



Team Michigan Small Area Games

6 Goal Scoring Games

4 Passing/Puck Control Games w/ no Goalies

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Small Area Games Objectives:

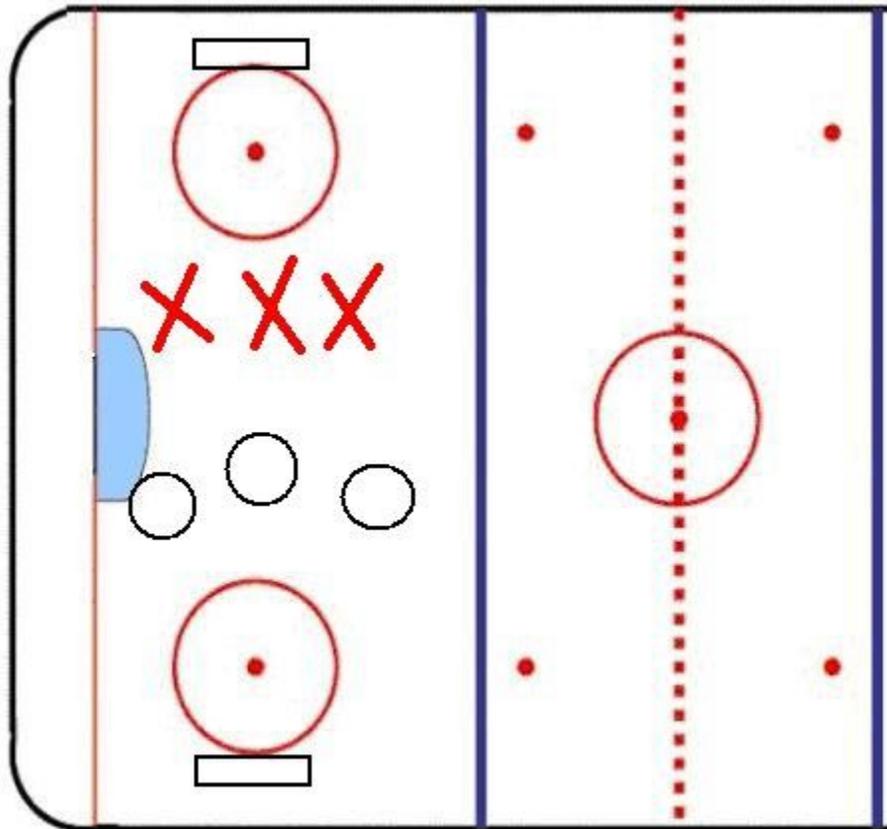
- Have Fun.
- Increase # of puck touches and scoring opportunities in practice.
- Put players in fast paced, competitive situations where they will have to make quick decisions with and without the puck. Teach players how to support and control the puck.
- Skill development.
- Teamwork.
- Conditioning.
- Reduce "line drills" or "route drills" where players follow a set path during a drill. The game of hockey does not work like that.

About Team Michigan:

Each spring 20 of Michigan's elite senior high school hockey players represent Team Michigan in the Chicago Showcase National High School Hockey Event. Team Michigan is sponsored by MAHA. The Chicago Showcase is a USA Hockey sponsored event. To learn more about Team Michigan, go to www.team-michigan.net

Notes: players who are "resting" between shifts of small area games can work with an assistant coach in the neutral zone, free stickhandle, or pass with a partner. If your team has enough players, small area games can be run at both ends of the ice.

