

Cops and Robbers – Hockey Edition

The robbers' goal is to collect "loot" (pucks) from the "bank" (corner) and get them into their "hideout" (net) in the opposite corner. Cops' goal is to prevent this (but cops cannot dig loot out of the hideout – once a puck is in there, it is done).

The robbers start the drill touching their hideout. On the first whistle, they are allowed to invade the bank and take loot. Cops must be looking away (they love it if you have them sitting on the black bumpers pretending to eat doughnuts). As soon as a robber touches a puck, coach blows the whistle again and now the cops can go chase the robbers and get the loot back.

Robbers should have a small numerical advantage (3-2, 4-3, etc.)

Encourage both sides to:

- make plans before the start of each round (is one of the robbers going to stay back by the hideout to get a pass? are the cops going to each go after a different robber, or team up?)
- think about solutions that don't just involve carrying the puck or whacking the puck away - robbers can also pass around the cops, or the cops can play keepaway from the robbers if they manage to get possession of a puck

Options:

- put out only three pucks, robbers only “win” if they get all three pucks into the hideout within 1 minute
- put out more pucks (say 10) and robbers' goal is to see how many they can collect within 1 minute
- place obstacles around the ice that they can hide behind or otherwise use
- put out only one puck and have an extra cop role, a "bank guard" who starts with the puck but cannot skate with it (or only in a small area, delineated by lines or paint or whatnot). Robbers must steal the puck from the bank guard, who works on puck protection skills in a confined area. Once the robbers steal, the cops are released to chase the robbers, who win by getting the puck to their hideout. Cops win by stealing and getting it back to the bank guard.

To discourage the cops from "puppy-guarding" either the bank or the hideout, you could:

- restrict cops from going into the bank or to the front of the net/hideout
- put pucks in 2-3 places around the ice so the cops can't just guard the pile
- put out a second net as an alternate hideout - robbers can place the loot into either one, or make a rule that cops cannot go near the hideout (place a barrier, draw lines they can't go past, etc...)

Basic layout (F = robbers, D= cops)

