

DT5 - Two Pass Regroup with Jokers and Escape Moves - Youth

Key Points:

This transition game requires on ice awareness and constant switching between game playing roles as well as loose puck situations. Escape moves create time and space for the player. The puck carrier must slide backward, sideways, tight turn etc.

Description:

Rules: You must regroup with a Joker to go on offense. Before passing or shooting you must make an escape move. Jokers battle jokers but must stay behind the line. Two passes must be made before scoring. Rotate jokers after every goal or every minute if there are no goals. Play games to three and change where the jokers are after each game. Play a two of three series.

Game One:

Transition to offense requires the player must regroup with the player below the goal line.

Game Two:

To transition to offense the player must regroup with the point.

Game Three:

Joker at the point and below the goal line must get a pass before you can score.

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=0&s=20111005152420831>

<https://youtu.be/dMJswGm9GkA>

