



Small Area Games to Reinforce Offensive Concepts and Skills

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Small Area Games to Reinforce Offensive Skills and Concepts



- **Why Small Area?**
 - Isolate targeted concepts/skills
 - Compete level, touches, decision making
 - Pattern Recognition – Hockey Sense

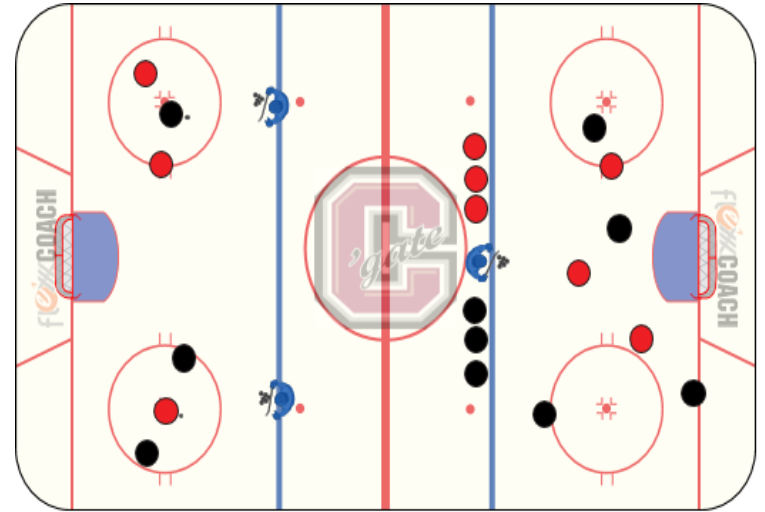
- **Practice to game concept/skill transfer**
 - Group/Individual Skill Sessions/Traditional Drills → Small area games → Games

Small Area Keep away & Gate Game



Keep Away (Warm-up)

- Black begins w/ puck.
- Protects puck from Red team in confined space.
- Once Red gains possession of puck they must complete two quick passes then pass back to coach.
- Coach then returns puck to Black. Continue 15-20 seconds, then switch.
- Players must stay within FO circle.
- Progress to 2v3/3v4/4v5 but players are not confined to FO circle – are permitted to use entire zone.



3v3 Gate Game (Warm-up)

- Set up three “gates” in zone using cones.
- Team with the puck is awarded a point for completing pass through one of three gates.
- Cannot pass through same “gate” twice in a row.
- 30 second shifts.



Small Area Keep Away & Gate Game.....Why?



- ***Warm up drills***
 - Feel the puck
 - Hockey Sense (pattern recognition)

- ***Tactical Concepts***
 - Offensive timing
 - Offensive reads
 - Isolate 2v1s
 - Puck support

- ***Tactical Skills***
 - Pass presentation
 - Controlled skating
 - Taking back ice
 - Puck protection (upper/lower body separation, weight transfers, cutbacks, punch turns)

USA 3v3



USA 3v3

- Three Red players start on offense and three Black players on defense.
- To begin, Coach passes puck to any Red player in line.
- Red attacks Black, attempting to gain the OZ BL.
- Once Black gains possession of puck they must carry the puck out of zone or make direct pass to next set of three Black players waiting at the RL.
- Next line then attacks the Red that are now on defense.

*New puck to offensive team on goal or when goalie freezes the puck.

*Offensive team should make a controlled entry. No dumps.

*Defensive team must exit zone cleanly – no rims or chip outs.





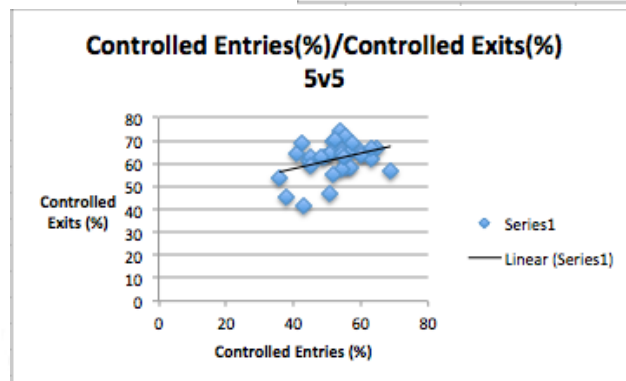
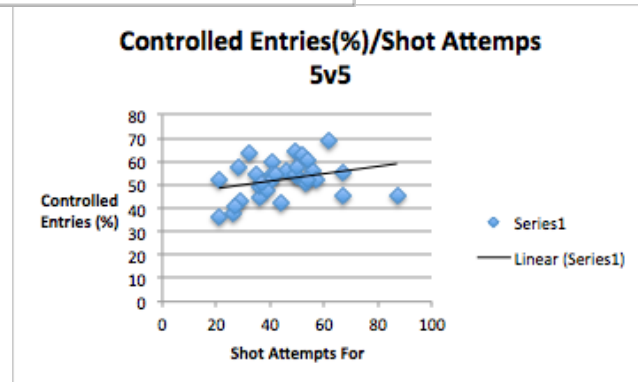
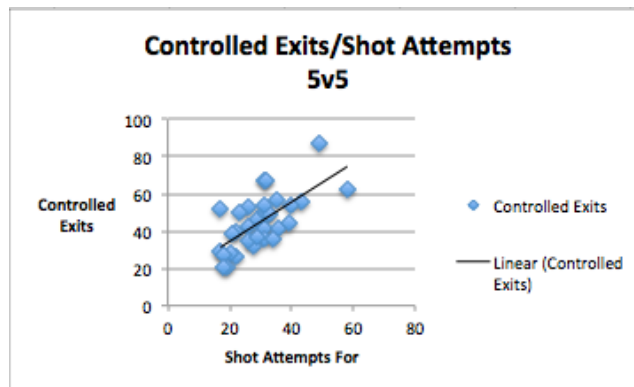
USA 3v3.....Why?

