



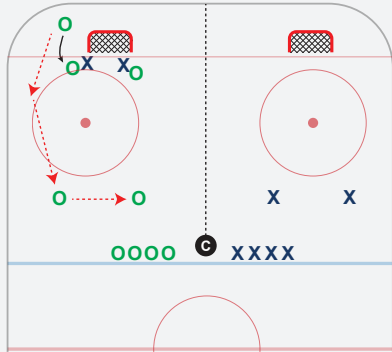
# **SMALL GAME LIBRARY**

**The drill is...the game**



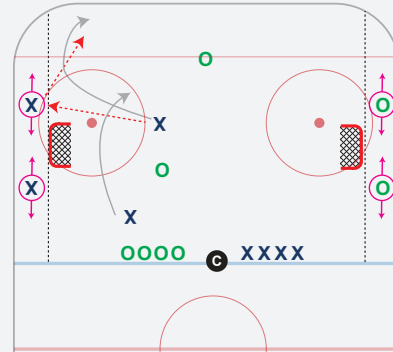
Any of these games can be adapted, changed, modified, turned into progressions, etc. All games should have a purpose, a problem to solve AND a natural environment of accountability. BEING ABLE TO COMPETE IS A SKILL. KEEP SCORE!

### 1 SLIDER GAME



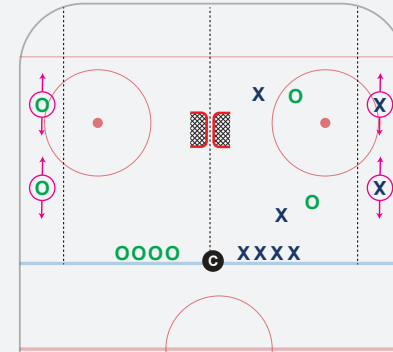
On change of possession, have to pass to one of 2 stationary points on their offensive side of the ice. Defensive players cannot cover the points, they have to pick up a man. **Purpose:** Transition, net front play, decision-making, etc.

### 2 EXIT GAME (BREAKOUT)



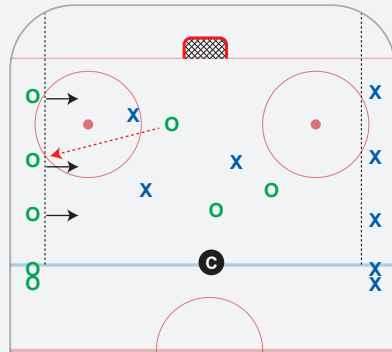
On change of possession, they have to pass to behind their own net to stationary players for breakout before they can score. **Purpose:** Facing pucks properly, safest areas of ice to receive pass, puck support, reading defense, etc.

### 3 POINT GAME (BREAKOUT)



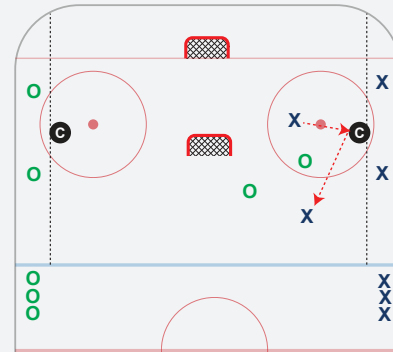
On change of possession, kids have to cross center line before they can use point supports. Using supports is not mandatory. They should recognize clear lanes to the net and try to score first. **Purpose:** Transition, read/react, odd man, etc.

### 4 AUTO CHANGE



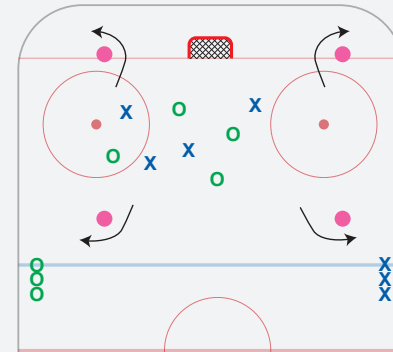
Team gets an offensive possession, defensive possession. On their 2nd offensive possession they pass to any stationary player to release those 3 in game. Passing players leave game. **Purpose:** Transition, thinking

