

WYHA Small Area Games

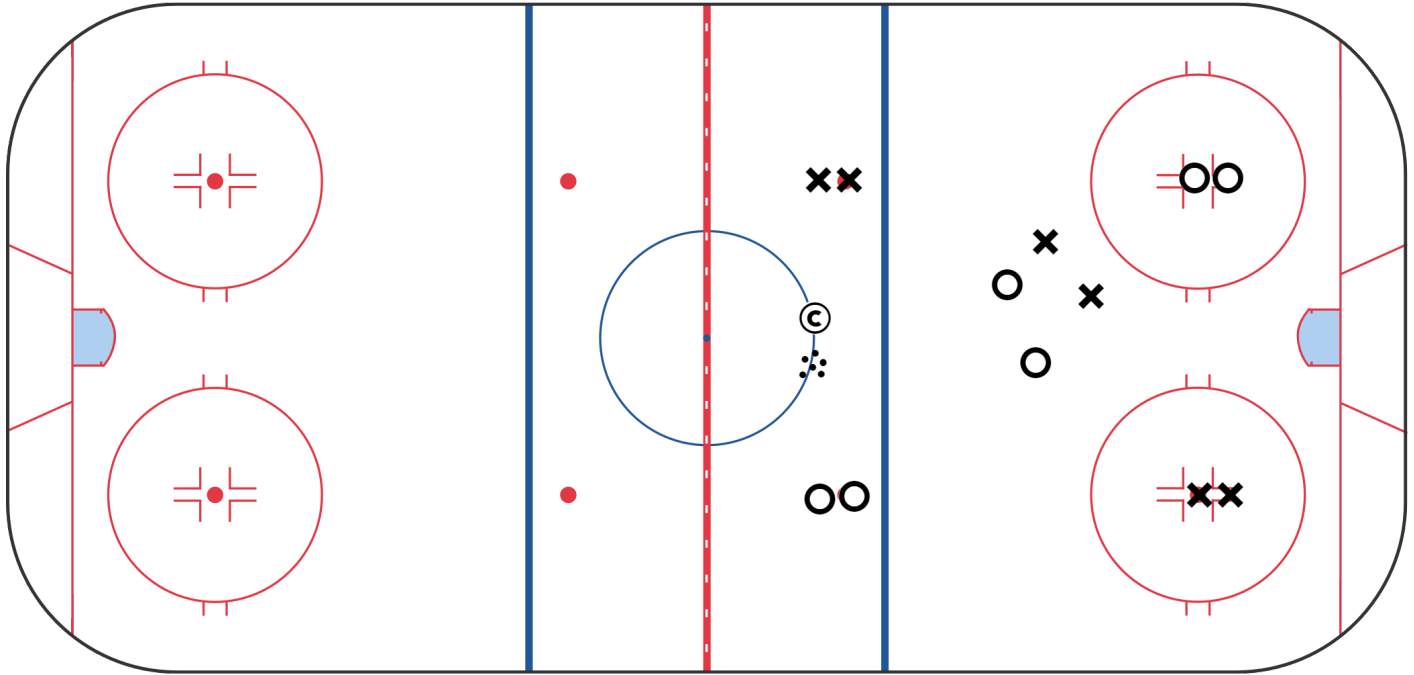
Date: Aug 22 2024

Time: 11:13 pm

Here are WYHA's favorite small area games to run!

