



DCPR EQUAL PLAYTIME ASSIST GRID

Team		6 players								
League		First Quarter		Second Quarter		Third quarter		Forth Quarter		Total #
Player Name		Segment 1	Segment 2	Segment 3	Segment 4	Segment 5	Segment 6	Segment 7	Segment 8	played
1		x		x	x	x	x	x	x	7
2		x	x		x	x	x	x	x	7
3		x	x	x		x	x	x	x	7
4		x	x	x	x		x	x		6
5		x	x	x	x	x		x	x	7
6			x	x	x	x	x		x	6

Team		7 players								
League		First Quarter		Second Quarter		Third quarter		Forth Quarter		Total #
Player Name		Segment 1	Segment 2	Segment 3	Segment 4	Segment 5	Segment 6	Segment 7	Segment 8	played
1		x		x	x	x		x	x	6
2		x		x	x	x	x		x	6
3		x	x	x		x	x		x	6
4		x	x		x	x		x		5
5		x	x		x		x	x		5
6			x	x	x		x	x	x	6
7			x	x		x	x	x	x	6

Team		8 players								
League		First Quarter		Second Quarter		Third quarter		Forth Quarter		Total #
Player Name		Segment 1	Segment 2	Segment 3	Segment 4	Segment 5	Segment 6	Segment 7	Segment 8	played
1		x		x		x	x		x	5
2		x		x	x		x		x	5
3		x		x	x		x	x		5
4		x	x		x	x		x		5
5		x	x		x		x	x		5
6			x	x		x		x	x	5
7			x	x		x		x	x	5
8			x		x	x	x		x	5

Team		9 players								
League		First Quarter		Second Quarter		Third quarter		Forth Quarter		Total #
Player Name		Segment 1	Segment 2	Segment 3	Segment 4	Segment 5	Segment 6	Segment 7	Segment 8	played
1		x	x		x		x		x	5
2		x		x	x		x		x	5
3		x		x		x		x		4
4		x		x		x		x		4
5		x		x		x		x	x	5
6			x	x		x		x		4
7			x		x	x	x		x	5
8			x		x		x	x		4
9			x		x		x		x	4

Rule Interpretation: No player may play more than 1 segment greater than the player who plays the least amount of Segments.