

SUB ROTATION - 12 Player											# OF SHIFTS	
Player #	Player Name	1st Half					2nd Half					
		X		X		X			X		X	5
		X		X			X		X		X	5
		X		X			X		X			4
		X			X		X		X			4
		X			X		X			X		4
			X		X		X			X		4
			X		X			X		X		4
			X		X			X		X		4
			X			X		X		X		4
			X			X		X			X	4
				X		X		X			X	4
				X		X			X		X	4

5 SHIFTS PER HALF

SUB ROTATION - 11 Player											# OF SHIFTS	
Player #	Player Name	1st Half				2nd Half						
		X		X		X		X		X		5
		X		X		X		X			X	5
		X		X		X			X		X	5
		X		X			X		X		X	5
		X			X	X		X			X	5
			X		X	X		X			X	5
			X		X	X		X				4
			X		X	X			X			4
			X		X		X		X			4
			X			X		X		X		4
				X		X		X		X		4

5 SHIFTS PER HALF

SUB ROTATION - 10 Player											# OF SHIFTS	
Player #	Player Name	1st Half					2nd Half					
		X		X		X		X		X		5
		X		X		X		X		X		5
		X		X		X		X		X		5
		X		X		X		X		X		5
		X		X		X		X		X		5
			X		X		X		X		X	5
			X		X		X		X		X	5
			X		X		X		X		X	5
			X		X		X		X		X	5
			X		X		X		X		X	5

5 SHIFTS PER HALF

SUB ROTATION - 9 Player												
Player #	Player Name	1st Half					2nd Half					# OF SHIFTS
		X	X		X		X		X		X	6
		X		X	X		X		X		X	6
		X		X		X	X		X		X	6
		X		X		X		X	X		X	6
		X		X		X		X		X	X	6
			X	X		X		X		X		5
			X		X	X		X		X		5
			X		X		X	X		X		5
			X		X		X		X	X		5

5 SHIFTS PER HALF

SUB ROTATION - 8 Player											# OF SHIFTS	
Player #	Player Name	1st Half					2nd Half					
		X	X		X	X		X		X	X	7
		X	X		X		X	X		X	X	7
		X		X	X		X	X		X		6
		X		X	X		X		X	X		6
		X		X		X	X		X	X		6
			X	X		X	X		X		X	6
			X	X		X		X	X		X	6
			X		X	X		X	X		X	6

5 SHIFTS PER HALF

SUB ROTATION - 7 Player												# OF SHIFTS
Player #	Player Name	1st Half					2nd Half					
		X	X	X		X	X		X	X	X	8
		X	X		X	X	X		X	X		7
		X	X		X	X		X	X	X		7
		X		X	X	X		X	X		X	7
		X		X	X		X	X	X		X	7
			X	X	X		X	X		X	X	7
			X	X		X	X	X		X	X	7

5 SHIFTS PER HALF

SUB ROTATION - 6 Player											# OF SHIFTS	
Player #	Player Name	1st Half					2nd Half					
		X	X	X	X	X		X	X	X	X	9
		X	X	X	X		X	X	X	X	X	9
		X	X	X		X	X	X	X	X		8
		X	X		X	X	X	X	X		X	8
		X		X	X	X	X	X		X	X	8
			X	X	X	X	X		X	X	X	8

5 SHIFTS PER HALF