

Offensive
TEAM PLAY



Breakouts

KEYS TO SUCCESS

1

READ AND REACT

2

QUICK AND CLOSE PUCK SUPPORT

3

FAKES AND DECEPTION

4

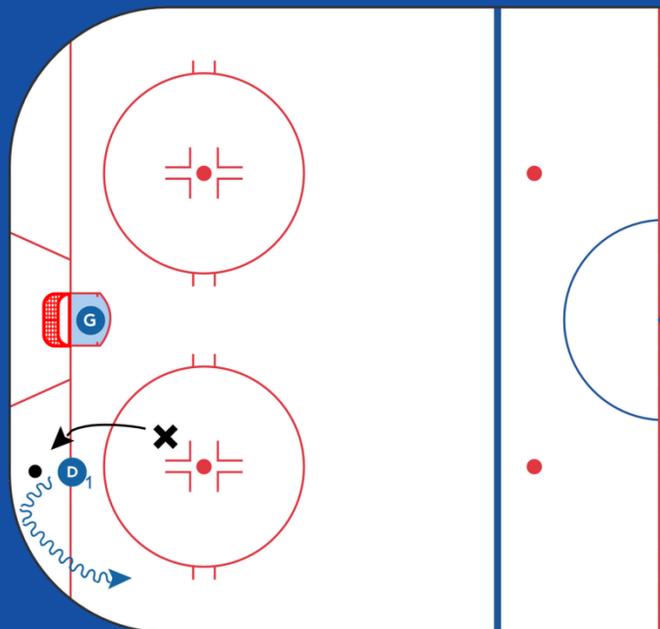
SPREADING OUT THE OPPOSITION BY USING THE WIDTH AND DEPTH OF THE ENTIRE ICE SURFACE.

Breakouts

PUCK RETRIEVALS

QUICK UP

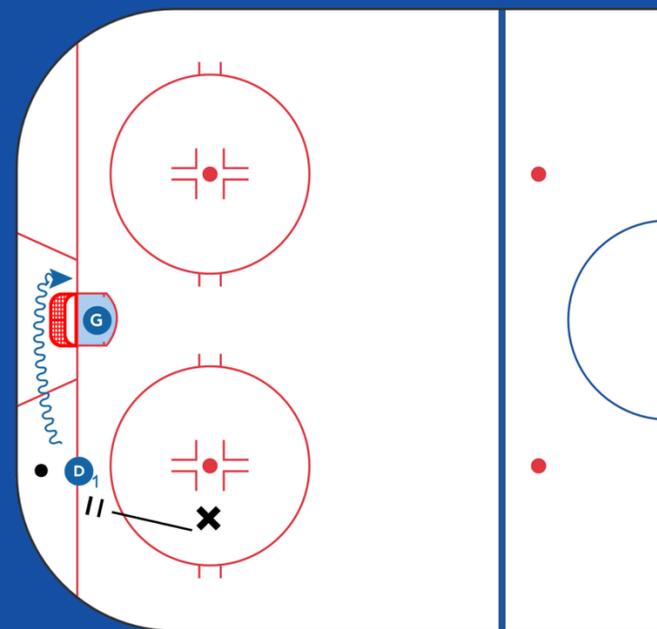
INSIDE PRESSURE



SHOULDER CHECK, READ PRESSURE FROM INSIDE, FAKE, PERFORM TIGHT TURN AWAY FROM PRESSURE.

WHEEL

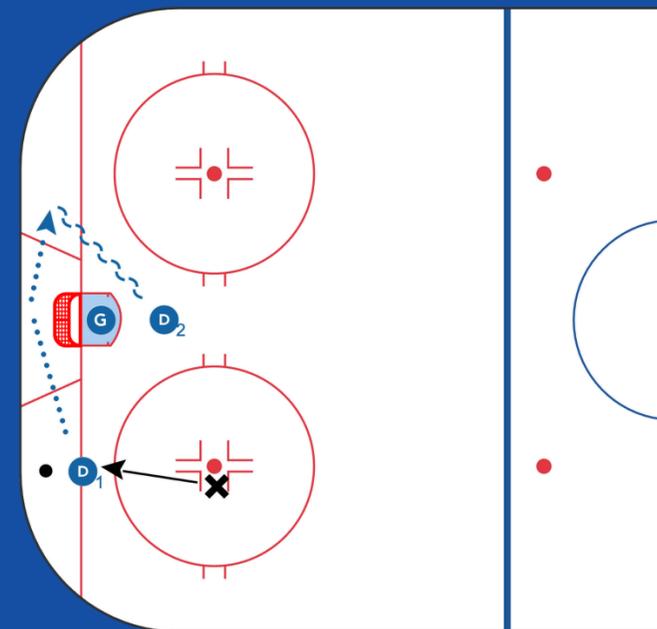
OUTSIDE PRESSURE



SHOULDER CHECK, READ THE PRESSURE FROM OUTSIDE, FAKE, USE THE NET TO EVADE AN OPPONENT.

OVER

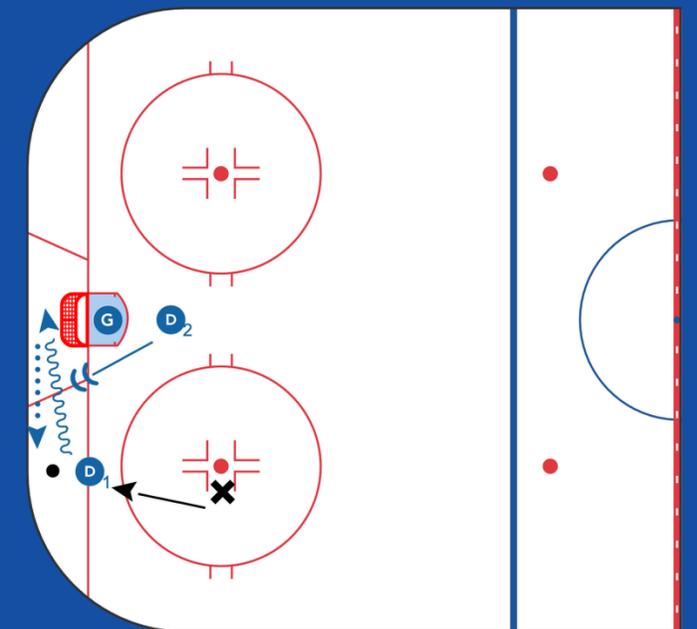
STRAIGHT ON PRESSURE



SHOULDER CHECK, READ PRESSURE STRAIGHT ON, FAKE, WEAK SIDE DMAN PROVIDES SUPPORT AND COMMUNICATES.

REVERSE

OUTSIDE PRESSURE / OVER PURSUIT



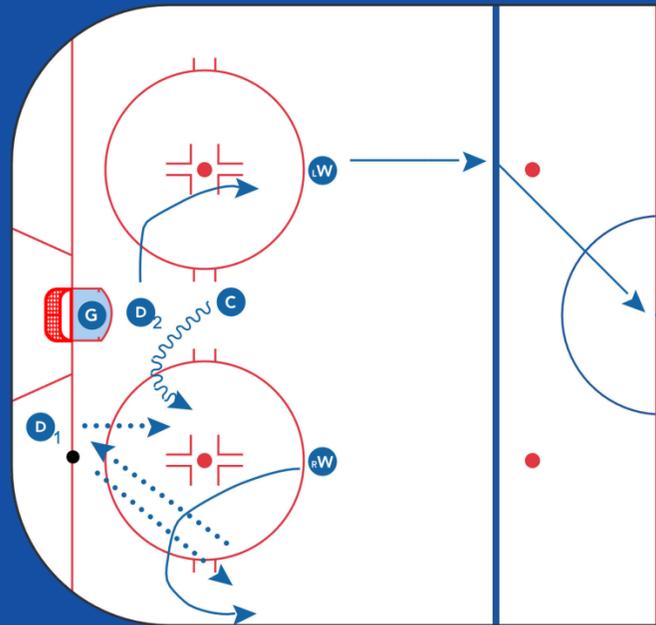
SHOULDER CHECK, READ PRESSURE IS FROM OUTSIDE AND CHASING BEHIND NET, FAKE, WEAK SIDE DMAN OR CENTER PROVIDES SUPPORT AND COMMUNICATES.

Breakouts

FIRST PASS OPTIONS

PUNCHBACK

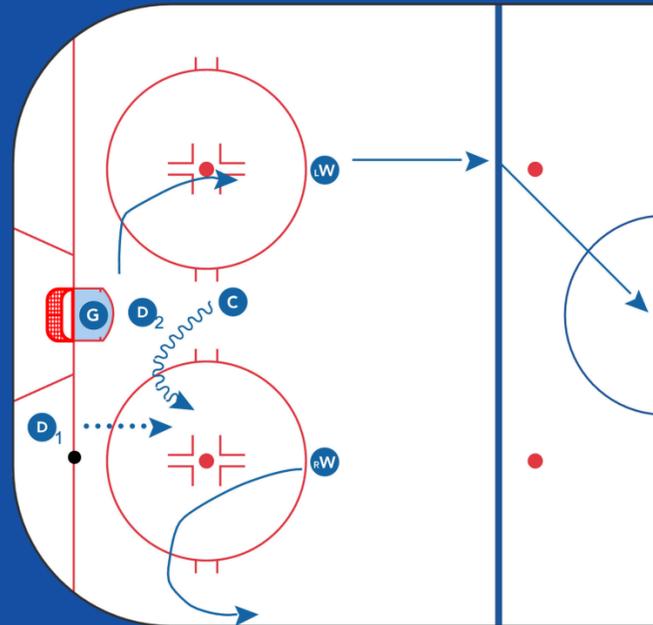
TRAP PINCHING DMAN



EYES UP, FAKE, PASS TO WALL, PUNCH BACK TO D, D TO MIDLINE SUPPORT.

MIDLANE

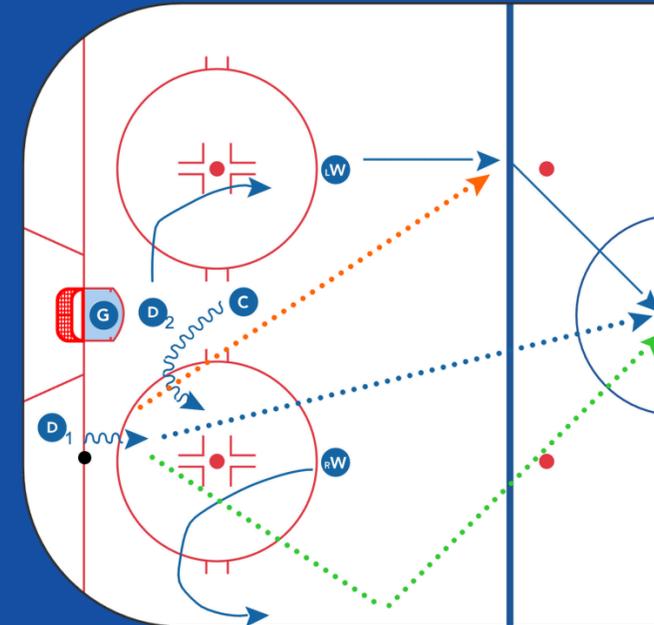
USING THE MIDDLE OF THE ICE



EYES UP, FAKE, PASS TO MIDDLE.

