

D200 Game Nets back to back with Jokers

Key Points:

Transition from one role to another. Jokers can only hold the puck 1-2".

Description:

1. D200 Cross Ice game extra players wait outside the blue line.
2. Play 20-30" shifts
3. Either coaches or players be the joker or you can have all of the players around the playing area and they are jokers.
4. Pass to the joker when you regain the puck.
-you can vary joker rules
5. On whistle either pass to side coach or the joker coach or better pass to your teammate coming on and become a joker.

"Have some fun playing and improving"

<http://www.hockeycoachingabcs.com/mediagallery/video.php?n=2012052310414296>