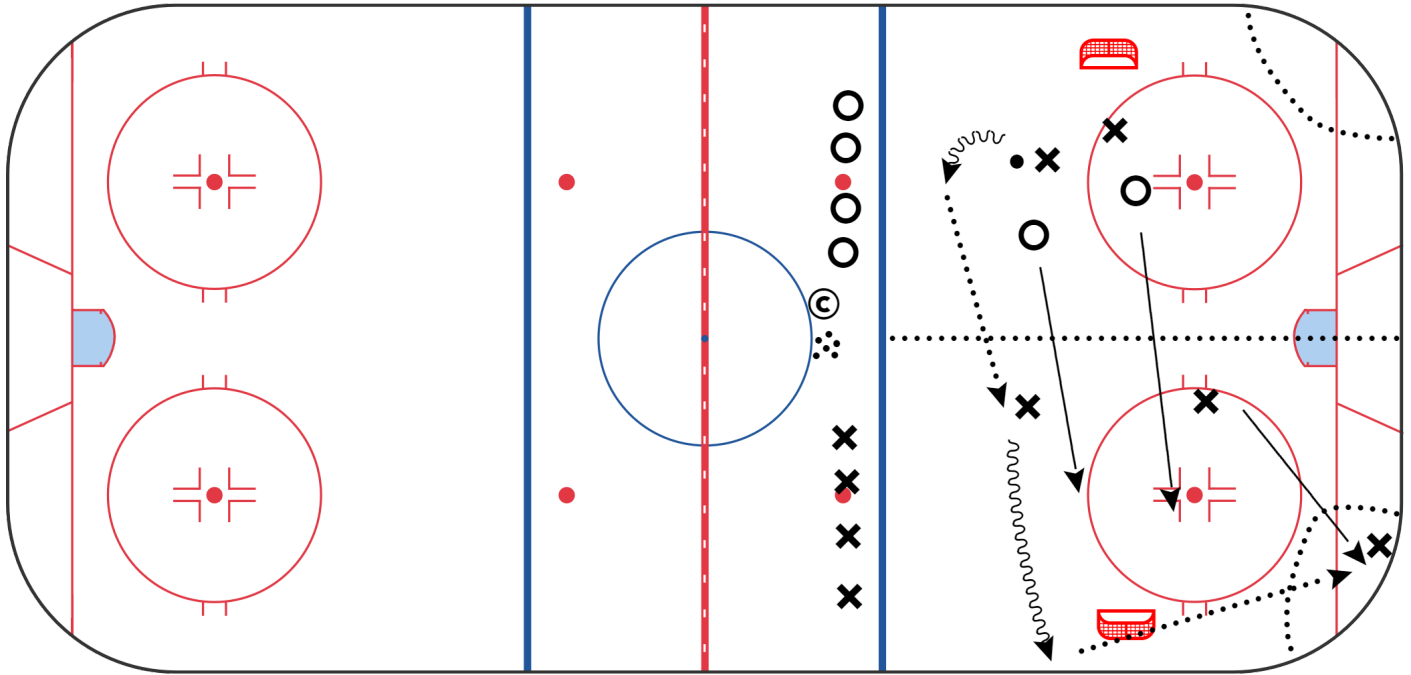
2v2 Box Keep Away

10 mins



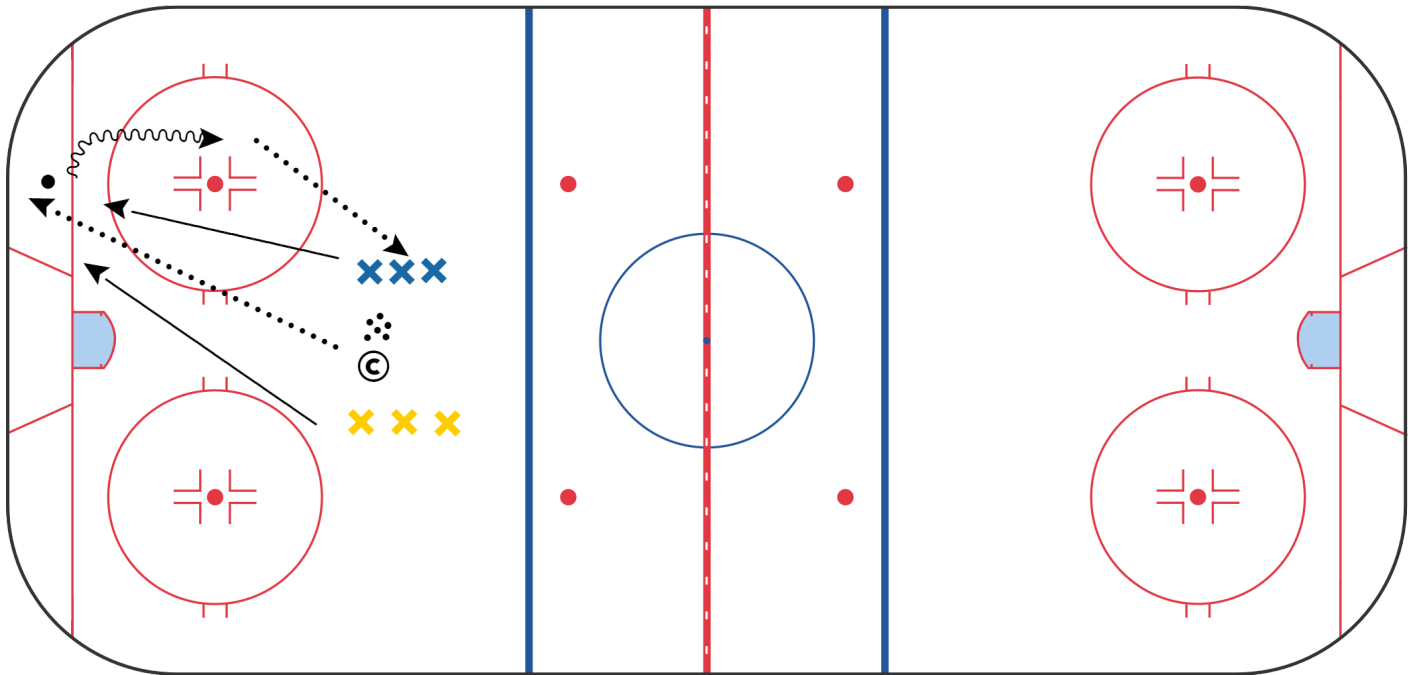
Description

2v2 keep away game. Players can pass to their team's line as outlets.



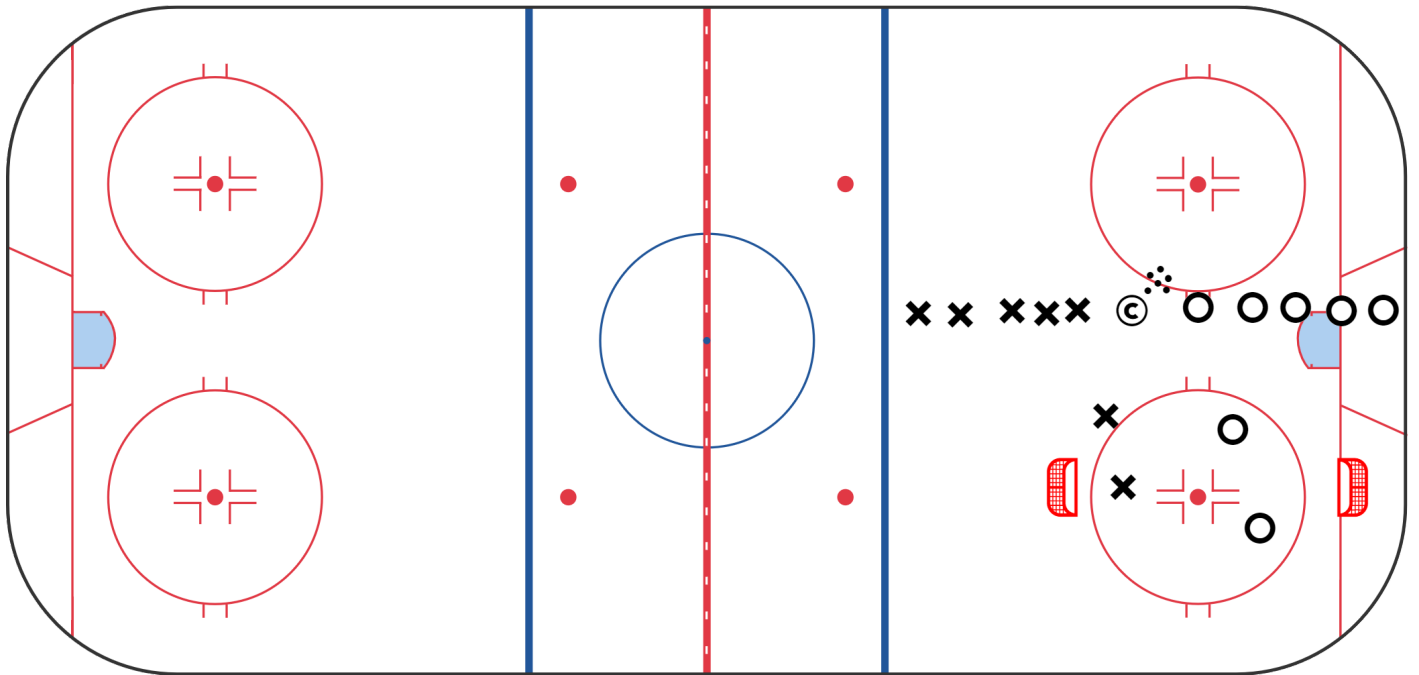
Description

Play starts on one side with a 2v2. Defending players' goal is to pass the puck to their teammates that are waiting just beyond the halfway line on other side. When that pass is completed, players that were just on offense need to backcheck and defend. New "waiting" players appear on the opposite side. Drill/Game is continuous

