School	
Team # _	



Jersey #'s_

LINE UP	ALL PRESENT PLAYERS MUST APPEAR ON LINE UP							
Jersey#	First Initial	Last name ** PRINT**						

GAME START	Next rotation	Last rotation		2 ND HALF START	Next rotation	Last rotation
3174((1	rotation	Totation		3171111	rotation	Totation
			HALF			
			TIME			

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 <u>next player</u>/number on sub pattern must be put in his/her place.



<u>Player taken out may only return in original pattern order.</u> Ex. They have a bloody nose. They can reenter either during their original 5 min rotation if it can be quickly taken care of or wait until the next time their number appears in the order.

SCOREKEEPER USE ONLY *SCOREKEE			ER USE ONLY*	*SCOREKEEPER USE (ONLY*
1 ST HALF				2 ND HALF	
Enter jersey# from first 5 on line up. Beginning with 6th player on the line up, list their jersey # to fill the next 5 spots. Once you reach the end of your line up, return to the beginning of the line up to fill the remaining spots. Remember to maintain the same order the entire game.					emaining spots.
GAME START	Next rotation	Last rotation	2 ND HALF START	Next rotation	Last rotation



School Wooster Team # 12

LINE UF	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
6	4	9
9	5	1
1	8	3
3	7	2
2	6	4

HALF TIME	2 ND HALF START		Next rotation	Last rotation
	5		1	8
	8		3	7
	7		2	6
	6		4	9
	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 <u>next player</u>/number on sub pattern must be put in his/her place.

<u>Player taken out may only return in original pattern order.</u> 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.