

Georgetown Little League

Random Rotation

Required for Teeball and Machine Pitch Divisions

13 Player Rotation - 10 Fielding Positions

Player	1st Inning	2nd Inning	3rd Inning	4th Inning	5th Inning	6th Inning
1	BP 1	C	LCF	3RD	BP 2	SS
2	BP 2	SS	RF	1ST	BP 3	P
3	BP 3	P	LF	2ND	LCF	BP 1
4	LCF	BP 1	C	RCF	3RD	BP 2
5	3RD	BP 2	SS	RF	1ST	BP 3
6	1ST	BP 3	P	LF	2ND	LCF
7	2ND	LCF	BP 1	C	RCF	3RD
8	RCF	3RD	BP 2	SS	RF	1ST
9	RF	1ST	BP 3	P	LF	2ND
10	LF	2ND	RCF	BP 1	C	RCF
11	C	RCF	3RD	BP 2	SS	RF
12	SS	RF	1ST	BP 3	P	LF
13	P	LF	2ND	LCF	BP 1	C

Batting order is listed by number on the left.

Use this rotation for the entire season to "develop" all your players.

If you have players missing, Bull Pen #1 is the first person off the bench.

This eliminates players constantly asking, "Can I pitch next inning?"

Having your catcher ready will speed the game up.

This rotation alternates players from infield to outfield

Everyone gets equal opportunity to learn each position.

Over the season...things will even out, and everyone will become a better player.

And...it eliminates parents thinking you are favoring some children over others.

It makes it more fun for everyone...especially the coaches

Once you assign your players to their rotation spot for a game, simply move the name from the bottom of the list to the top and move the others down one slot to setup your next game rotation. The parents and kids will quickly appreciate this system for its fairness to all players, both for fielding and hitting.