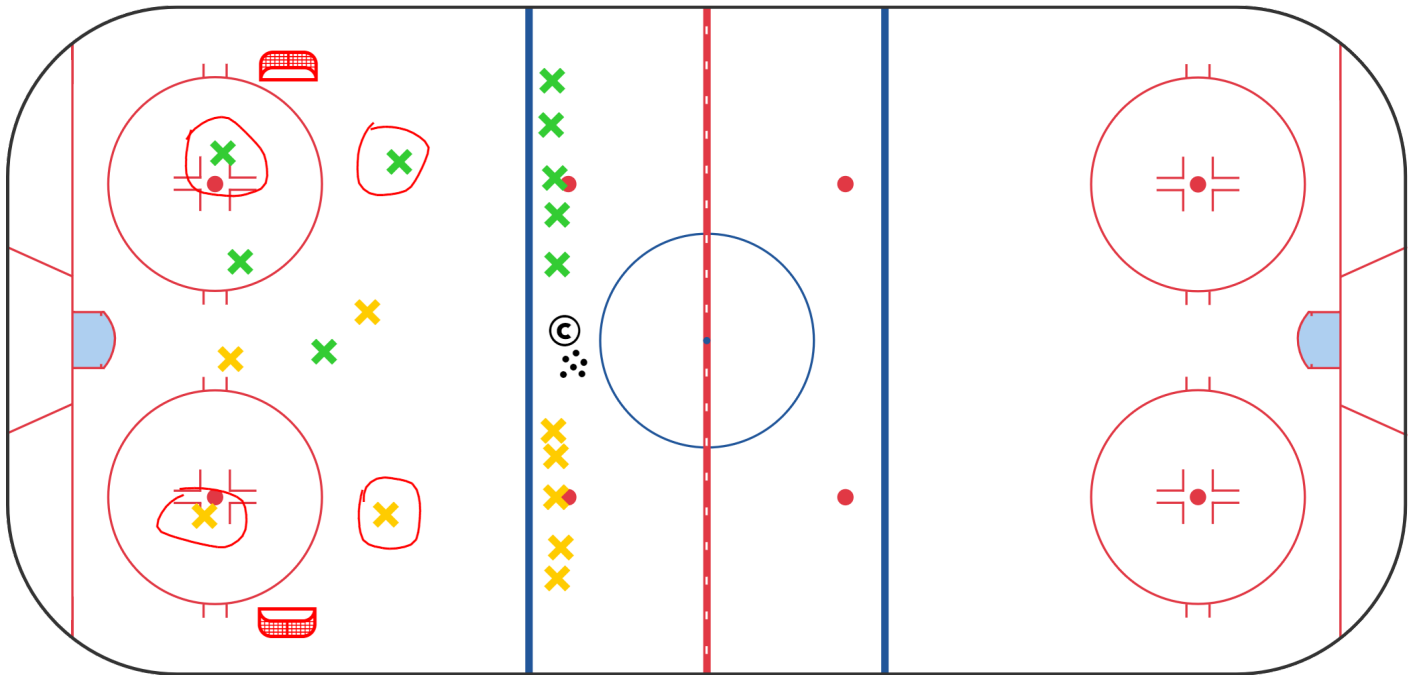
**Description**

Line players up around the top of the circle. Coach dump puck in behind net, or to a corner. First player in each line battles for puck, and has to pass to their teammate next in line. If they do, they attack 2 on 1 to the net.

If defending player gets it, pass back to the coach and drill re sets.

**Description**

2v2 game played on one half of zone. Simple 2v2, but players must complete one pass to their teammate in the game with them, not the players standing on outside. Once pass is completed, they can score on either net. Game rewards quick attacks and passing.

**Description**

Spray paint circles in front of cross ice nets

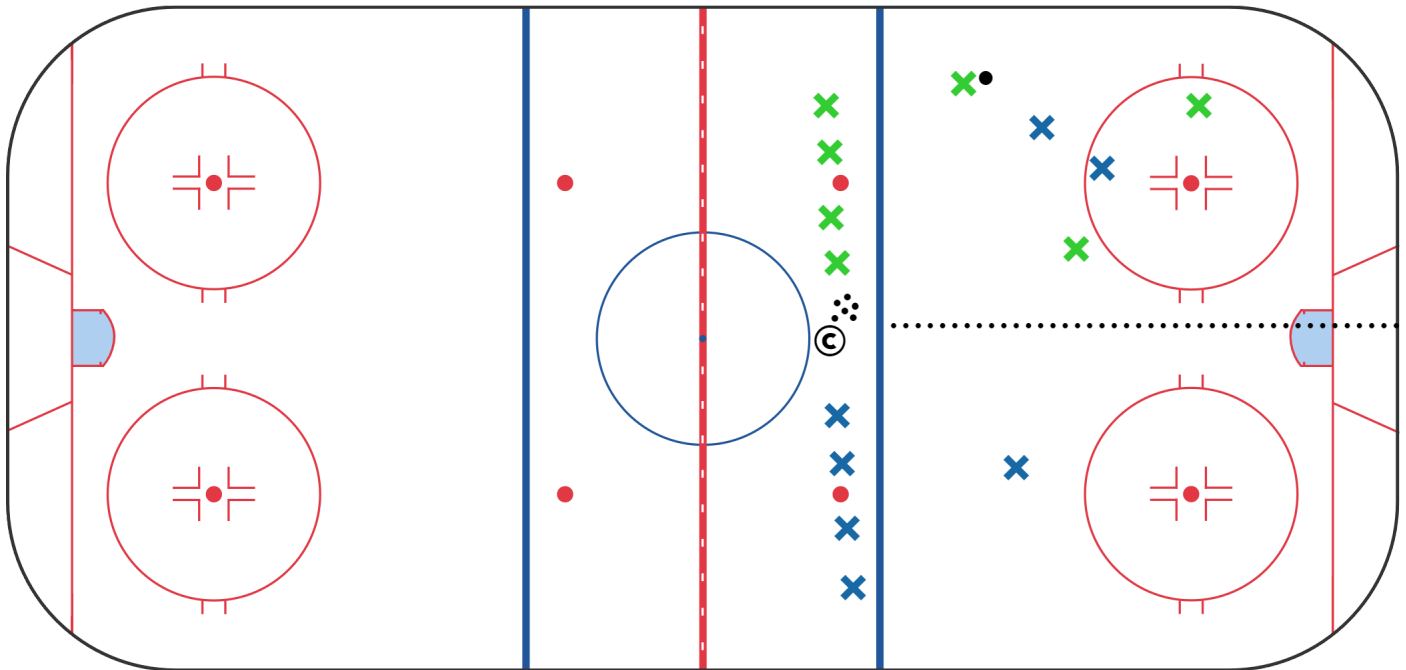
2 on 2 with two outlets (snipers)

