

# The 1<sup>st</sup>/2<sup>nd</sup> Grade Rotation System

## Goal

Each player experiences both offensive and defensive positions with a FAIR distribution of playing time.

## Design

Players rotate positions after each period.

## Rule Modifications

- Games consist of two twenty-one minute halves with a three-minute half time.
- Each half is divided into three seven-minute periods.
- All periods are started with a kickoff.
- Games will end no later than five minutes before the hour (:55).

## Responsibility

The Bench Coaches have the responsibility of implementing the rotation system for the entire game. The Field Coach is not involved in the procedures unless absolutely necessary. There is a coach on the field for the initial 6 games (1<sup>st</sup> grade) and initial 2 games (2<sup>nd</sup> grade).

## Keys to Success

1. Mastery of rules and procedures prior to first game.
2. Coordination of rotation responsibilities between Bench Coaches.
3. Timely rotations. Referees will start clock after sixty seconds.
4. Preparation of lineups prior to game time.

**Please email Andy Feigenberg ([andy.feigenberg@citi.com](mailto:andy.feigenberg@citi.com)) with questions or suggestions.**

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## Game Implementation

### Prior to Start of Game

- One Bench Coach will complete the “Position Listing Form”, assigning each player a position number. The starting Goalie is assigned the eighth position. Using the diagrams, each player’s assigned position number determines the positions he / she will play during the game. **POSITION NUMBERS MUST BE RANDOMLY ASSIGNED TO PLAYERS EACH GAME.**
- Select the diagram to be used at the start of the game based on the number of Substitutes. Insert the names into the “Worksheet” for the **FIRST PERIOD ONLY.**
- Coordinate the following responsibilities among the Bench Coaches (use additional parent to assist if necessary):
  - Changing goalies.
  - Removing new Substitutes from field & placing old Substitutes into new positions.
  - Moving other players into new positions.

### Wristbands

- Place wristbands on the four offensive players - left hand for left/left center offense, right hand for right/right center offense.

### Start of Game

- Place players in positions for the first period based on “Worksheet”.

### Once Play Has Begun

- Determine positions for the next period. **If an additional player arrives after game has begun**, add the player to the “Position Listing Form” and change to a new diagram with the appropriate number of

Substitutes. Complete the “Position Worksheet” for the SECOND PERIOD ONLY and share with all Bench Coaches.

### **End of 1<sup>st</sup> Period**

- Move players into new positions for the 2<sup>nd</sup> Period.
- Complete “Worksheet” for entire game. THE 2<sup>ND</sup> PERIOD DIAGRAM MUST BE USED FOR THE ENTIRE GAME (PERIODS 2 - 6).

### **Additional Player Arrives After 2<sup>nd</sup> Period Begins**

- Insert player in positions on each diagram designated by (S).

### **OTHER ISSUES**

#### **Unscheduled Goalie Change (i.e. crying)**

The Goalie is replaced with a Substitute from the bench who is not scheduled to play the Goalie position during the game.

#### **Player leaves game early**

The Departing Player is replaced by a Substitute from the bench. At the next rotation, the Substitute returns to his / her assigned position and a new Substitute plays the vacated position in the rotation.

#### **Injuries**

The Injured Player is replaced by a Substitute from the bench. At the next rotation, the Substitute returns to his / her assigned position and a new Substitute plays the vacated position in the rotation.

## **History/Compliance**

In 1998, this rotation system was put into effect as an experiment for the 1<sup>st</sup> graders. During the season, parents were polled and gave extremely positive feedback. As a result, this was expanded to the 2<sup>nd</sup> grade in 1999. Any reported failure to comply with this rotation system will be addressed by the Livingston Soccer Club enforcement committee.