

DT200 Active Jokers - Side and Ends - U18 G

Key Points:

Quick passes and shots are needed. Face the puck in an athletic ready position. Protect the puck. I did this game last night and it worked really well. We kept score and the losing team did a push-up for every goal they lost by. I like it because the players are ALL active and it requires quick thinking and quick action. We had 16 skaters and two goalies so 4 played on each team and 4 were Jokers. Each team had one Joker behind each net and one on each side.

Description:

1. Half of each colour play and half are jokers.
2. Each team have a joker behind the net and on each side.
3. Jokers can shoot or pass but not join the play.
4. Jokers can check jokers.
5. Switch every 30" and use the same puck.
6. To transition to offense the team must pass to a Joker.

DT200 - 3 on 3 with 3 Jokers - U18 F

<https://youtu.be/JmLmJjVsYP0>

Option: Switch Jokers and Players of the team that is scored on.

