

D400 - 2-2 x 2 - Joker at Point - U17

Key Points:

Players must quickly transition from offense to defense to loose puck. Don't check the Joker who must shoot or pass quickly to the offensive team. Defend from the net side and see the puck and see your man. Attackers protect the puck and get sticks free and gain the offensive side in support.

Description:

1. One Joker on the offensive team and a 2 on 2 in each half of the zone.
2. Coach fire in a new puck on a goal, frozen puck or puck out of play.
3. Games can be used to instruct good decisions and technique.
4. Attackers protect the puck and go hard to the net.
5. Defender pass the puck to the coach.
6. Repeat on the other side while new players rotate in.

**This game works on all 4 Game Playing Roles and 3 Game Situations.*

**When the puck is at the point offensive and defensive support are the focus.*

**Game progression is use one puck and defenders pass to the opposite point to start that side.*

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=0&s=20150820120802373>

<https://youtu.be/MCbzeRy8jpw>