3 v 3 Goal Scoring Game



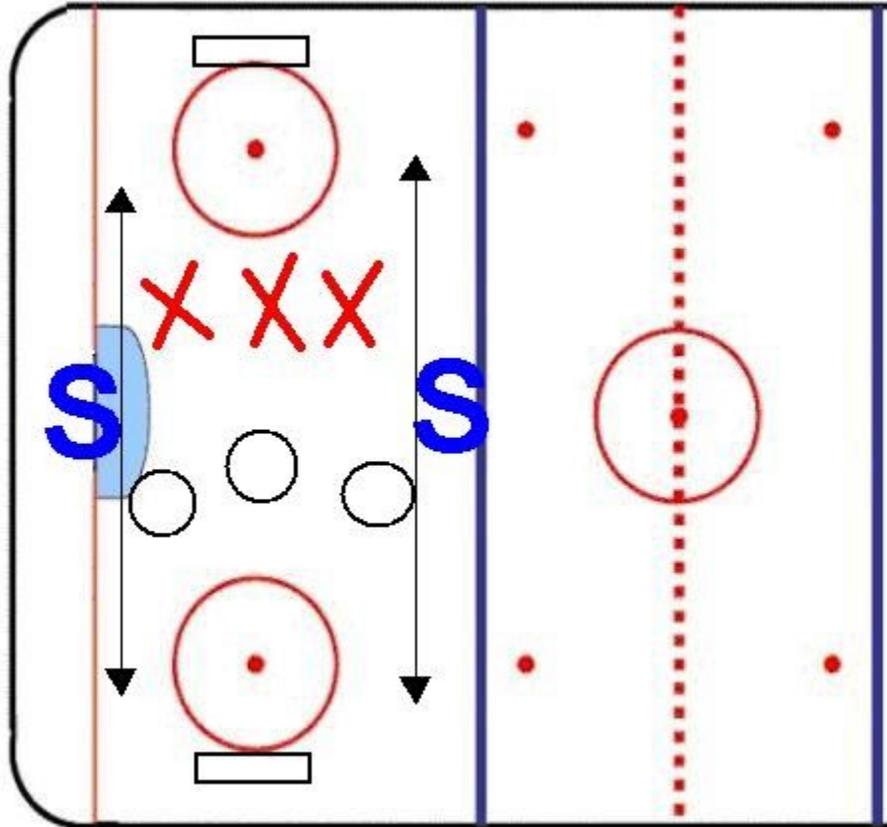
Description:

20 - 30 second shifts. Both teams can score on either net.

Teams must make a pass on change of possession before they can take a shot on net.

Coach puts a new puck in play if the goalie freezes the puck or a goal is scored.

Possible conditions to add: *can only shoot off pass, complete a takeover before attempt on goal, cycle before attempt on goal, set a pick before attempt on goal, backhand pass before attempt on goal, saucer pass before attempt on goal.*

3 v 3 Goal Scoring Game w/ Support Players**Description:**

20 - 30 second shifts. Both teams can score on either net.

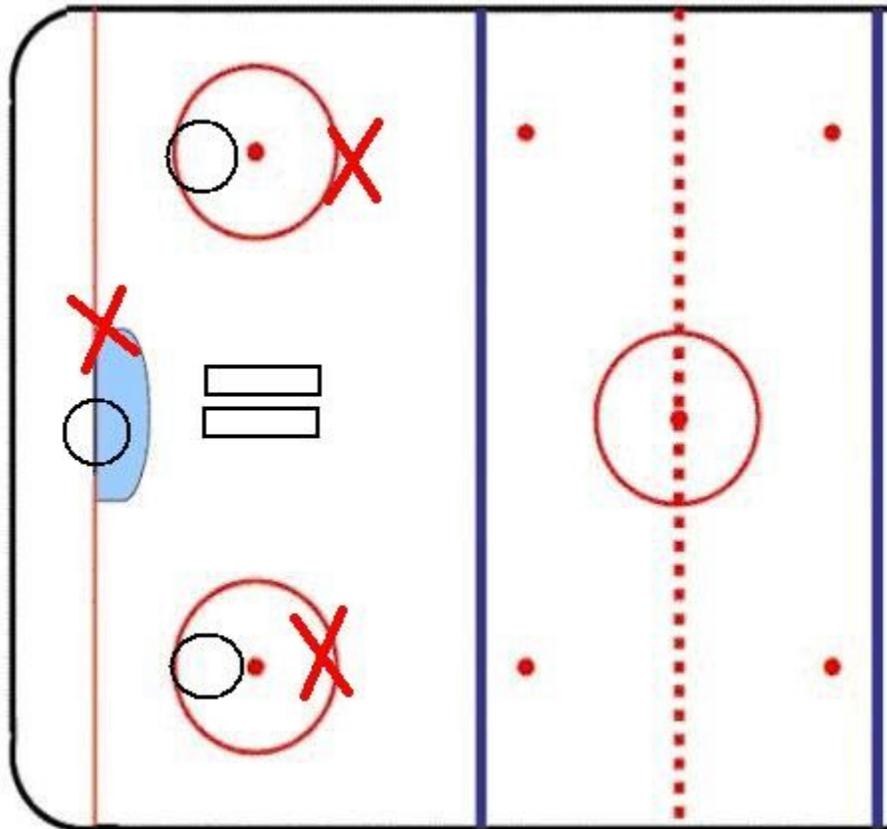
Teams must make a pass to a support player on change of possession before they can take a shot on net. Support players will attempt to make a pass back to whatever team passes them the puck.