### 5 STACKED NET AUTO CHANGE



On change of possession, have to pass to one coach 2 stationary supports on hash marks. Score on either net. Same rules as #4 Auto Change **Purpose:** Transition, problem solving, recognize best scoring opportunities

### 6 ANGLE GAME

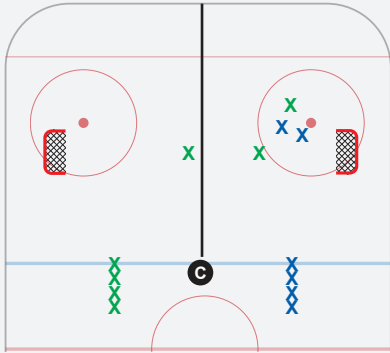


On change of possession, you have to skate around any 1 of the 4 dots as shown before you can score. Dots are drawn with ice marker or use cones **Purpose:** Forces defensive angling.



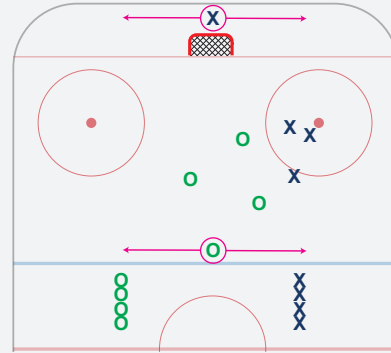
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## 7 TRIANGLE GAME (3RD GUY HIGH)



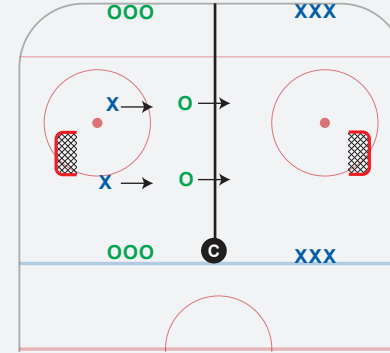
Last player in zone has to stay behind the line to create depth of attack. If a teammate comes across the line, the original high guy can be released deeper in the zone. **Purpose:** Communication, triangulation, awareness

## 8 GRETZKY/SUTOR



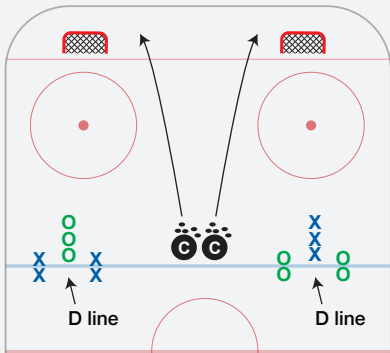
Each teams rule is to either pass low or high before they can score. Swap each teams rule after 5 minutes. **Purpose:** Utilize low and high play, transition

## 9 BACKCHECK GAME



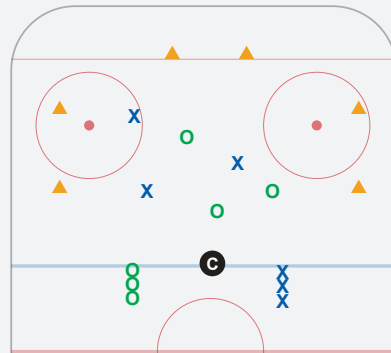
Starts 2v0 with 2 backcheckers. When the backcheckers gain possession, they initiate breakout with 2 players waiting to attack. OFFENSE, BACKCHECK TO D, BREAKOUT TEAM AND CHANGE. **Purpose:** Inside out backcheck, competitive, assist D.

## 10 2V1 RELAY



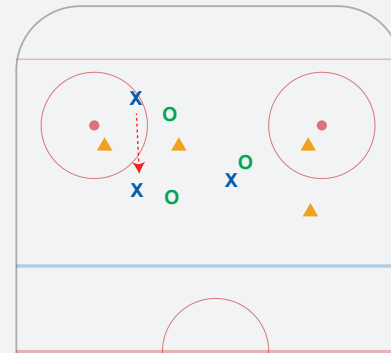
Each side plays 2v1 until they score. If D man wins battle, he/she passes to coach who then dumps in again until they score. F's swarm to out number D. **Purpose:** Urgency/execute fast/odd man advantage

## 11 CONE SCORE



Rule of the game is that you have to skate the puck through any pair of cones to score. Forces kids to skate hard with puck on stick. **Purpose:** Read/react the path of least resistance to score, decision making

## 12 CONE PASS



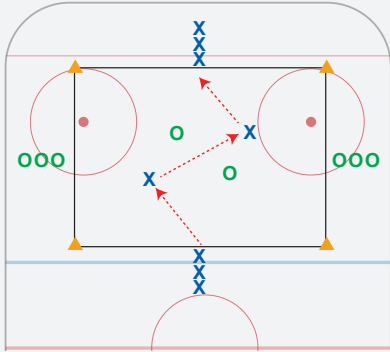
Rule of the game is that you have to make a pass through cones to score. **Purpose:** Puck support, transition

\*One of my favorite games for teaching puck support under pressure



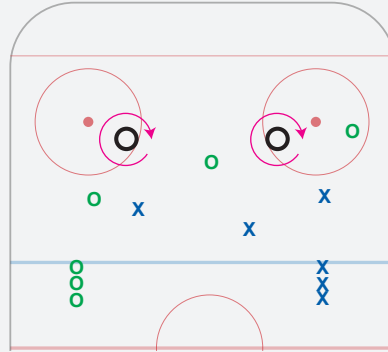
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### 13 BOX SUPPORT



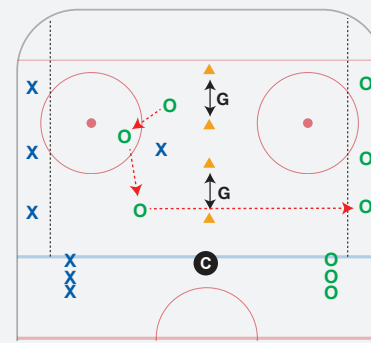
Rule is you have to make 2 passes to advance the puck to opposite side of box. **Purpose:** puck support off puck, communication, anticipation

### 14 360 GAME



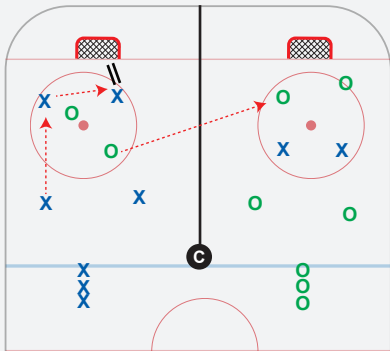
To score you have to shoot puck off tire in any 360 degrees. **Purpose:** Goalie footwork, quick puck movement to get goalie out of position

### 15 GOALIE GAME



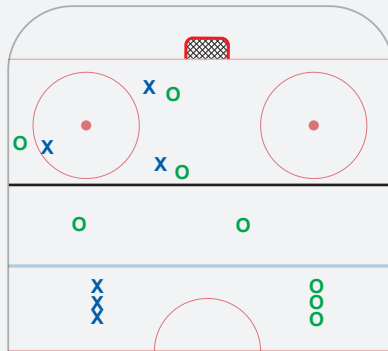
To score you have to pass puck through **any** set of cones past goalie to players at far end. Puck can only pass through cones ON THE ICE. Players work together for quick puck movement to get goalie out of position. **Purpose:** Goalie footwork, butterfly, quick puck movement, support, problem solving

### 16 4V2 GAME



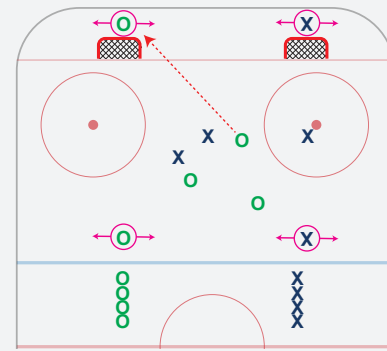
All players stay on their side of the ice. Work for shot. Change of possession, pass to other side of ice. **Purpose:** Underhandle, quick decisions, puck movement, screen, tip, rebound

