



Player Rotation Policy

The on-field rotation of players is a policy developed to enhance the participation and skill development of all players.

This policy is to ensure that all players feel an essential part of the team, regardless of their age, size, sex, ability or the competition they are playing in. Therefore, it is critical that they have an equal amount of time on the field during the season and ultimately, will keep players in the game and reduce the likelihood of them leaving to pursue other sports. It also satisfies parents expectations that their child will be given a fair go.

It is recommended that all coaches keep records of weekly game time of each player to ensure that all players have had equal time throughout the season.

Rotation for Under 8 to Under 12

The rotation of all players through a variety of positions in a game and season is designed to allow players to experience the skills and roles required in different positions, and to ensure all players are provided with equal opportunity.

Every player in a team should play at least half a game, and no player should spend more than half a game in any one position. Furthermore, every player should experience playing on each of the five lines of field positions over a three match period.

NOTE: Players should be rotated through a variety of positions on the field in each line, not straight up and down the "spine" or only on the left or on the right side of the field. Coaches and Team Managers must ensure that this policy is adopted and relates directly to [SANFL Juniors Competition Rules & Regulations \(Section 2\)](#) – The Spirit of Junior Football.

Rotation for Under 13 to Under 16.5

Once children reach these age groups, the emphasis shifts from players rotating through all positions on the ground, to them gaining a level of competency in different positions. Every player in a team should play at least half a game.

The difference is these age group players should be left in a position on the field until they have acquired that position's basic strategies and skills. Only then should they move to a new position.