Coach puts a new puck in play if the goalie freezes the puck or a goal is scored.

Support players may move in a vertical lane up and down the ice in a "safe zone". Do not attempt to take the puck away from support players.

Possible conditions to add: *can only shoot off pass, complete a takeover before attempt on goal, cycle before attempt on goal, set a pick before attempt on goal, backhand pass before attempt on goal, saucer pass before attempt on goal.*

3 v 3 Goal Scoring Game - Nets Back to Back



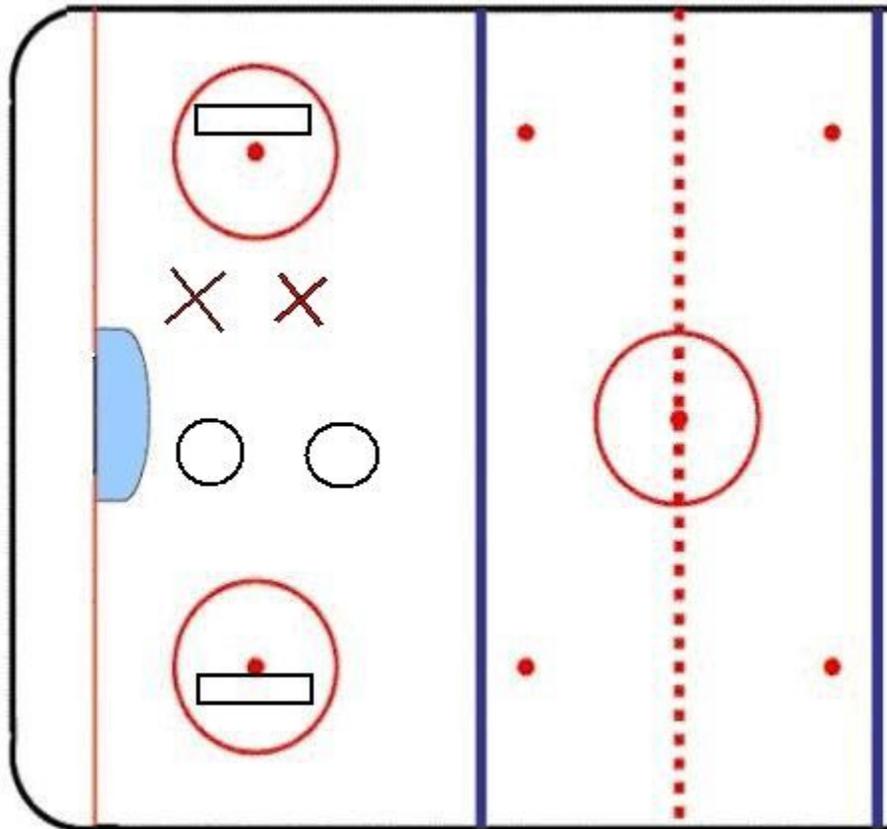
Description:

20 - 30 second shifts. Both teams can score on either net.

