Player | Position |  | Period |  | Player | Position |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | $\begin{aligned} & 5 \\ & 6 \\ & 1 \\ & 2 \\ & 3 \end{aligned}$ |  |  |  | 6. 6 |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  | $\begin{aligned} & 6 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \end{aligned}$ |  |  |  |

## Everyone Plays 5 Periods

(*) = Change from Previous Position

## 9 - Player Rotation

| Period | Player | Position | (*) | Period | Player | Position | (*) | Period |  | Player | Position | (*) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1. | Jones | Point |  | 2. 5 | Hill | Post 2 |  | 3. | 3 | Wells | Wing 2 |  |
|  | Smith | Wing 1 |  | 6 | Anderson | Point |  |  |  | Jones | Point |  |
|  | Brown | Wing 2 |  | 7 | Edwards | Wing 1 |  |  |  | Smith | Wing 1 |  |
|  | Johnson | Post 1 |  | 8 | Martin | Post 1 |  |  |  | Brown | Post 2 | * |
|  | Hill | Post 2 |  | 9 | Wells | Wing 2 |  |  |  | Johnson | Post 1 |  |
| Period | Player | Position | (*) | Period | Player | Position (*) |  | Period |  | Player | Position | (*) |
| 4. 4 | Johnson | Post 1 |  | 5. 8 | Martin | Post 1 | * | 6. | 34567 | Brown | Wing 2 | * |
| 5 | Hill | Post 2 |  | 9 | Wells | Wing 2 |  |  |  | Johnson | Post 1 |  |
| 6 | Anderson | Point |  | 1 | Jones | Point |  |  |  | Hill | Post 2 |  |
| 7 | Edwards | Wing 1 |  | 2 | Smith | Wing 1 |  |  |  | Anderson | Point |  |
| 8 | Martin | Wing 2 | * | 3 | Brown | Post 2 |  |  |  | Edwards | Wing 1 |  |

Bold Plays 4 Periods
Non-Bold Plays 3
$\left(^{*}\right)=$ Change from Previous Position

This also helps speed up the game, since playing time has been pre-determined.
Next, note that the pre-planning of who plays what position allows the coach to be sure all positions are being adequately filled (i.e. point guard playing every period).
The asterisk (*) is useful in reminding players if they are playing a different position than the previous period they played.

Note that Martin and Brown are the only two players who have changed positions. In this example, the Coach has limited position changes to the two most versatile players. Of course, this could vary according to coaching philosophy and the talent level on the team.

