

# ROSTERING for 'fair play' participation ... A specific tool for team managers and coaches.

## How to make it work!

"Favorites" should never be a topic of discussion – by managers, by coaches, by players, or by families.

With rosters of 12 to 15, the challenge is providing the most playing time possible for every kid on your team. The solution, of course, is to get everyone into every game, and give as many as possible a role even when they're off the field.

### MULTIGAME ROTATIONS:

*With a little charting on the coach's part, and with every player being provided an opportunity at two or more positions, everyone plays in every game. The "other" players (subs) noted rotate in at the top of the 3<sup>rd</sup> inning! Remember: Players who don't get their minimum in a game need to start the next game – and the rotation covers 'the bases' by having them play all of the next game!*

**12 player rosters** are easy ~ 6 play the whole game, the other 6 play a half game each. Next game the "other 6" play full games and the first 6 share a slot – half a game each. Everyone gets an even 75% of the playing time, give or take an inning.

**13 player rosters** are a little trickier. The roster will have 5 full game players and split the other 8 into two half-game squads. By choosing a new starting 5 each game, after 5 games most players will have had 70% playing time, the rest at least 60%.

**14 player rosters** works just as well. The roster will have 4 full game starters, with the remaining 10 split in two half game squads. With a new starting 4 in each game, after 4 games the range is 60 to 75% and after 7 games, every player's been on at least 64% (subject to extra innings, injuries, missed games, etc.)

**15 player rosters** are almost as easy as the 12 player roster. Each game has 3 full game players and 6 half-game slots. Next game the next 3 play all innings, everyone else swaps. After 5 games, in an ideal world, everyone's been on 60% of the time. In reality, with absentees and injuries, most players are on 70% of the time.