Teams must make a pass on change of possession before they can take a shot on net.

Coach puts a new puck in play if the goalie freezes the puck or a goal is scored.

Possible conditions to add: *can only shoot off pass, complete a takeover before attempt on goal, cycle before attempt on goal, set a pick before attempt on goal, backhand pass before attempt on goal, saucer pass before attempt on goal.*

2 v 2 Goal Scoring Game**Description:**

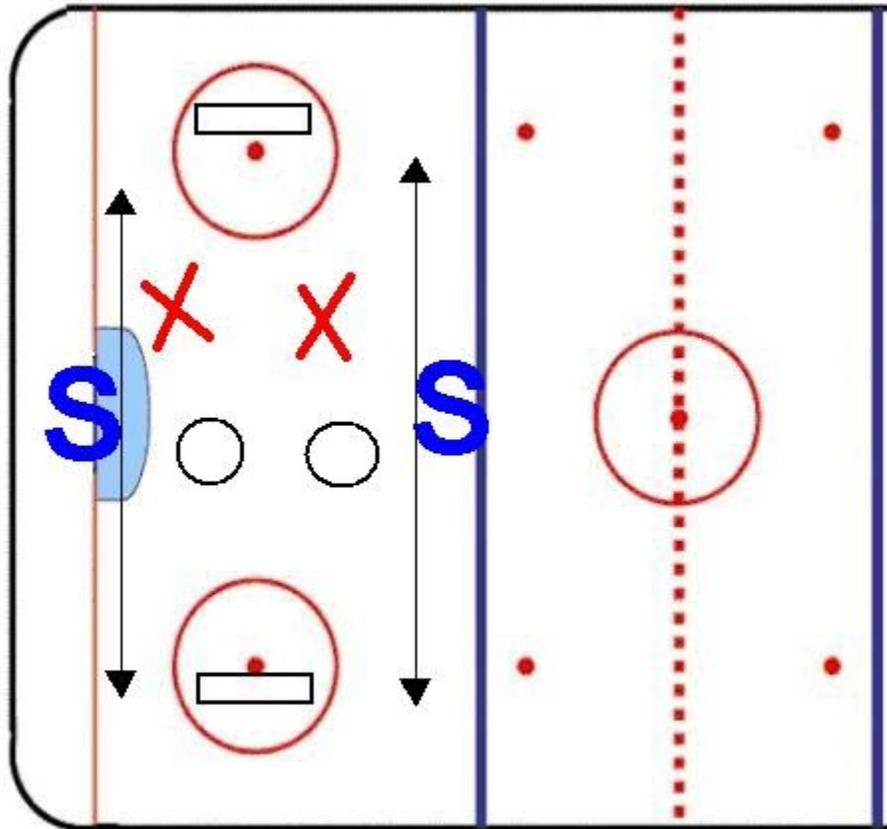
20 - 30 second shifts. Both teams can score on either net.

Teams must make a pass on change of possession before they can take a shot on net.

Coach puts a new puck in play if the goalie freezes the puck or a goal is scored.

