



Description

- 1.) **Eagle 3v2** - One line of forwards forecheck against a pair of D. D try to break it out. F try to score. D - 1 point if they skate out with possession past blue line. F - 1 point if they score. Play for 30 seconds or until goal/BO.
- 2.) **Bubble Hockey 3v3** - Players have to be somewhat stationary in their positions. Players can move a little but must stay in their area. Coach starts the game by passing the puck to X 1 or O 1. X 1 has possession. They can pass to X 2, X 3 or shoot. X 2 & X 3 can pass to each other, back to X 1 or shoot. O 1 is defending. If O 1 gains possession, they can pass to O 2, O 3 or shoot and X 1 must defend. If the C freezes the puck or puck goes out of play, the opposite team receives a puck from the C. If a goal is score, the C gives the scoring team a new puck.
- 3.) **UMD 2v2** - Start with 2 offensive players in each corner and 3 defensive players. Each group of 2 offensive players must stay on their side of the ice. First 2 offensive players attempt to score while defensive players work on DZC. Each D must stay on his own side and has to wait at net front until its covered before engaging. If puck changes sides, D wins the puck and advances to coach, or certain time frame, puck is sent to opposite corner.