You score on the side your snipers are located.

On whistle change, snipers go into play and new players go into the circles to become the new snipers.

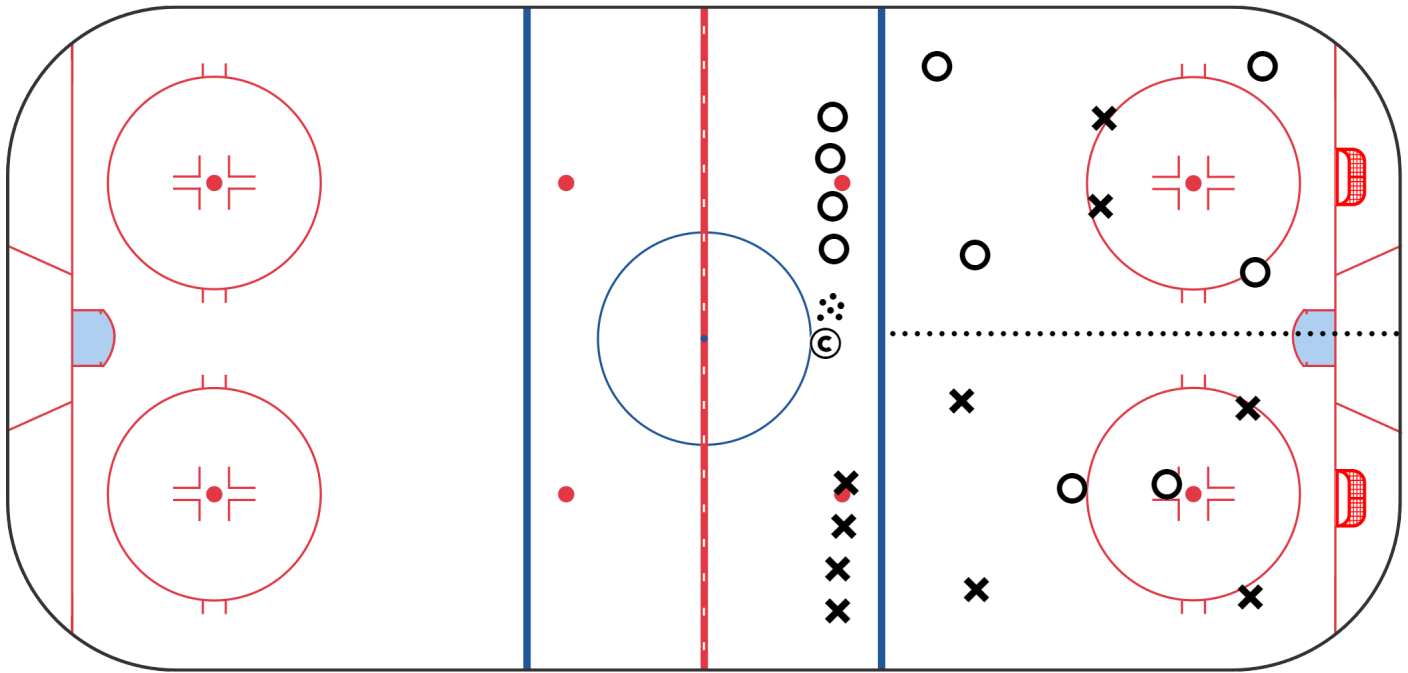
****Add rule - snipers must one touch the puck (no stickhandling) - one touch pass or one time shot on****

Anybody is allowed to score in the game.

