

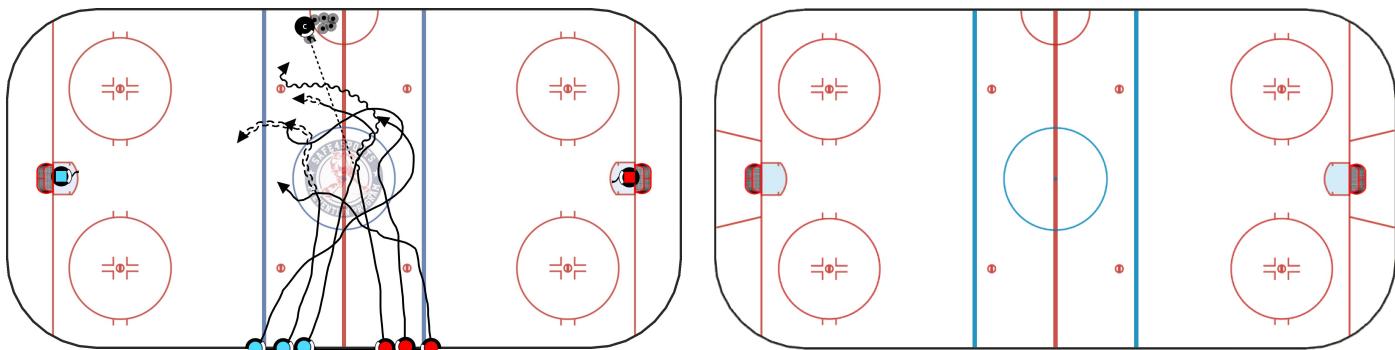
S4S 22 Survivor



MIN. NUMBER OF PLAYERS:
OFF / DEF / GK - 3 / 3 / 2

LEVELS:
13-14, 15-16, 11-12, 17-20

TAGS:
passing, skating, stick-handling, tactics



DESCRIPTION:

Players start this game on the bench. Coaches spot a puck in an open ice area. Players may score on either net. No side is off limits. Offensive players are the players with the puck. Defenders must therefore adapt quickly to location to defend attack. Players stay on until a goal is scored. Coaches may wish to add a player to the defenders side after a goal or have a new group of defenders take the ice. Coaches choose 1-vs-1, 2-vs-2, 3-vs-3 or odd man situations. Add rules like 1 pass, 2 pass, back or drop pass requirements.

KEYPOINTS:

Forecheck and backcheck information can be added and reinforced in this game. "Protect the corridor" and "defect attack" are great cues. Discuss and introduce information on net orientation to defend. Discuss individual and group offensive and defensive tactics and choices. Offensively discuss puck possession and finding open areas by creative skating or puck movement. Stress communication and on ice awareness.

NOTES:
