

# Teaching Offensive & Defensive Concepts Through Small Games



INTERNATIONAL  
**ICE HOCKEY**  
FEDERATION

# Things We Can Teach With Games

## Offensive

- Breakouts
- Regrouping
- Transition
- Line rushes
- Puck support
- Passing & receiving
- Shooting
- Angling & body-checking
- Forechecking
- Puck protection
- Scoring
- Screening & deflections
- Power play

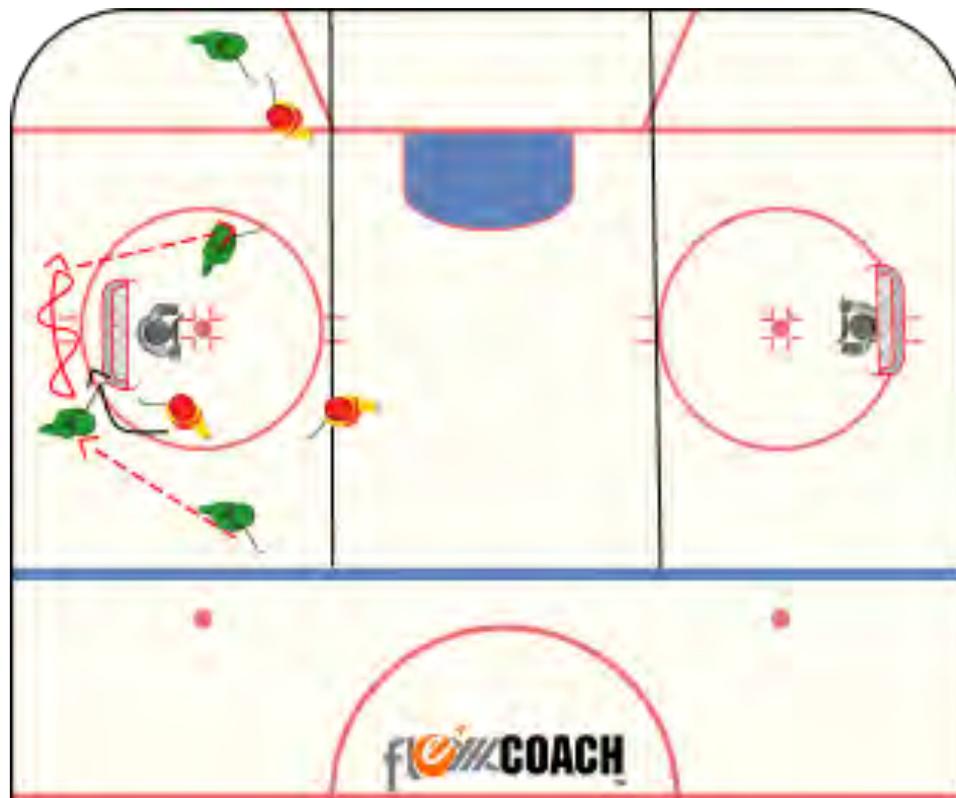
## Defensive

- D-zone coverage
- Body positioning
- Gap control
- Stick on puck
- Net front battles
- Angling
- Penalty killing
- Body-checking

## ***Breakout/ Forecheck/ Regroup Game***

Play 3v3 cross ice but before you can attack the opposition's net, you must carry or pass the puck behind your own goal. In addition, all of the regrouping players must come below the line that goes across the hash marks closest to their net to ensure good breakout habits/ support. The attacking forwards must pressure the regrouping players as if they were forechecking. Move to get open on the regroup and stay below the line.

**Concepts: Breakouts, forechecking, puck support, regroup, line rushes, transition**



## ***Gretzky Game***

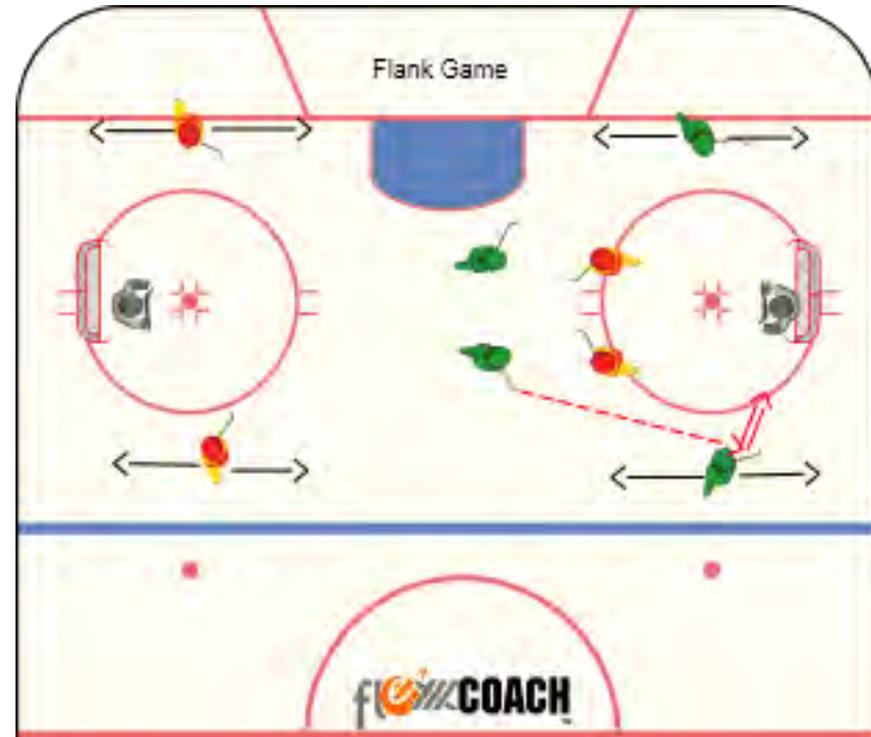
Players play 3v3 with a support player (Gretzky) below the goal-line on their attacking net. You must pass to your Gretzky before you can attempt to score. Defending players may not defend Gretzky, you must pick up an offensive player instead. Offensive players must move feet to get open for a scoring chance. Gretzky may skate laterally below the goalline.

**Concepts: Offensive zone play, defensive zone play, power play, penalty kill, transition, puck support**



- **Flank game**  
Players play 2v2 with two support (flank) players. The flank players can only skate up and down their flank and not into the play. The players playing 2v2 do not have to pass to the flanks but can as much as they want to use the 4v2 PP situation. The flank players can pass or shoot when they receive the puck. On the whistle for a change, the players playing 2v2 leave the zone, the flank players become the 2v2 and the new players become the flank players.

**Concepts: Power play, penalty kill, puck support, transition**



## ***Designated Shooters Game***

Players play 2v2 and each team has a two designated shooters on their team (like d men) that they have to pass to before they are on offense. The D have to pass D to D before shooting. Defensive players can not defend the point men but have to pick up the players they are playing against. On whistle players playing are out of the zone, the D men become the 2v2 and 2 new players become the D men

**Concepts:** Offensive zone play, defensive zone play, power play, line changes, transition, puck support,



***Thank You!***

***Let's Go Have***

***Some Fun!!***





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▫ ***Breakout / Forecheck Game***

Players play 3v3 and before they can attack the oppositions net, they must skate the puck behind their own net. The team without the puck must forecheck the team that is skating the puck behind their own net. Emphasize good angles and reading and reacting.

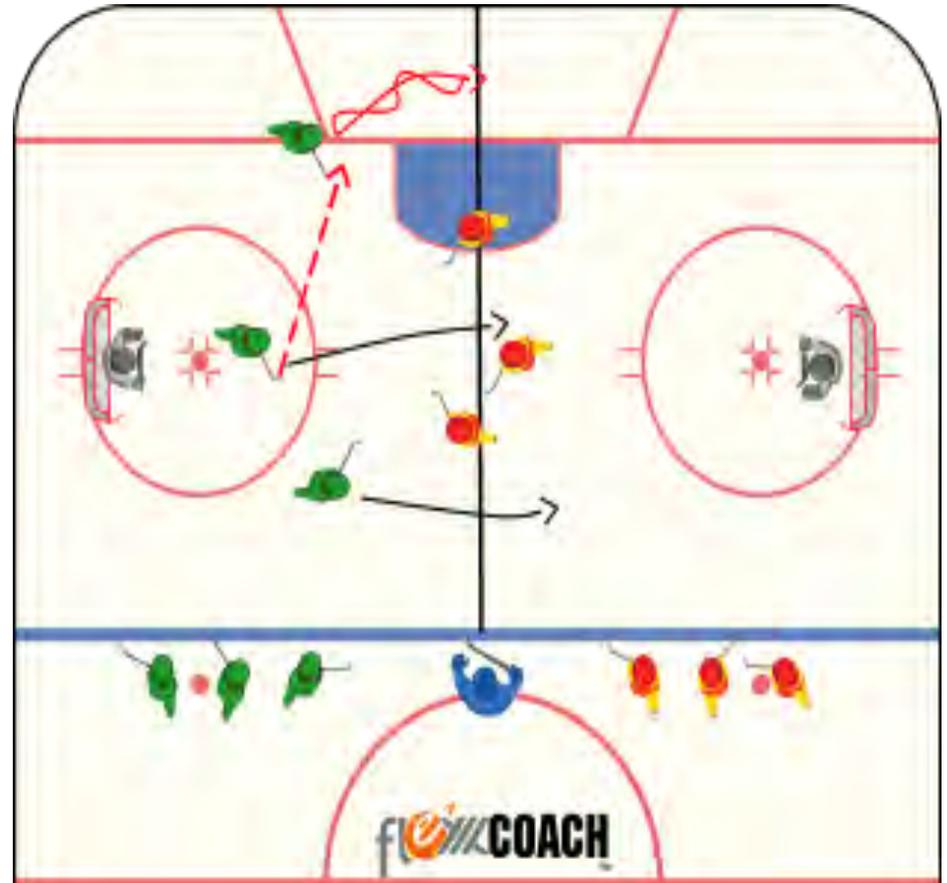
**Concepts:** puck support, regrouping, breakouts, forechecking, line rushes, transition



## Offside Game

Before an attacking team can attack the other team's goal, they must regroup in their defensive half. Once they regroup in their own zone they can then attack the opposing team but must attack staying onside at the center line. If they go offside, blow a quick whistle to signify a turnover. Another variation is to make the attacking team complete a pass before going over the center line.

**Concepts:** Line rushes (zone entry), offensive/defensive zone play, breakouts, puck support, regrouping, forechecking, transition



## ***Regroup Game***

Play 3v3 cross ice but before you can attack the opposition's net, you must regroup with a player on your team who cannot go above the goal line. The regroup player may move anywhere below the goal line but cannot come above it. Move to get open on the regroup.

**Concepts: puck support, breakouts, regroup, line rushes, transition**



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