## PRIMARY SCHOOL NETBALL YEAR 4/5 ROTATIONS

Teams rotate quarterly, Team 1 goes clockwise, Team 2 goes anti-clockwise.
Team 1 is the left hand side of draw, Team 2 is the right hand side of draw, for example
Albany 4/1
vs
Team 1 rotations
Belmont 4/1
Team 2 rotations

Check what "Team" your team was on last week, ie Team 1 or Team 2 then follow this rule:
Team 1 (last week) to Team 1 (this week) (or Team 2 to Team 2) Start player on their LAST positions from week before

Team 1 to Team 2 (or Team 2 to Team 1) Start player on their FIRST positions from week before
This rule applies only to those players who had a full game the week before and are having a full game this week.

Put your players in where they start as follows:

1. Always put the full game to full game players in first - using the rule above.
2. Then do those that are having a full game this week and had a $1 / 2$ game last week. Pick any of the rotations that don't have the positions they played last week. DO NOT NEED TO FOLLOW THE RULE FOR THESE PLAYERS.
3. Then put the players in who are having a half game this week, finding spots where they possibly aren't repeating anything from the week before.
4. Asterisk any players repeating positions. This indicates they have repeated and they will play positions next week that don't include the positions they have repeated.

TEAMS MAKE CHANGES AT HALF TIME ONLY AND TEAMS SWAP ENDS AT HALF TIME ONLY.

## THE ROTATIONS LOOK LIKE THIS:

This is what will be in your yellow handbook.

| TEAM 1 |  |  |  |
| :---: | :--- | :--- | :--- |
| GS | WA | GD | GK |
| GA | GS | WA | GD |
| WA | GD | GK | WD |
| C | GA | GS | WA |
| WD | C | GA | GS |
| GD | GK | WD | C |
| GK | WD | C | GA |


| TEAM 2 |  |  |  |
| :---: | :---: | :---: | :--- |
| GS | GA | C | WD |
| GA | C | WD | GK |
| WA | GS | GA | C |
| C | WD | GK | GD |
| WD | GK | GD | WA |
| GD | WA | GS | GA |
| GK | GD | WA | GS |