Possible conditions to add: *can only shoot off pass, complete a takeover before attempt on goal, cycle before attempt on goal, set a pick before attempt on goal, backhand pass before attempt on goal, saucer pass before attempt on goal.*

2 v 2 Goal Scoring Game w/ Support Players



Description:

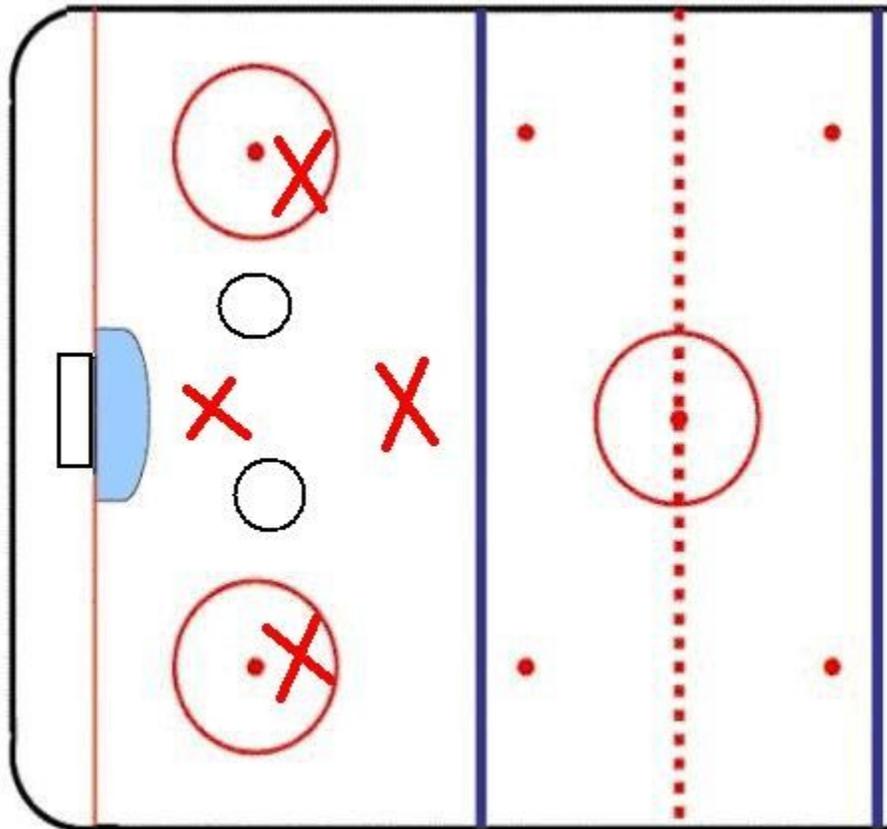
20 - 30 second shifts. Both teams can score on either net.

Teams must make a pass on change of possession to a support player before they can take a shot on net. Support players will attempt to make a pass back to whatever team passes them the puck.

Coach puts a new puck in play if the goalie freezes the puck or a goal is scored.

Support players may move in a vertical lane up and down the ice in a "safe zone". Do not attempt to take the puck away from support players.

Possible conditions to add: *can only shoot off pass, complete a takeover before attempt on goal, cycle before attempt on goal, set a pick before attempt on goal, backhand pass before attempt on goal, saucer pass before attempt on goal.*

4 v 2 Goal Scoring Game**Description:**

Offensive team scores as many goals as they can in 30 seconds.

Coach puts a new puck in play if the goalie freezes the puck or a goal is scored.

