

# Swiss 4 vs. 2 Scoring Game

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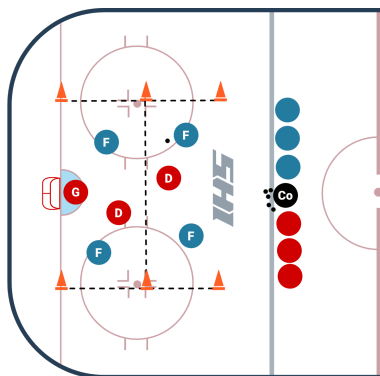


Notes / Coaching Points

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Description

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Swiss 4 vs. 2 Scoring Game: A fun small area hockey game that sets up the offense to work on generating passing & scoring opportunities by keeping head up, being patient, using deception and communicating with teammates.

#### Swiss 4v2 Scoring Game Set Up:

- Split team into two different colors.
- Divide up the ice into two sections:
  - If you have a marker: draw a line through the dots on the offensive zone (parallel to the goal line). Draw another line from the goal line to the blue line about 5 feet from the hash marks (on both sides).
  - If you do not have a marker, or time to draw lines, use the hash marks, or cones as a center divider.
  - You can also use a smaller area of the ice if you would like.

**The Game is, in essence, two 2v1's that are constrained within a tight space. The offense is trying to score.**

- There is a High 2v1 (above the hashmark) and a Low 2v1 (below the hashmark)
- The Offensive players are in one color and the Defensive players are in another color

#### Start of Game:

Coach gives a puck to the offensive players who can move within their dotted area.

- the Offensive players look to attack the net and score on the 4v2
- the Offensive players can shoot at any time and pass to any other teammate
- the Defensive player tries to have an active stick and deflect, knock away the puck
- the Defensive player must also defend (stay) within his dotted area

Offense gets a new puck IF:

- the Offensive team scores
- the goalie makes a save and the puck goes outside the boundary

Coach yells CHANGE IF:

- The Offensive Players miss the net
- Goalie freezes the puck

- The Offense gets their puck knocked out of the boundary
- Take longer than 5 seconds to shoot



### CHANGE Rotation:

- The two Offensive players on the goal line (low 2v1) are out of the game and they go to the back of the line
- The two Defending players now take up Offensive positions on the goal line (low 2v1)
- The two Offensive players above the Hash Marks (high 2v1) now are the two Defending Players
  - One must play the low 2v1 and one player must play the high 2v1
- Two new Offensive Players in line become part of the game and get a new puck from Coach

### Offensive Principles:

- Know your options before you get the puck
  - Get your head up and scan the environment
    - What hands are my teammates (are their 1 timer options?)
    - Can I deceive the defender and creating a shooting/passing lane?
- If you can Attack the Net with a Shot, Attack
  - Missing the Net means you now must play Defense (Reward Shots on Net and Scoring Chances)

### Defensive Principles:

Teach 2v1 defending based on organizational ideals. For many teams,

- Allow the goalie to take shot & defender takes away pass across the Royal Road (forcing the goalie to go side to side)

**Description:** Play Cat N' Mouse with the Offensive Player with the Puck

- Body and Stick position can limit his options
- Knock away loose pucks out of danger (and then play Offense)

Coach sets a Time Limit or A Game up to a certain number of Goals. Goalies should work on tracking the puck and should be switched every 2 minutes as there will be a lot of movement.