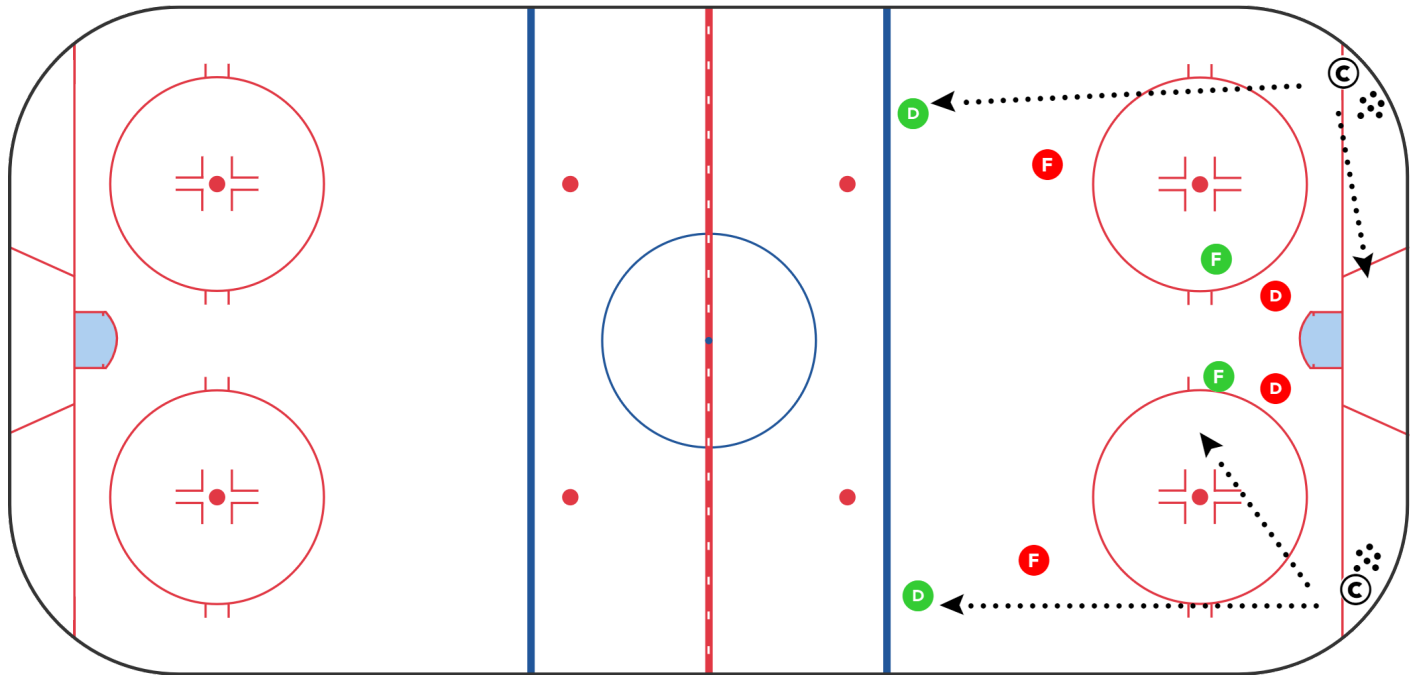
**Description**

Keep away game:

Each team is trying to keep the puck on their side of the ice. When it gets to their side, the other team has to keep a player on their side and wait for defenders to get the puck back to them.

**Description**

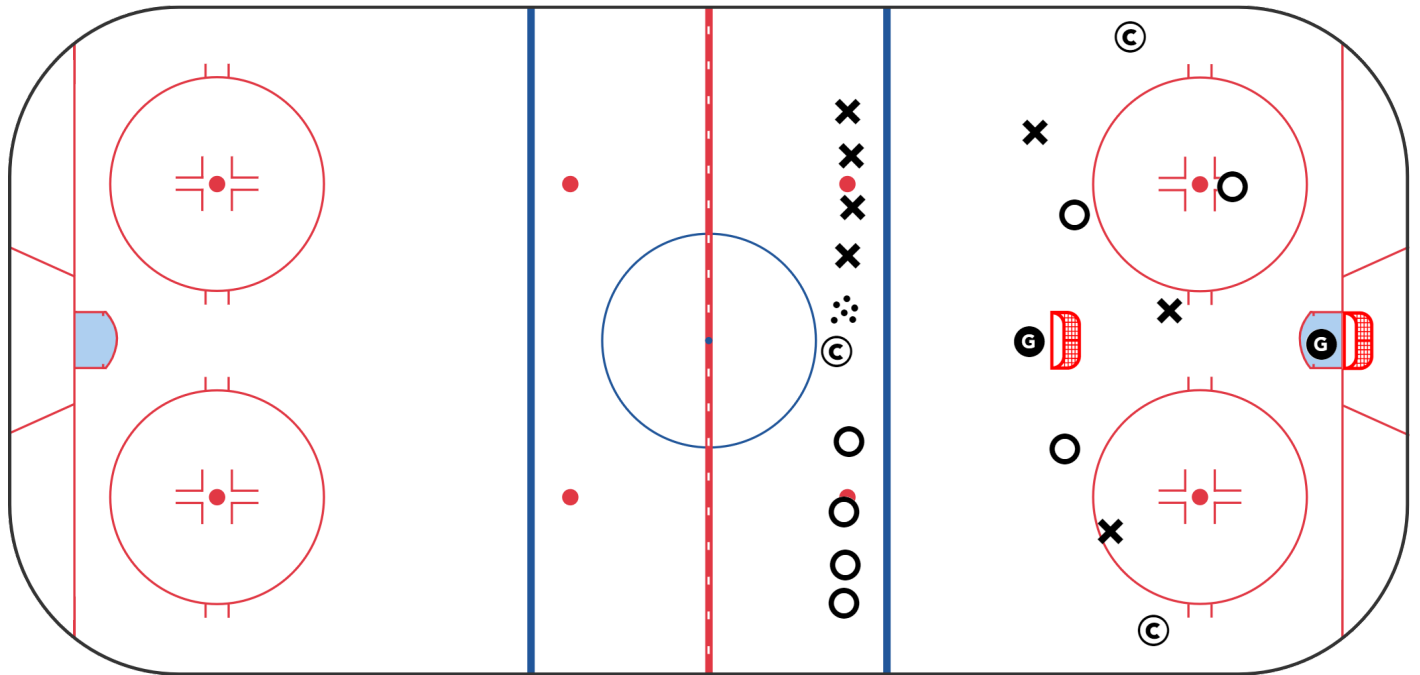
4v2 on each half of the zone. 1 puck is in play, defending players (2 penalty killers) aim to win puck and pass to their teammates attacking on opposite side. On whistle, rotate spots depending on numbers. Only need 12 skaters and 2 goalies to play the game.