### 17 5V3 OZONE



D players must play 3v3 low and no pressure points. D must stay above tops of circles. Introduce interchange, scissor, D dives etc. As long as 2 players are tops of circles at all times. **Purpose:** Low/high, high/low, create 2v1's

### 18 LOW/HIGH GAME

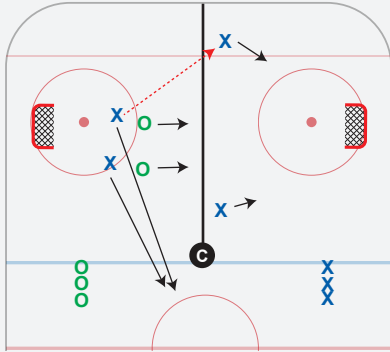


On change of possession, you have to make a pass to either low or high guy. **Purpose:** transition, low/high support. Screen, tip, rebound



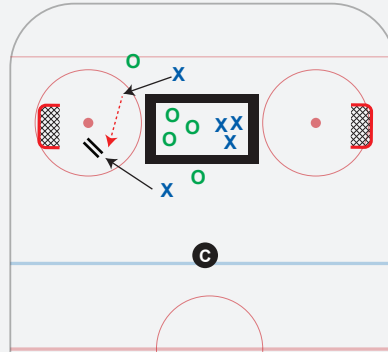
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## 19 TRANSITION GAME



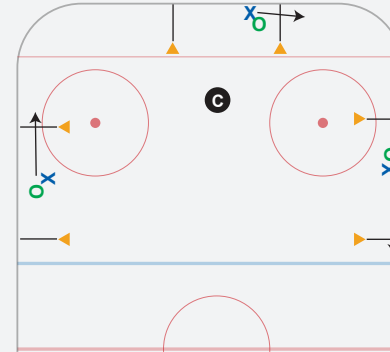
Starts 2v2. On change of possession, X sends puck up to 2 waiting players at middle ice who attack. O now transitions to D, offensive X get out. **Purpose:** Transition, get D side

## 20 BOX GAME



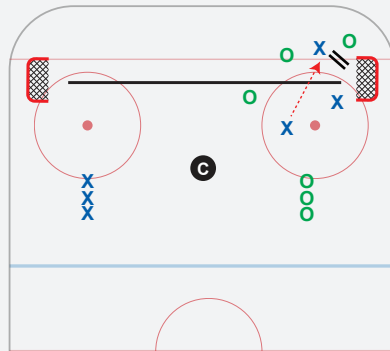
2v2 - Use box for creating width and forcing support and join rush. Can also add a line dividing ice in half making a rule that you have to pass across line before you can score (see game 22). **Purpose:** Puck support, net drives

## 21 WALLY WORLD GAME



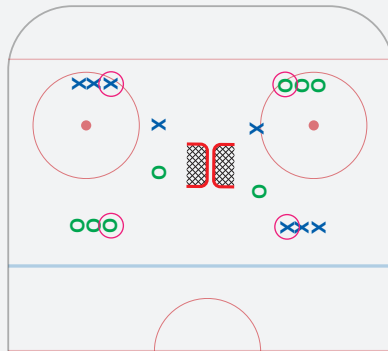
1v1 or 2v2. Goal of the game is to skate the puck through either set of cones on the wall. **Purpose:** Wall play, puck protect, create space, escape techniques

## 22 ROYAL ROAD



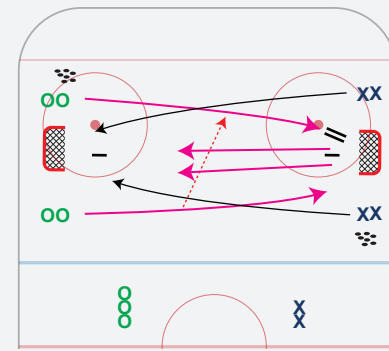
Rule is you have to pass across the line before you can score. **Purpose:** Support, goalie movement

## 23 BACK TO BACK BOX 4V4 SUPPORT



Rule of the game is you have to pass to support before you can score on either net. **Purpose:** Tight space/quick decisions/puck movement, path of least resistance, transition, underhandle

