D200 - 2-2 RG With Defensive Jokers - College

Key Points:

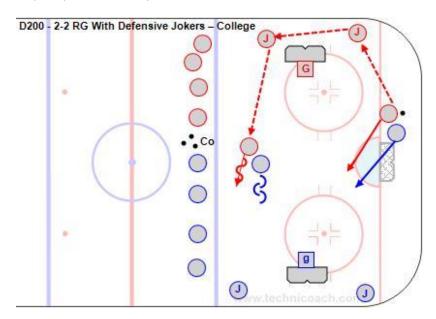
Extra player wait outside the blue line and the coach shoot in a puck when needed. Give close support to the puck carrier and make the play right away. Play from 1-1 to 4-4 or with uneven numbers like 3-2.

Description:

- 1. Cross ice game of 2-2 and both teams have two Jokers behind their net.
- 2. Defenders must regroup with a Joker behind the net to be on offense.
- 3. Jokers can either pass or shoot.
- 4. Play 30' and Jokers rotate as players, players out and new players become Jokers.
- 5. Either leave the puck on the whistle or pass to your Joker who now is a player.
- 6. Keep score and losing team skates or some other consequence.

 $\underline{http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0\&sort=2\&s=20181029144812365}$

https://youtu.be/CHEyC62oSOs



^{*}Modified rules like only 2" with the puck can be added.

^{*}A rule like Jokers must shoot works on screening, tipping, boxing out, etc.