

D4 - Jokers Behind the Net

Key Points:

Move when they get the puck. Try to make passes for one timer shots. Either the puck or the player moves.

Description:

1. Play with teams of from 1 to 5 players.
2. Each team has a joker below the goal line.
3. No one checks the joker.
4. All goals must come from plays started by the joker.
5. Play both even and odd man situations.
6. Keep score and play tournaments.
7. Progress to jokers can check jokers.

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=0&s=20120425092815856>

