



School Wooster
Team # 12

LINE UP ALL PRESENT PLAYERS MUST APPEAR ON LINE UP		
Jersey#	First Initial	Last name ** PRINT**
6	D.	SMITH
9	C.	JONES
1	G.	ALLISON
3	L.	BALL
2	K.	ROHR
4	S.	MALONE
5	K.	SNYDER
8	J.	WALKER
7	B.	ERWIN

Jersey #'s ↓

GAME START		Next rotation		Last rotation	HALF TIME	2 ND HALF START		Next rotation		Last rotation	
6		4		9			5		1		8
9		5		1			8		3		7
1		8		3			7		2		6
3		7		2			6		4		9
2		6		4			9		5		1

Enter jersey # from first 5 players on line up. Beginning with the 6th player, complete the next series of 5 players. Once you reached the end of your line up, return to the beginning to fill remaining spots. Maintain the same order throughout the entire game. If a player shows up late add them to the **bottom** of the lineup.

***Please be aware the players on the court at the beginning of the second half may not be the same players who started the game.**

~Late Arrival: Place player at end of rotation. (If you have a roster of 8, late player will be 9th on roster)

If a player comes out due to an injury or sickness, the next player/number on sub pattern must be put in his/her place.

Player taken out may only return in original pattern order. Ex. They have a bloody nose and have to leave the game. If the nose bleed is taken care of within their playing rotation, they can reenter and finish the playing time. If it is not taken care of before their playing period is over they have to wait until the next time their number appears in the sub pattern in order to be put back in.