

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. It is recognised that this may not always be possible in any single match so the intent of the policy is that court time across the full schedule of regular season matches be equalised for all players as closely as possible.

During finals matches, coaches are authorised to place more emphasis on winning to the extent that court time may not be equal for all players. However, as a guide, all players should still be given at least 50% of the average regular season court time.

Number of	Average court	Minimum court
players in the	time in regular	time in finals
team	season match	match
9	22 minutes	11 minutes
8	26 minutes	13 minutes
7	30 minutes	15 minutes
6	34 minutes	17 minutes

There is no requirement for coaches to keep detailed records of individual court time during regular season or finals matches.

A series of Player Rotation templates to assist coaches in managing court time are given in Appendix 1. Use of these templates is optional.

Parent/Player Requests

Parent/player requests and complaints relating to court time must be submitted in writing to the President.

The President will review any such requests or complaints with the Committee and make a final decision.

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		х	х		х		х		х		х	
2		х		х	х		х		х		х	
3		х		х		х	х		х		х	
4		х		х		х		х	х		х	
5		х		х		х		х		х	х	
6			х		х		х		х	х		
7			х		х		х	х		х		
8			х		х	х		х		х		
9			х	х		х		х		х		

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

Eight player rotation template

						Second half					
Player #	Player Name	Start	5 min	10 min	15 min	Start	4 min	8 min	12 min	16 min	
1		х	х		х	x		х		х	
2		х	х		х		х	х		х	
3		х		х	х		х		х	х	
4		х		х	х		х	х		х	
5		х		х		х	х		х	х	
6			х		х	х		х	х		
7			х	х		х		х	х		
8			х	х		х	х		х		

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

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		х	х	х		х	х		х	
2		х	х		х	х	х		х	
3		х	х		х	х		х	х	
4		х		х	х	х		х	х	
5		х		х	х		х	х	х	
6			Х	х	х		х	х		
7			х	х		х	х	х		

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

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	х	х	х	х		Х		
2		х	х	х	х		х	х		
3		х	х	х		х	х	х		
4		х	х		х	х	х	х		
5		х		х	х	х	х	х		
6			х	х	х	х	х			

<u>Notes</u>

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