

Substitution Chart for Mahwah Rec Basketball League

We will play 4 8-minute quarters. Every 4 minutes of the game the referees will stop the game at the closest dead ball and all players on the bench must come into the game. Before the game starts you must turn in your substitution pattern to the opposing coach with each player being assigned a number on your sheet. This will determine your substitution pattern for the game. The substitution pattern will be as follows.

6 PERSON TEAM

Quarter	1 st and 3rd					1 st and 3rd					2 nd and 4th					2 nd and 4th				
1st Half	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2
2nd Half	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4

7 PERSON TEAM

Quarter	1 st and 3rd					1 st and 3rd					2 nd and 4th					2 nd and 4th				
1st Half	1	2	3	4	5	6	7	1	2	3	4	5	6	7	1	2	3	4	5	6
2nd Half	7	1	2	3	4	5	6	7	1	2	3	4	5	6	7	1	2	3	4	5

8 PERSON TEAM

Quarter	1 st and 3rd					1 st and 3rd					2 nd and 4th					2 nd and 4 th				
1st Half	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	1	2	3	4
2nd Half	5	6	7	8	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8

9 PERSON TEAM

Quarter	1 st and 3rd					1 st and 3rd					2 nd and 4th					2 nd and 4 th				
1st Half	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9	1	2
2nd Half	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9	1	2	3	4

10 PERSON TEAM

Quarter	1 st and 3rd					1 st and 3rd					2 nd and 4th					2 nd and 4 th				
1st Half	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
2nd Half	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5

11 PERSON TEAM

Quarter	1 st and 3rd					1 st and 3rd					2 nd and 4th					2 nd and 4 th				
1st Half	1	2	3	4	5	6	7	8	9	10	11	1	2	3	4	5	6	7	8	9
2nd Half	10	11	1	2	3	4	5	6	7	8	9	10	11	1	2	3	4	5	6	7

Any player that arrives for the game after the 1st quarter is not permitted to play in the first half since your substitution pattern has been set for that half already. The late arriving player will then be added to your substitution pattern at the highest number not already taken by another player (if you played the 1st half with a 7 person rotation your late arriving player will be added at the #8 spot in the rotation and assume that position in the pattern). If the player arrives late for the game, **but before the first substitution**, you can add that person to your pattern as the highest numbered player only. **There will be no exception to this rule and your pattern cannot be changed at halftime (unless you have 10 players).**

If you lose a player due to an injury or disqualification, you will substitute for that player with the highest numbered player sitting on the bench at that time. When it become time for another substitution – you will put the correct numbers out on the floor, if the injured/DQ'd player is supposed to be on the floor then, and can't play, you will then substitute for that player, again with the highest numbered player now sitting on your bench (please remember the highest number means the number assigned to the player on the substitution form, not the player with the highest uniform number).

TEAM: _____

SUB #	Jersey#	NAME
1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____