



Fair Play Time Rotation Details

Player rotation models have been put in place for several reasons. The primary is to ensure that all players have an opportunity to get prime play time throughout the game. Under the new format, all players will play at least 2/5 of any given game and all players must sit at least 1/5 of the game. This system has replaced the play count system as the primary tracking of play time for all players.

Games will now be broken down into 5 periods of 8 minutes per period. Players will play the entire 8 minute period on offense and defense. Exceptions such as injuries and unique circumstances will be outlined below. Halftime will be designated at the end of the 2nd period

There are 7 different possible scenarios in this new play time structure including models with anywhere from 4 to 10 players.

With 4 or 5 players on a team on that given day, the formula is very simple, all players will play the complete game. If teams fall to 4 due to injury, play rotation is off for their opponent until the teams return to 5 players

When it gets to 6 up to 10 players per team, the formula changes but remains simple. Prior to the coin toss, coaches will identify their players and assign them a number according to the play rotation chart.

EXAMPLE

- 1- Mike
- 2- Tom
- 3- 3- Joe
- 4- 4- Andrew
- 5- 5- Neal
- 6- 6- Brady
- 7- 7- Lisa
- 8- 8- William

In all templates 1,2,3,4,5 will play the first, third and fifth periods. The second and fourth periods will change based upon how many players you have. For example in this 8 player format, players 2 and 4 will play with 6,7,8 in the second period and players 1 and 3 will play with 6,7,8 in the fourth period.

The suggestion to all coaches is to put together a mock gameplan of play time just assigning your players a number and how you would like to rotate. The process is very simple if you write out your team and assign them their numbers.

Your lineup can change from week to week as a coach sees fit. There could be a situation where you want to get someone more play time the following week and you are promoting them to the top 5.

Full details of each model is also available online under forms as well as attached with the rules.

GAMEDAY REQUIREMENT

The league will provide coaches with a rotation form that needs to be filled out assigning players to their respective number. Coaches will be required to hand in their lineup to the referee prior to the coin toss in order to enforce compliance of the rotation.

SITUATIONAL SUBSTITUTIONS

Situational substitutions have been eliminated with one exception, and that is in the final 4 minutes of the game. At this point all players should have all required playtime and to ensure competition is not sacrificed, the final four minutes of the game, any substitution will be allowed.

INJURIES

If an injury occurs and a player must leave the game for a period of time, the HIGHEST remaining number on the bench will be the player substituted. For example if you are in period 4 and you have 6,7,8, 1 and 3 on the field and player 7 gets hurt, you will then sub in player number 5 not anything lower. This avoids an injury and the top player comes in off of the bench and matches up against a lesser player. If a second injury occurs, the same process is repeated. If other unique circumstances should arise, such as players leaving a game early, ejections etc, the same process shall be repeated.

MERCY RULE

If a game goes into mercy, the team with the lead will be forced to sit their top 2 players, based on talent, on the field and insert the lowest 2 remaining players on their bench. If the losing team takes the game out of mercy, it will revert back to the play rotation sheet and whoever is supposed to be on the field at that time can rejoin the game.

OVERTIME

Coaches will be allowed to set their own lineup as well as substitute at will in an overtime period.