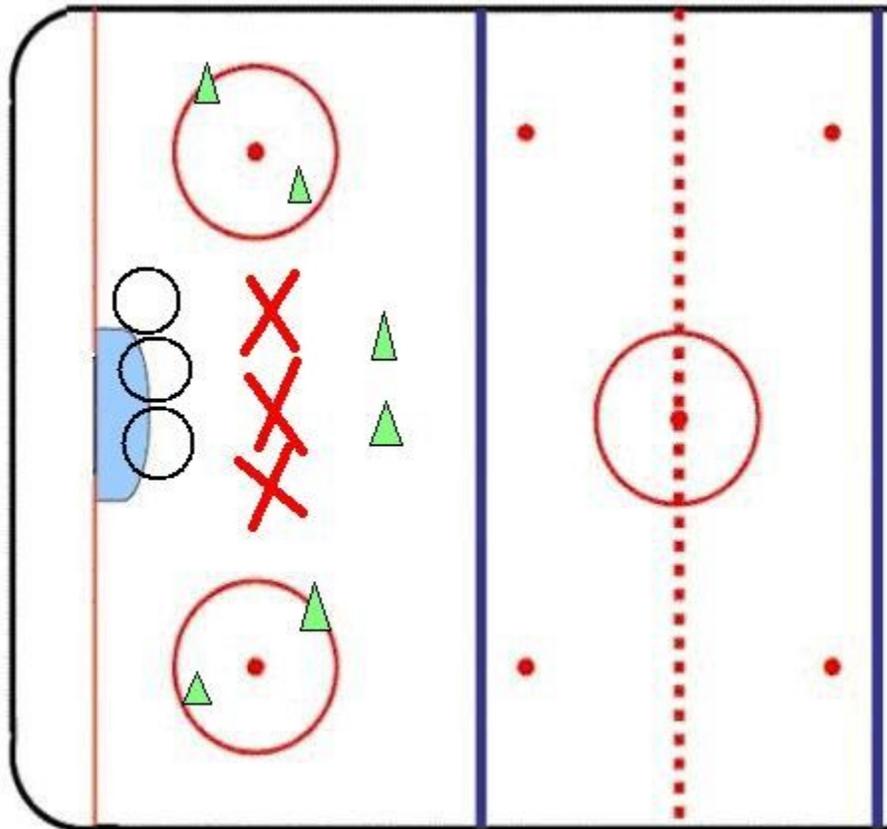
If defensive players gain control of the puck they must try to play keep away in their own zone. They may not tie the puck up along the boards, shoot the puck out of the zone, or carry the puck out of the zone.

Defensive Team gets a point if the goalie freezes the puck or deflects the puck wider than the faceoff dots.

Offense gets a point for a goal.

Possible conditions to add: *one touch passing only, must shoot off the pass.*

3 v 3 Gate Passing/Puck Control Game



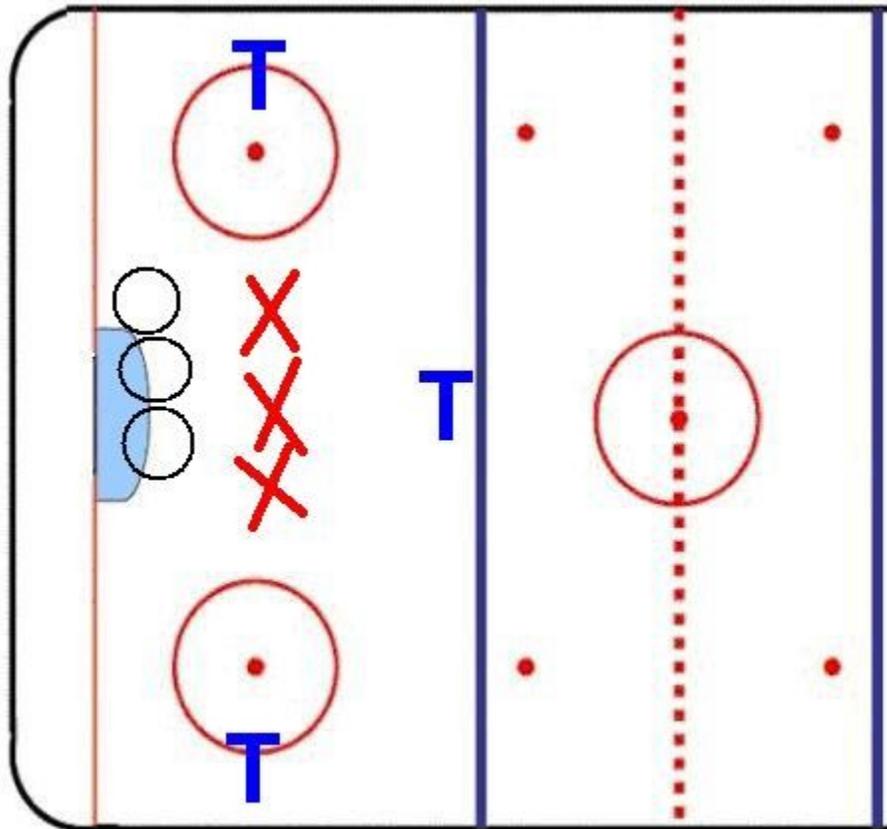
Description:

No goalies. 20 - 30 second shifts.

