



Court Time Policy

General Principles

This policy provides guidance to coaches with regard to managing player court time during both regular season matches and finals matches.

The over-riding objective of the Court Time Policy is to maximise participation and enjoyment by all players. The club aims to ensure all players have a positive basketball experience whilst providing a pathway for those players looking to progress to a higher and more competitive standard.

Approach

During regular season matches, coaches should aim to equalise the court time for all players. Teams are carefully chosen to reflect abilities and therefore it is expected that all players will get equal court time to ensure equity as well as giving all players an opportunity to develop their skills. There is no requirement for coaches to keep detailed records of individual court time during regular season or finals matches.

During finals, the expectation remains that all players have equal court time. It is encouraged that coaches are strategic in their approach to finals and play the best team while also ensuring all players receive equal court time.

A series of Player Rotation templates to assist coaches in managing court time is provided in this policy. Use of these templates is optional but it is encouraged.

Parent/Player Requests

Parent/player requests and complaints relating to court time must be submitted in writing to the Watsonia Warriors committee at watsoniawarriors@hotmail.com

The committee will review any such requests or complaints and make a final decision and correspond with the complainant.

Appendix 1 – Player Rotation Templates

Nine player rotation template

		First Half					Second half				
Player #	Player Name	Start	4 min	8 min	12 min	16 min	Start	4 min	8 min	12 min	16 min
1		X	X		X		X		X		X
2		X		X	X		X		X		X
3		X		X		X	X		X		X
4		X		X		X		X	X		X
5		X		X		X		X		X	X
6			X		X		X		X	X	
7			X		X		X	X		X	
8			X		X	X		X		X	
9			X	X		X		X		X	

Notes

Substitution occurs every 4 minutes in both halves

Players with X are those on the court

Yellow highlighted player stays on court at the substitution

Players 1-5 get 24 minutes per game, Players 6-9 get 20 minutes per game

Starting 5 players also finish the game

Starting 5 players can be rotated between matches

Eight player rotation template

		First Half				Second half				
Player #	Player Name	Start	5 min	10 min	15 min	Start	4 min	8 min	12 min	16 min
1		X	X		X	X		X		X
2		X	X		X		X	X		X
3		X		X	X		X		X	X
4		X		X	X		X	X		X
5		X		X		X	X		X	X
6			X		X	X		X	X	
7			X	X		X		X	X	
8			X	X		X	X		X	

Notes

Substitution occurs every 5 minutes in the first half and every 4 minutes in the second half

Players with X are those on the court

Yellow highlighted players stays on court at the substitution

Players 1-5 get 27 minutes, Players 6-8 get 22 minutes

Starting 5 players also finish the game

Starting 5 players can be rotated between matches

Seven player rotation template

		First Half				Second half			
Player #	Player Name	Start	5 min	10 min	15 min	Start	5 min	10 min	15 min
1		X	X	X		X	X		X
2		X	X		X	X	X		X
3		X	X		X	X		X	X
4		X		X	X	X		X	X
5		X		X	X		X	X	X
6			X	X	X		X	X	
7			X	X		X	X	X	

Notes

Substitution occurs every 5 minutes in both halves

Players with X are those on the court

Yellow highlighted players stays on court at the substitution

Players 1-5 get 30 minutes per game, Players 6-7 get 25 minutes per game

Starting 5 players also finish the game

Starting 5 players can be rotated between matches

Six player rotation template

		First Half			Second half			
Player #	Player Name	Start	7 min	14 min	Start	5 min	10 min	15 min
1		X	X	X	X	X		X
2		X	X	X	X		X	X
3		X	X	X		X	X	X
4		X	X		X	X	X	X
5		X		X	X	X	X	X
6			X	X	X	X	X	

Notes

Substitution occurs every 7 minutes in the first half and every 5 minutes in the second half

Players with X are those on the court

Yellow highlighted players stays on court at the substitution

Players 1-5 get 35 minutes per game, Players 6 gets 30 minutes per game

Starting 5 players also finish the game

Starting 5 players can be rotated between matches