## 24 MIDDLE BACKCHECK

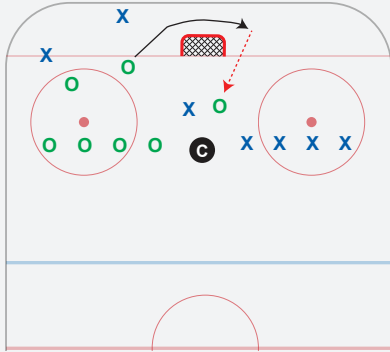


Coach draws hashmark in crease. Start 2v0. After shot, whistle, attacking players sprint to hash line, second whistle, players on opposite teams take off 2V0 other way and backcheck occurs. Runs continuous **Purpose:** backcheck middle out, transition



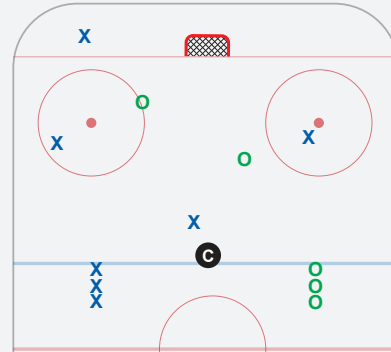
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## 25 GOAL LINE CLEAR



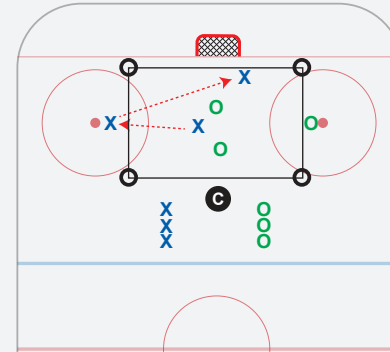
3v3. On change of possession, player must skate puck below goal line before attack. **Purpose:** Awareness of coverage, using low ice

## 26 PEARL 4V2 (POWERPLAY)



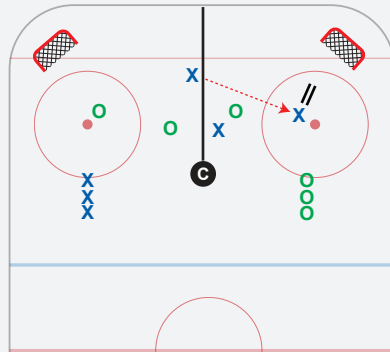
Starts 4v2 - On whistle, 2 green enter to make it 4v4. All 4 blue change, 2 new blue enter. Flip flops every other whistle alternating teams as 4v2 **Purpose:** Power play

## 27 CROSSFIRE BOX



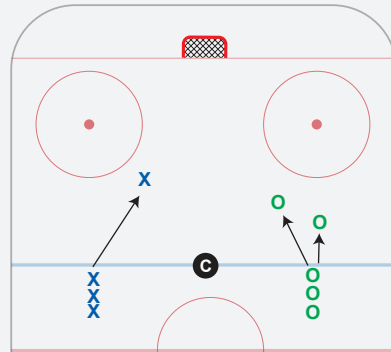
2v2 within the box, and on the outside of the box, players have supports on opposite sides. Xs can only pass to X and Os can only pass to O. 1 point for a goal, 2 points for a one-timer, extra point if puck is carried or passed across the Royal Road. **Purpose:** Wall play, puck protect, create space, escape techniques

## 28 CHERRY PICK



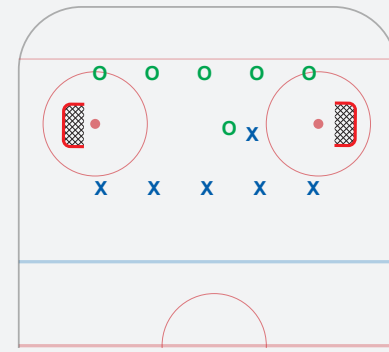
1 player from each team cannot leave faceoff circle. Change of possession, make pass to restricted player for quick shot. Encourage outnumbering opponent before transition. **Purpose:** Hunt pucks, transition, crash net

## 29 YAHTZEE



Coach dumps, then calls out 2 digit number. 1st digit represents one team and 2nd digit represents other team. Ex above: 12 **Purpose:** Reading odd man situations, awareness