Place cones as shown.

Each team gets 1 point for making a tape to tape pass thru the gates (cones). No goaltending!

Possible conditions to add: *complete a takeover before attempt thru gates, cycle before attempt thru gates, set a pick before attempt thru gates, backhand pass before attempt thru gates, saucer pass before attempt thru gates.*

3 v 3 Target Passing/Puck Control Game**Description:**

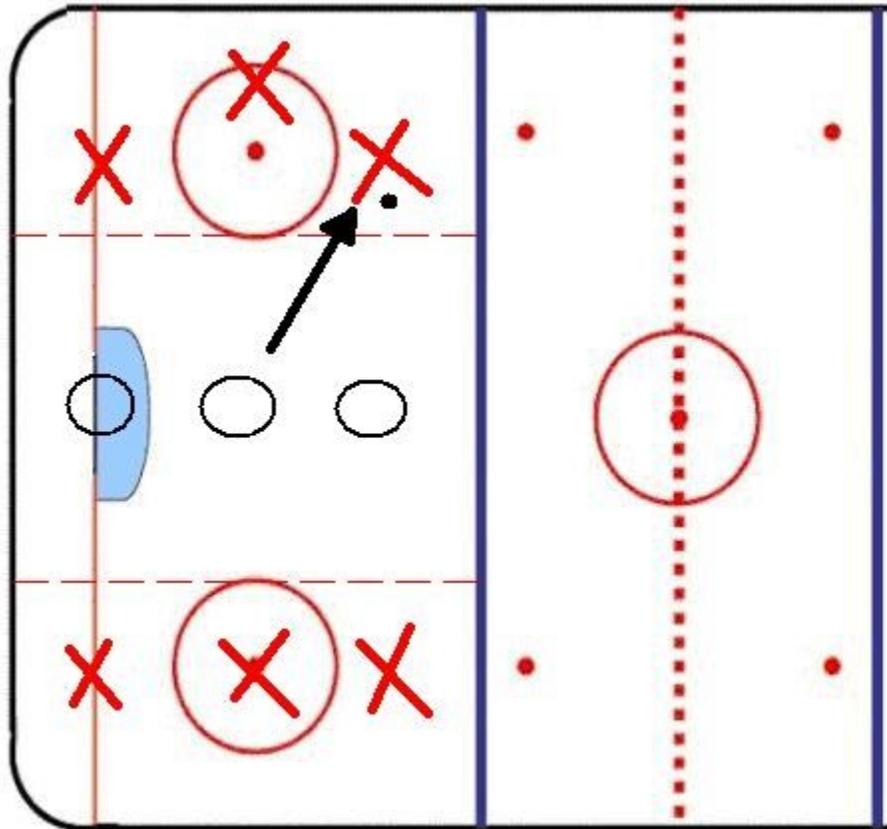
No goalies. 20 - 30 second shifts.

Teams get 1 point for making a pass to one of the three target players. Teams may not pass to the same target player twice in a row. Target players will attempt to pass the puck back to whatever team passes them the puck. Teams must make at least two passes on change of possession before they can make a pass to a target player.

Target players stay stationary in a "safe zone". Do not attempt to take the puck away from target players.

