

# NOVICE HALF-ICE PLAYER ROTATIONS

## 10 SKATERS



<b>Player Names</b>										
A	B		C		D		E			
F	G		H		I		J			

1st Period	HALF-ICE GAME					BENCH			DEVELOPMENT ZONE	
18:00	A	B	C	D	E	F	G	H	I	J
16:00	I	J	F	G	H	A	B	C	D	E
14:00	D	E	A	B	C	I	J	F	G	H
12:00	G	H	I	J	F	D	E	A	B	C
10:00	B	C	D	E	A	G	H	I	J	F
8:00	J	F	G	H	I	B	C	D	E	A
6:00	E	A	B	C	D	J	F	G	H	I
4:00	H	I	J	F	G	E	A	B	C	D
2:00	C	D	E	A	B	H	I	J	F	G

2nd Period	HALF-ICE GAME					BENCH			DEVELOPMENT ZONE	
18:00	F	G	H	I	J	C	D	E	A	B
16:00	A	B	C	D	E	F	G	H	I	J
14:00	I	J	F	G	H	A	B	C	D	E
12:00	D	E	A	B	C	I	J	F	G	H
10:00	G	H	I	J	F	D	E	A	B	C
8:00	B	C	D	E	A	G	H	I	J	F
6:00	J	F	G	H	I	B	C	D	E	A
4:00	E	A	B	C	D	J	F	G	H	I
2:00	H	I	J	F	G	E	A	B	C	D

**NOTES**

Simply insert players' names at the top from A-J for each game. Both bench staff and on-ice coach should have copy to assist in the organized rotations throughout the game. Players will receive 9 half-ice shifts and 3-4 development zone shifts each game. Players will have 5-6 shifts on the bench to rest.

***In this format, on each shift change the following occurs:***

- 2 designated players leaving the half-ice game enter the development zone
- 3 designated players leaving the half-ice game enter the bench
- All 3 players on the bench enter the half-ice game
- Both 2 players in the development zone enter the half-ice game

It is likely best if the 2 players entering the half-ice game from the development zone each shift always moves into the same position (coaches can select these positions)

To best ice equal ability line-ups in both the half-ice game and development zone, coaches can discuss prior to each game and insert names in the same order based on skill. For example, developing players to skilled players from A-J, or skilled players to developing players from A-J.