**Description**

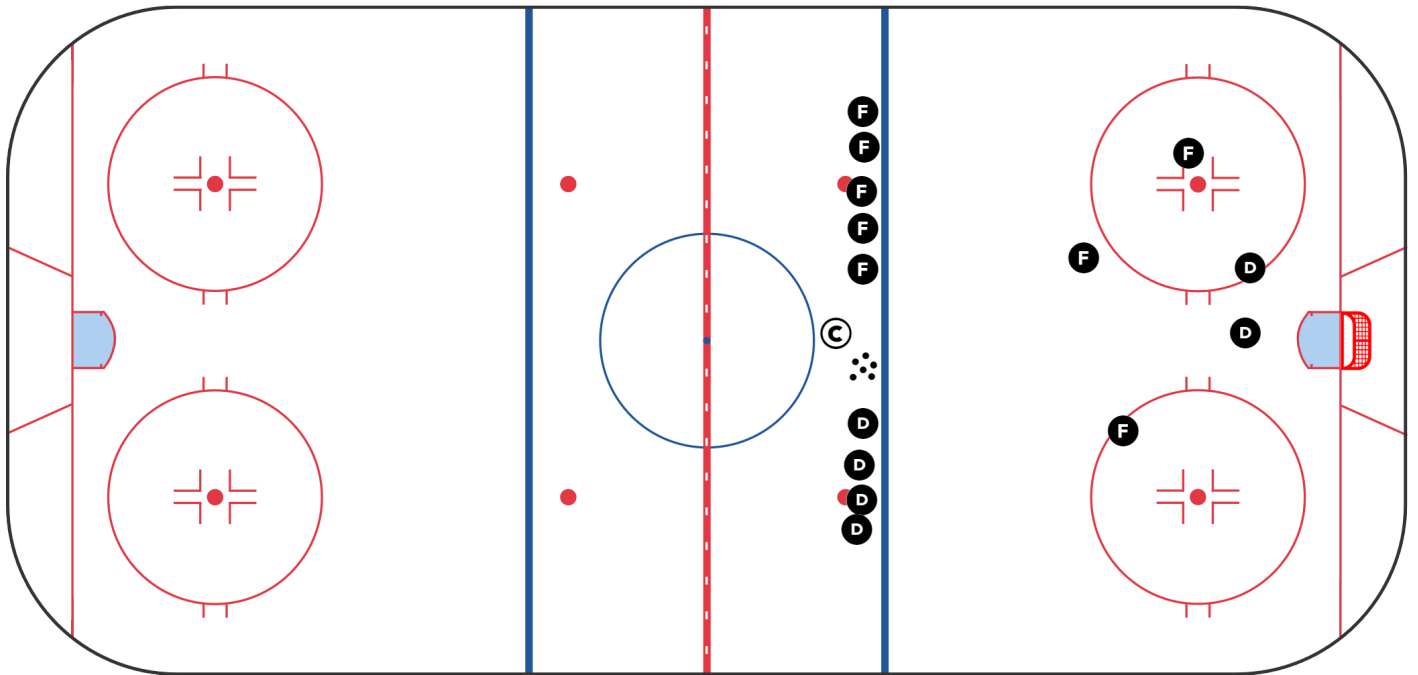
D zone coverage work 4v4.

Coaches in both corners with pucks. On whistle coach initiates puck either up to point or spots puck down low. Next whistle the opposite corner coach starts a new puck. Key points are Defensive forwards getting in shooting lanes and good box outs in front.

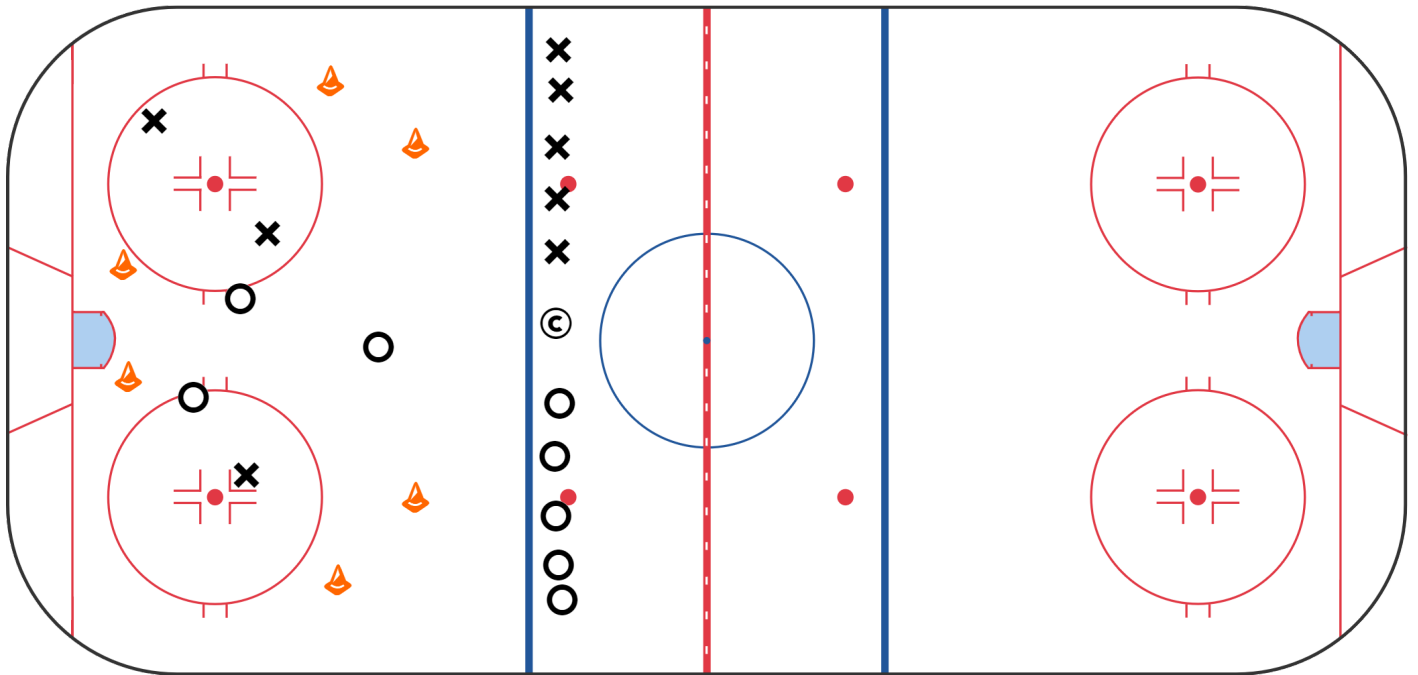
Green is on offense in this diagram, red on D.

**Description**

Game can be played 3v3 or 4v4. If using 4v4, back up to the red line to create more room. Players must gain possession by passing to a coach on the half wall. After gaining possession, players can score on either net.