Possible conditions to add: *complete a takeover before pass to target, cycle before pass to target, set a pick before pass to target,, backhand pass before pass to target, saucer before pass to target.*

6 v 3 Passing/Puck Control Game



Description:

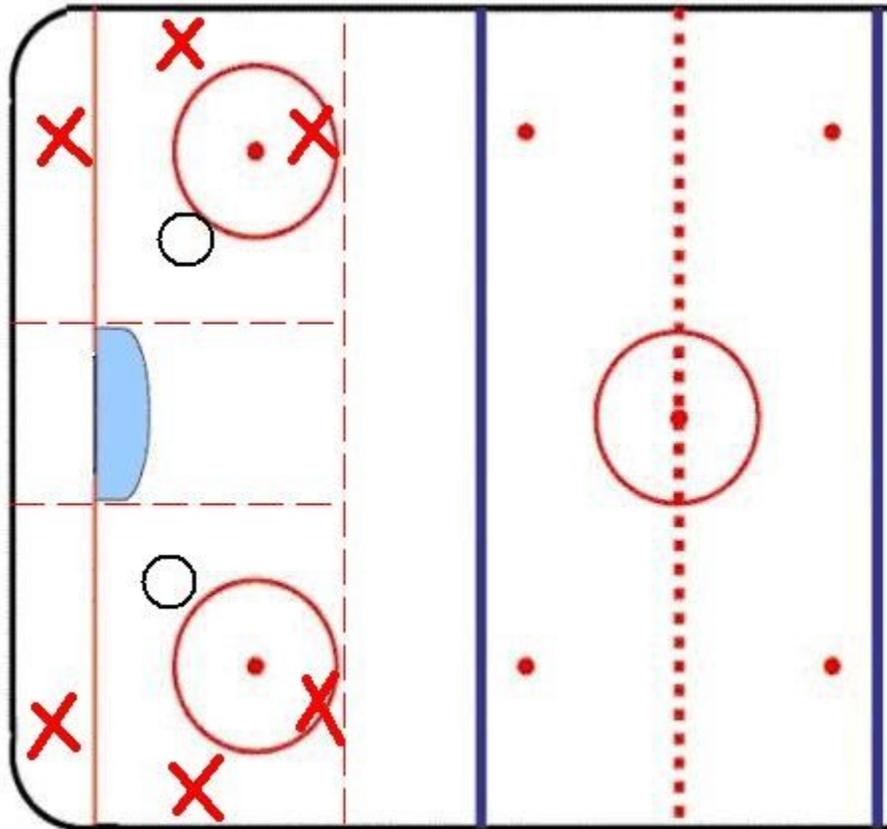
After all 3 offensive players (X) on one side touch the puck, they try to pass the puck tape to tape through the neutral zone to their teammates on the other side. Offensive players may not skate into the neutral zone.

1 defensive player (O) at a time may leave the neutral zone to attack. The other defensive players try to block the passing lanes with active sticks. When the defensive team touches the puck, the shift is over and 3 new players play defense. Max. shift time is 20 seconds.

Offensive players get a point if the defensive players do not touch the puck during a shift. Defensive players get a point if their team touches the puck.

Possible conditions to add: *offensive team must complete a high or low cycle before moving the puck to the other side, offensive team must complete a pick before moving the puck to the other side, offensive team must complete takeover before moving the puck to the other side.*

6 v 2 Passing/Puck Control Game



Description:

Divide the ice into 2 zones as shown.

After all 3 offensive players (X) on one side touch the puck, they try to pass the puck tape to tape to their teammates on the other side. All players must stay in their designated zone.

When the defensive team (O) touches the puck, the shift is over and 2 new players play defense. Max. shift time is 20 seconds.

Offensive players get a point if the defensive players do not touch the puck during a shift. Defensive players get a point if their team touches the puck.

Possible conditions to add: *offensive team must complete a cycle before moving the puck to the other side, offensive team must complete a pick before moving the puck to the other side, offensive team must complete takeover before moving the puck to the other side.*