Controlled Exits/Entries

- 88.61% of goals scored 5v5 were preceded with a controlled entry.
- 79.22% of goals scored 5v5 were a result of a controlled exit.

Concepts:

- Entries: Triple Drive Entry
 - Wide puck driver
 - Near post driver
 - Dot driver
- Puck retrievals
 - Increased puck retrievals--→More shot generation--→More goals
- Exits: Offense starts in the DZ
 - Controlled Exits → Speed through NZ → Controlled Entries → More Shot Attempts → More Goals



BSU 2v2

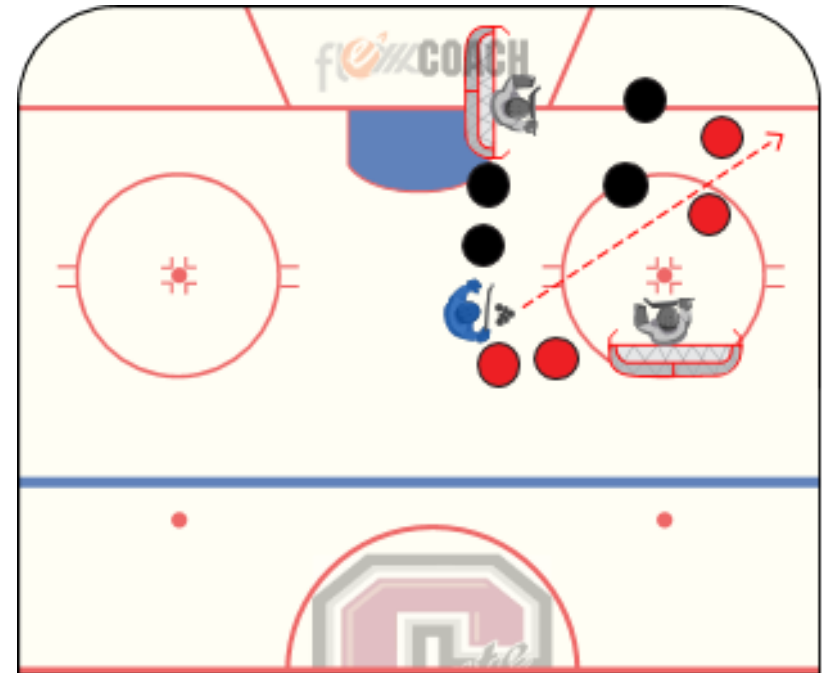


BSU 2v2

- Coach starts drill with dump into corner for possession.
- Red & Black play out 2v2 in confined space looking to score on opposing goalie.
- Players in line keep puck in play.
- On goals – coach spots scoring team another puck.

Concepts:

- Wall play (offensively & defensively)
- Getting the puck off the wall and into scoring area (“Home Plate”)
- Keep puck moving – avoid stops on pucks.





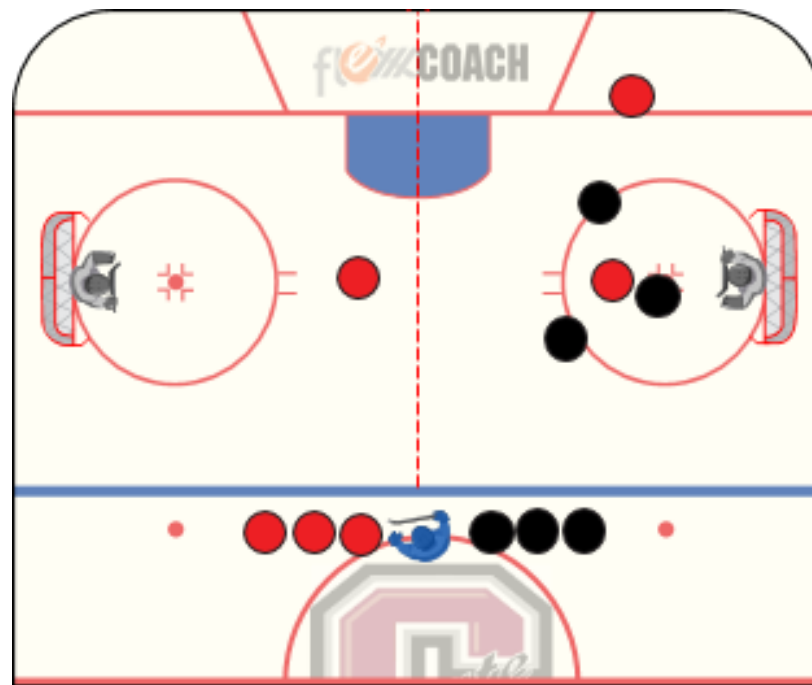
3rd Man High

3rd Man High

- 3v3 Red vs. Black.
 - To begin, Coach spots puck to Red on offense.
 - Offensive team can never have more than two offensive players on offensive side of mid-line.
 - 'High Man' can patrol the mid-line and look to find space.
 - Once Black gains possession of the puck, one of the three must stay behind the mid-line as they transition to opposite end.
- * 'High man' can interchange at any point with another player on his/her team as long as there is always one player above the mid-line.

Concepts:

- Keeping the puck moving - avoid stops on pucks.
- Finding F3 in the "sweet spot"
- High exchange (F & D)



BSU 2v2 & 3rd Man High.....Why?



- Averaged 20:10 minutes of 5v5 offensive zone time.
- Shot generation in high percentage areas of ice (Slot/"Home Plate")
- 79% of 5v5 goals scored from slot area.
- 93% of 5v5 goals scored from "Home Plate" region of ice.

