

4.6 EQUAL ICE/EQUAL ROTATION

Purpose:

To provide the tool and direction to ensure fair and equal ice time/rotations to all members of JLMHA.

Definition:

Equal ice/rotation time exists to achieve the highest possible level of fairness to all players. It is acceptable within the context of the game to assume that defense may or may not, exceed the time, or rotations in comparison with forwards due to the nature and demands of the positions. Therefore equal ice time may be better defined as equal rotations. Equal rotations will be defined as follows: Players will be defined in order by position (forward or defense). I.e: A team consisting of 11 skaters will consist of 7 forwards and 4 defense. The forwards will be numbered 1 through 7, the first shift will consist of forward 1,2 and 3, the second shift will consist of forwards 4,5,and 6. The third shift will consist of forwards 7,1,and 2. Etc. the defense will be rotated in the same manner.

Acceptable Rotations:

15 skaters	9 forward	6 defense
14 skaters	9 forward	5 defense
13 skaters	9 forward	4 defense (Peewee and Bantam)
13 skaters	8 forward	5 defense (Tyke, novice, and atom)
12 skaters	8 forward	4 defense (Peewee, and Bantam)
12 skaters	7 forward	5 defense (Tyke, novice, and atom)
11 skaters	7 forward	4 defense
10 skaters	6 forward	4 defense
9 skaters	6 forward	3 defense