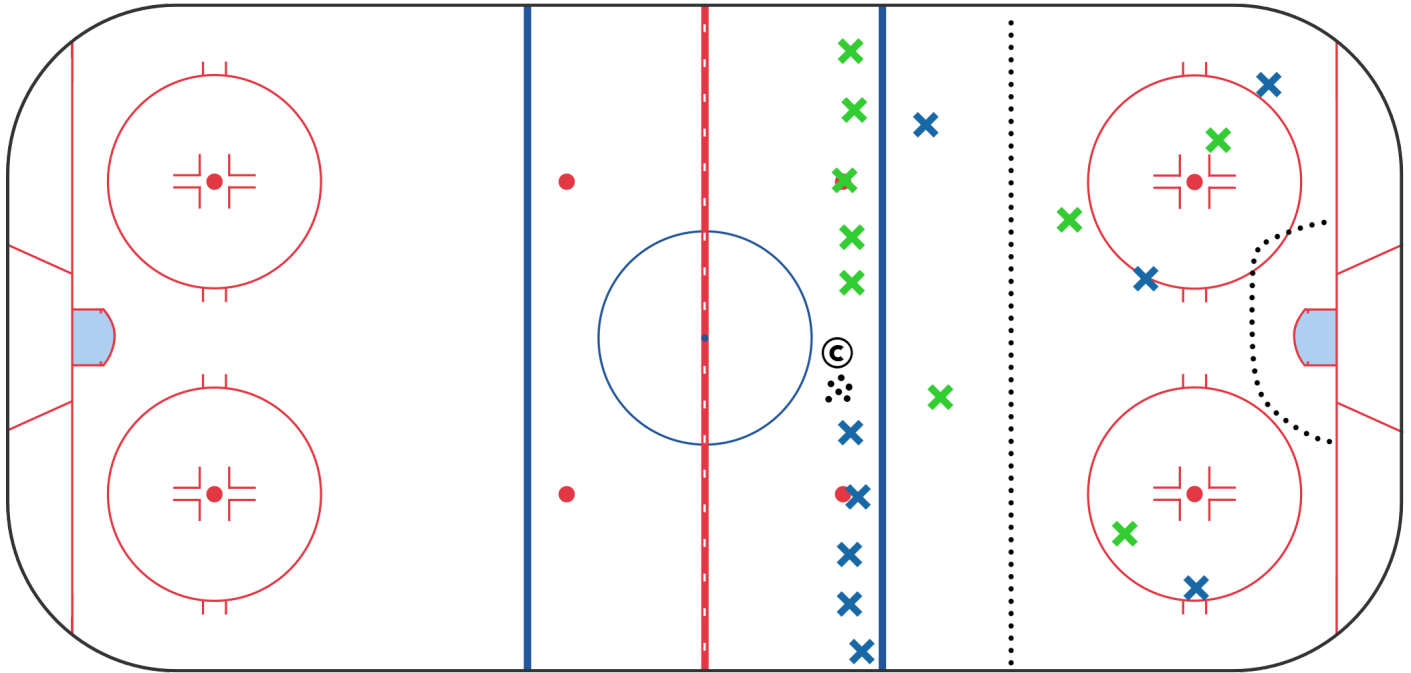
**Description**

3v2 Competition Game. D can score a point by skating the puck out of the zone with possession. Forwards score a point by scoring. Usually played up to 5!

**Description**

3 on 3 in the zone. Players earn a point by passing through one of the "gates" set up by the 6 cones (3 separate gates).

Remove net from zone to provide more room



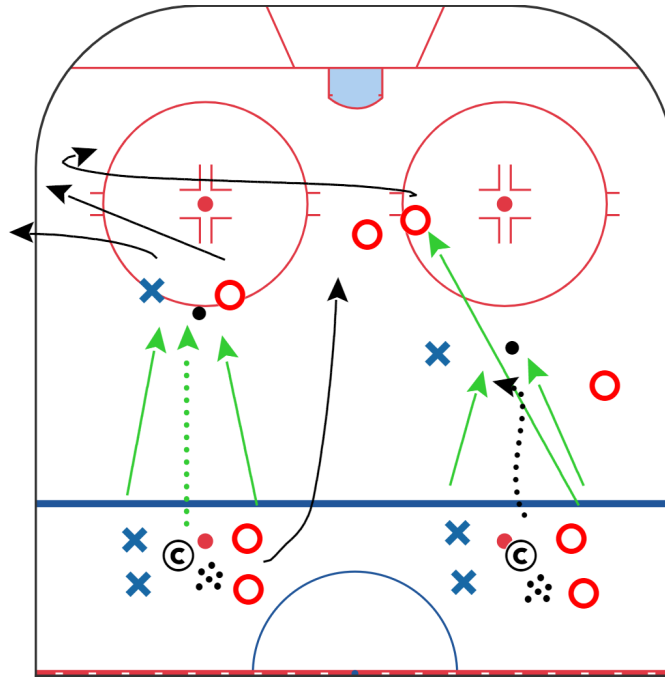
Description

4v4 in zone.

Rules:

- 1) one player must be in high ice area at all times
- 2) if team is on offense, they can exchange with high ice area player
- 3) must have a player inside the large crease when a goal is scored for it to count