## 30 DARK ALLEY

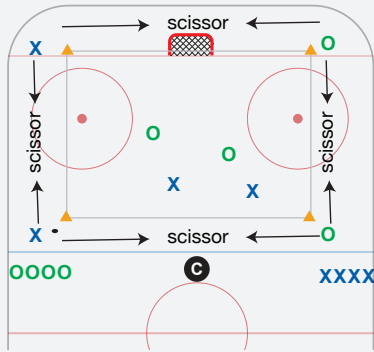


Coach calls 1v1, 2v2, 3v3 etc. Players lined up on either side are active in the game. Active players can use as supports, but don't have to. Sideline players can shoot also. **Purpose:** Quick decisions, puck possession.



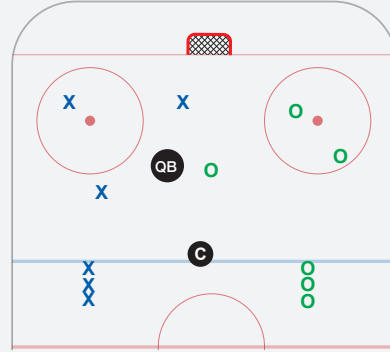
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### 31 SCISSOR GAME



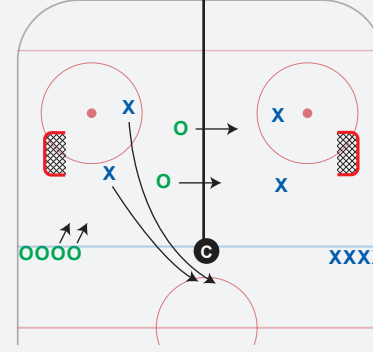
Before you can score, you have to pass to stationary teammate and they scissor. Read defense and determine if a puck exchange is needed. Always exchange to outside of rink. Teach deception  
**Purpose:** Puck support, deception, communication

### 32 QUARTERBACK



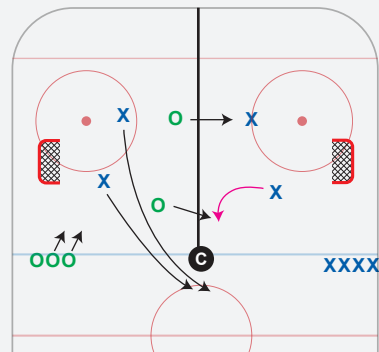
One player designated as the QB. On change of possession, both teams have to pass to QB before they can score. QB plays for whichever team has possession. QB has to anticipate and create CLOSE support.  
**Purpose:** Puck support, communication

### 33 NOBLES



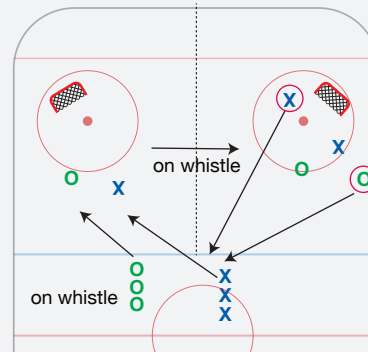
**2v2 nobles** - Starts 2v2 on left half of ice. As soon as O gets possession, they advance for a 2v2, X changes only if O makes across center line and 2 new O in to play. Runs continuous. DEFENSE THEN OFFENSE, THEN OFF

### 34 NOBLES WITH ANGLE



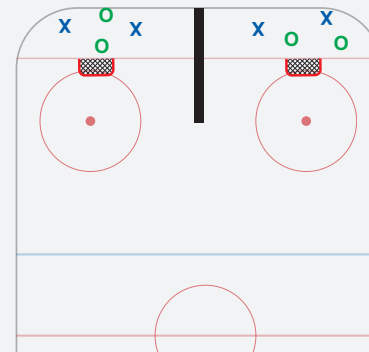
**Progression from Nobles** - Add rule that D players cannot gap, and have to attack skating forward using angling inside out. **Purpose:** Proper angle, timing, stick position, push to bad ice

### 35 1V1 TO 2V2



Starts as 2 1v1 games. On whistle, 1v1 players move to next game to make it 2v2. Play 2v2 for 2 whistles. New players come in for 1v1 every whistle.

