

NOVICE HALF-ICE PLAYER ROTATIONS

11 SKATERS



Player Names					
A	B	C	D	E	F
G	H	I	J	K	

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

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

NOTES

Simply insert players' names at the top from A-K 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 8-9 half-ice shifts and 3-4 development zone shifts each game. Players will have 6-7 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 4 players on the bench enter the half-ice game

1 designated player from the development zone enters the half-ice game, 1 designated player enters the bench

It is likely best if the 1 player entering the half-ice game from the development zone each shift always moves into the same position (coaches can select this position)

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-K, or skilled players to developing players from A-K.