To get on offense, a team must make one completed pass to a teammate*



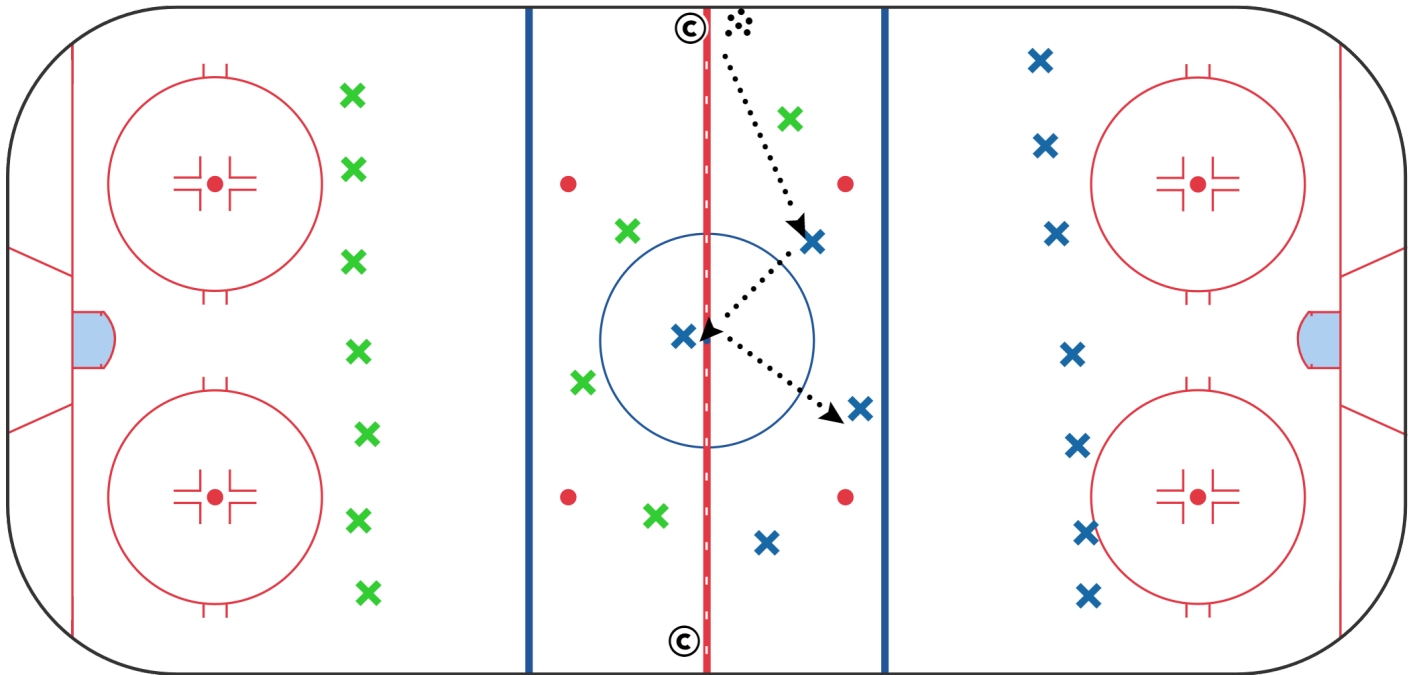
Description

This is a small area game to work on quick transitions from Offense to Defense, and winning 50/50 pucks with body positioning (line to the puck).

The drill always starts on one side. Coach will lay a puck to the bottom of the circle, X and O will race for it and try to gain possession. Whichever team gets full possession, they get to add an additional player from the OTHER faceoff dot line. Play 2v1 for 10-15 seconds.

On coach whistle, all 3 players in the zone playing have to tag the side boards. At the SAME TIME, the coach on the other faceoff dot will lay puck to the bottom of the circle. New X and O will battle for full possession. Whichever team wins that puck race, gets to add a final player from the OTHER faceoff dot line.

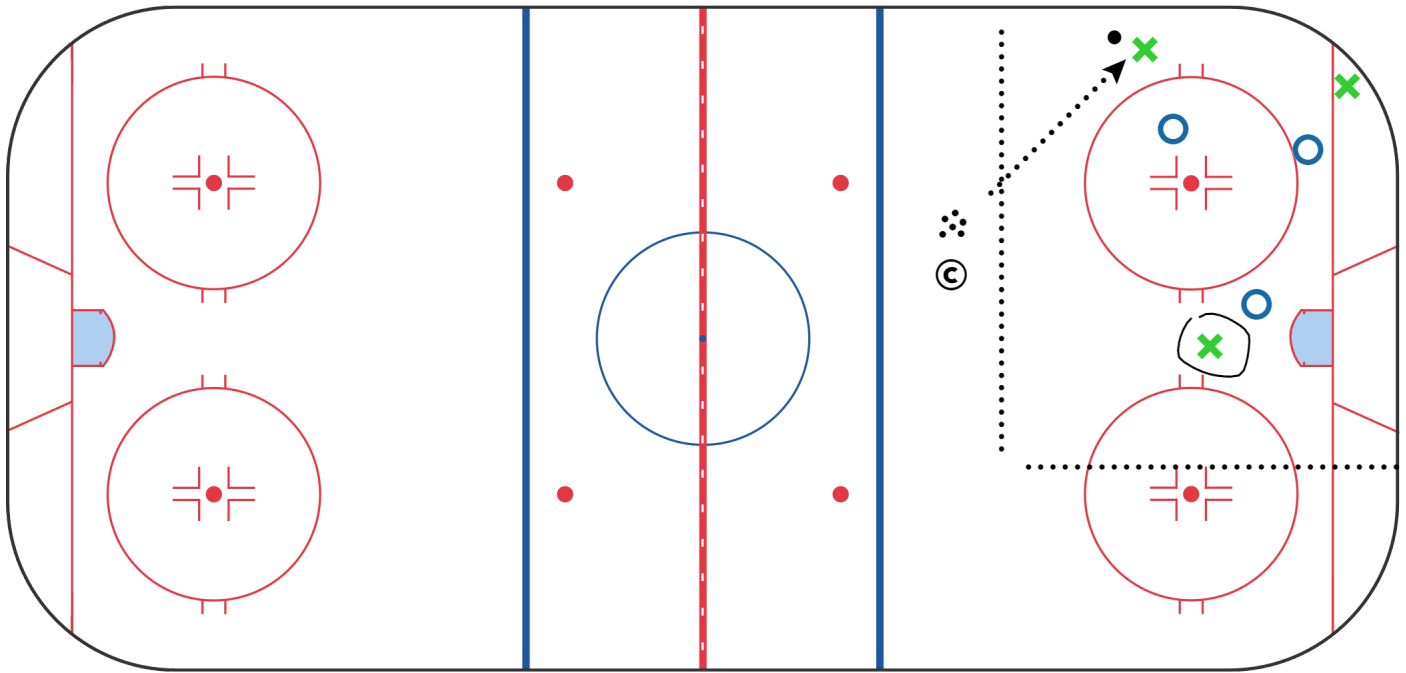
So, it will either end up as a 4 on 2, or a 3 on 3. Players must make one pass before attempting to score.



Description

Keep away game with specific goal to score points.

Blue is on offense, coach will dump puck into the NZ. When blue is on offense, green is NOT ALLOWED in the center circle at all. Offense scores a point when they make one pass into the center circle, and that player passes to a DIFFERENT player on his/her team. Green can get on offense if they pass to a coach and regroup with them.



Description

Green is on offense. It's a 3v3 down low (within dotted boundaries). One green offensive player has to stay within spray painted circle somewhere in front of the net.

Blue O defenders must read how to win puck and breakout. Upon breakout or puck that leaves boundaries, coach will throw a new puck into the play. Switch teams every rep (offense and defense).