### 36 WALL PLAY

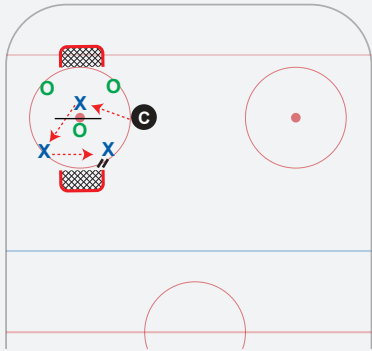


1v1 or 2v2 on the walls. Body contact and battles, upon possession, quick shots. **Purpose:** Body contact and using walls to your advantage on D, getting puck off walls quickly on O.



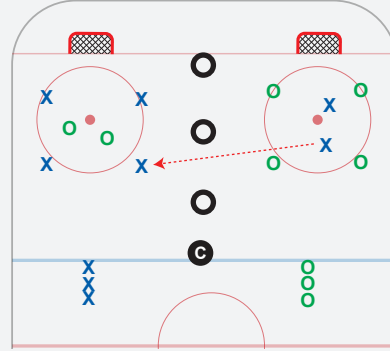
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### 37 QUADRANT GAME



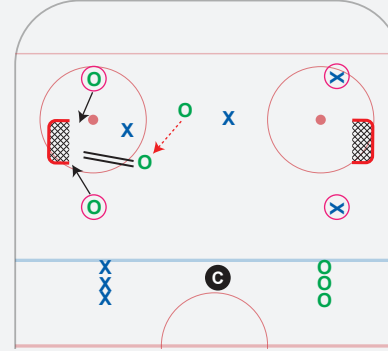
Draw line down middle of dot. 2 middle players can move a bit. 4 support are relatively stationary. Coach throws puck to one team in middle as shown. Quick puck movement creates a shot on net. Coach throw new pucks quickly. **Purpose:** Quick puck movement, underhandling, make goalie move.

### 38 4V2 GAME



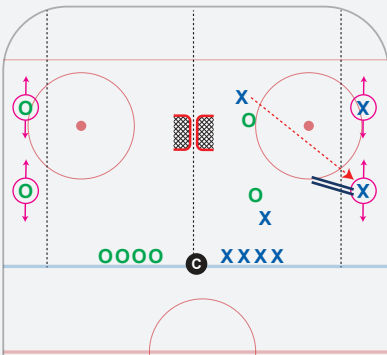
If defensive players get puck 1st they must pass to teammates on their offensive side. Offensive players must move around zone. Can't stand stationary. **Purpose:** Under handling, quick puck movement, movement away from puck in zone, creating 2v1 in zone, tight area handles

### 39 NET CRASH GAME



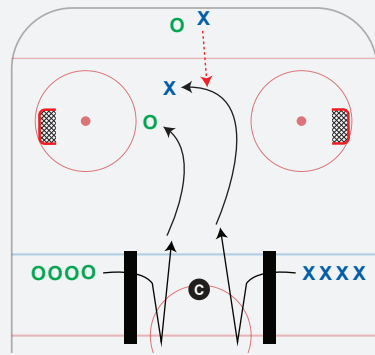
2v2 With stationary supports. The stationary players can only be released once their team has shot on net. They're only involvement is to crash in front. As soon as the play is over they move back to start. **Purpose:** ready position, converge and anticipate shot and cleanup.

### 40 POINT SHOT GAME



On possession, pass to points for shot. O crash net, D picks up man. **Purpose:** D body position, crash net, transition

### 41 BUMPER JUMP SUPPORT



Coach dumps to start 1v1. When Coach taps stick, 1 player from each line hop bumper and stop on red and enter play. Change frequency of tap, to make things unpredictable. **Purpose:** Puck Support, reading the play, odd man situations

### 42 HUMAN CONE



All players not in the game stand stationary randomly with sticks on ice. Players play 2v2 around stationary players. **Purpose:** Body position to receive pass, moving to open space, on-ice vision through obstacles.