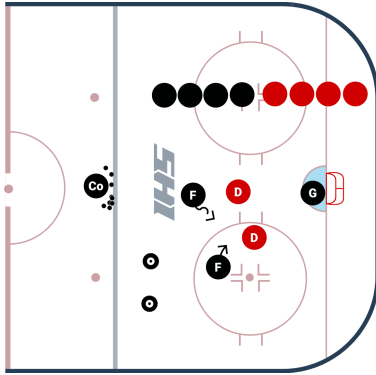


# Picket Fences Game (2 vs. 2 or 3 vs. 3)



Notes / Coaching Points

Description



Picket Fences is a great small area hockey game that can be setup as a 2 vs. 2 or 3 vs. 3 game. The offensive team gets **2 points for scoring a goal** and the defensive team gets **1 point by skating the puck between the tires**.

## Setup:

- Teams are set up in one of the offensive zones in line with Dots.
  - Players help keep the puck in play if it comes over towards the line of players
- Net is set up in the Blue Paint (per usual)
- There are two cones 10-15 feet apart just above the tops of the circles in the zone
- Coaches set up just outside the Blue Line with a pile of pucks

## Game:

**Objective: Play a Game up to a certain Number (1 point for the Defensive Team skating the puck between the tires & 2 points for the Offensive Team when they score)**

- When the whistle blows, three players in White (Offensive) get a puck from coach while three players in Red (Defensive) being to defend
  - The team in White attempts to score while the Team in Red attempts to steal the puck & skate it between the tires
- The coach allows the players to compete for 20-30 seconds
  - There is NO change of possession (White is offense the entire shift)
- When the next whistle blows, three new players enter from the White and Red team
  - Now, Red is on Offense and White is on Defense
- Coach can give a new puck to the Offensive Team if:
  - If the goalie covers the puck
  - If the puck goes out of play
  - A goal is scored
  - The defensive team skates the puck between the tires

## Principles:

***The brilliance of this game is both teams are attempting to 'score' while one attacks the goalie & one aims***

***for possession to skate the puck between the tires.***



The game incorporates:

- Defending 3v3 (in a condensed space)
  - Once the Defenders gain possession of the puck, they must thinking 'offensively' to skate/get open to score a Goal (skate puck between tires)
  - Communication with other teammates is essential so each defender can operate in a 'man on man' scenario
- Attacking 3v3 (in a condensed space)
  - The offensive players are can either challenge a defender 1v1 with the puck or try to isolate and create a 2v1 on a defender
    - Player without the puck must work to get open, drive net or create space for teammates
    - Must find a way to create space & opportunities to get off a quality shot with pressure
    - 'Play after the Play' – anticipate loose puck/rebounds and regain possession for more offensive zone time with the puck
  - Players must constantly talk & perceive the ever changing environment to solve problems as they happen (both offensively & defensively)

## **Related Game / Variation**

The [picket fences 3 vs 3](#) uses the full zone and incorporates 2 gates. This way the defenders can use deception or are forced to use another option in order to carry the puck through the gates.

---

Description

---