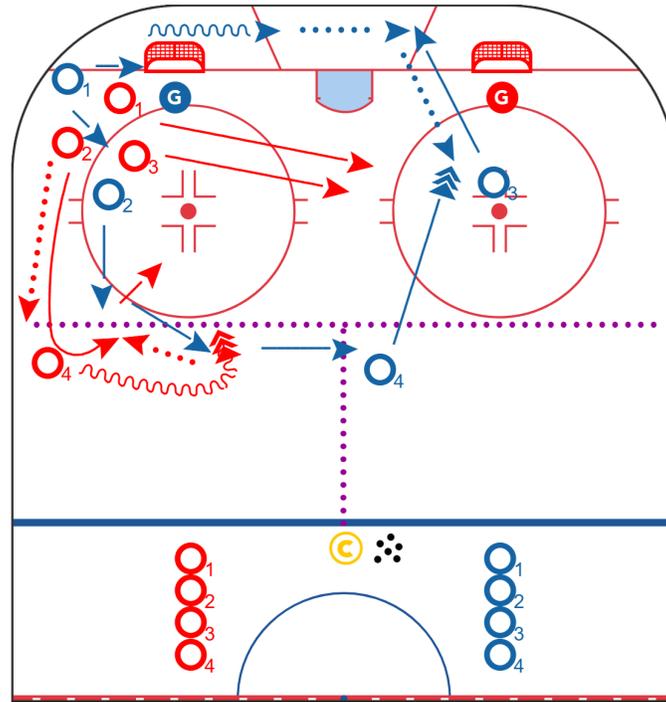




Sniper Game "exchange" 4vs2



Description

Organization

8 players participate in the game at the same time.

The drill is played **4 vs 2 in the offensive zone**.

Each offensive unit is structured as follows:

- **1 Sniper/Bumper** positioned inside the faceoff circle
- **1 Blueliner** positioned in the designated blue line area
- **2 free players** who can move anywhere in the offensive zone to support the play

The two defenders work together to contain the play, recover the puck, and apply pressure to disrupt the offensive structure.

A key rule of the game is the **Exchange principle**. The sniper and the blueliner are allowed to leave their assigned areas to join the play. When they do, their position must immediately be **replaced by a non-puck carrier** to maintain the offensive structure.

If a goal is scored, the next puck is played into the **opposing team's blueliner zone**.

Description

The offensive team moves the puck while maintaining strong support and spacing. Players should look to keep a **tripod support structure** around the puck.

The **blueliner is encouraged to stay active and move laterally** to become a threat. The objective is to attract defensive pressure toward the blueline area.

When a defender pressures the blueliner, an offensive player should quickly provide support to create a **2 vs 1 situation**.

Through exchanges and rotations, players must read the play, replace open positions, and maintain the offensive structure while looking to find the **sniper in the circle for a scoring opportunity**.

Defenders focus on containing the play, forcing turnovers, and breaking the offensive rhythm.

Key Points

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- Maintain puck support and offensive spacing
- Replace positions quickly when exchanges occur
- Encourage an active and mobile blueliner

- Read defensive pressure to create 2 vs 1 situations
- Move the puck quickly to find the sniper in scoring position
- Defenders apply pressure while protecting the middle