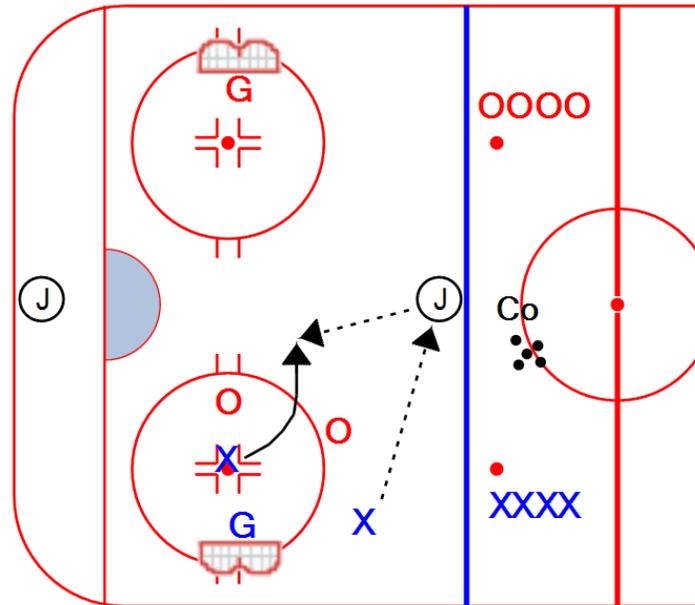




BRIAN GILLAM HOCKEY

JOKERS WILD 2v2 Cross Ice Game

**Intention:
Quick outlet passes to initiate breakouts**



Description:

- Two players from each team (red and blue) enter the game zone.
- One player from each team takes up a position as a “joker”. One along the end boards the other at the blueline.
- The position of these two players splits the game zone in half and creates an imaginary line.
- The two jokers must maintain these positions.
- Jokers can be used by both teams.
- A puck is spotted by the coach and the game begins.

Constraint:

- A team must pass to a joker before they are permitted to cross the halfway line.

The constraint guides players into creating quick passes to initiate breakouts or zone exits. It limits their ability to gain possession and just skate it from their end thus affording the quick outlet pass.