SLASH

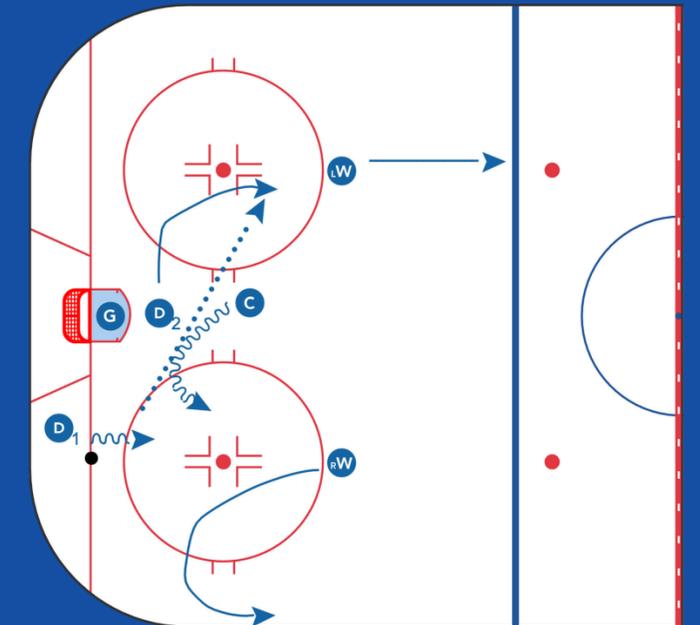
USING THE WEAKSIDE OF THE ICE



EYES UP, FAKE, PASS TO SLASH PLAYER. IT CAN BE AN EARLY WIDE PASS OR A LATE STRETCH PASS. YOU CAN USE DIRECT PASS, AREA, PASS OR FLIP.

PARTNER

TRAPPING ALL 5 ON ONCE SIDE OF THE ICE



SHOULDER CHECK, READ PRESSURE IS FROM OUTSIDE AND CHASING BEHIND NET, FAKE, WEAK SIDE DMAN OR CENTER PROVIDES SUPPORT AND COMMUNICATES.

Breakouts

D/G BREAKOUT CONCEPTS

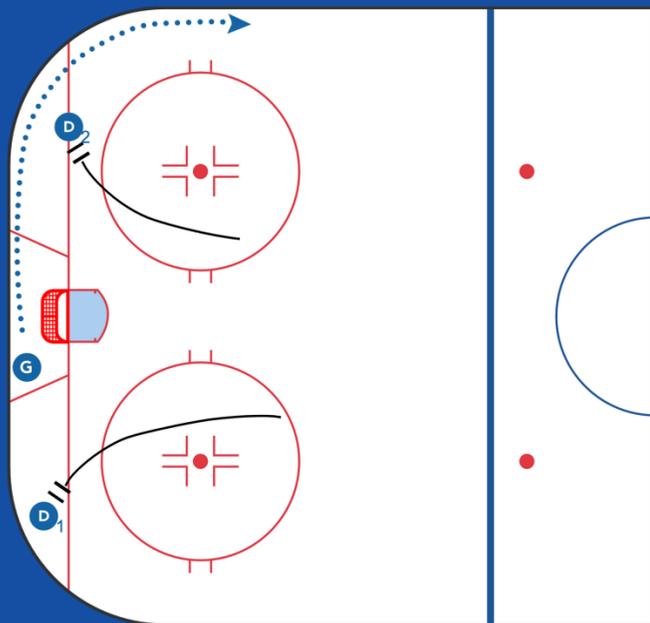
- 1** IF G IS COMING OUT TO PLAY A PUCK BEHIND THE NET, D'S REPORT TO EACH CORNER AS PASS OPTIONS.
- 2** D'S SHOULDER CHECK AND OPEN UP TO FACE UP ICE WHERE POSSIBLE.
- 3** W/S D MAKES THE CALL... EARLY & LOUD
- 4** G CAN "VETO" ANY CALL AND MAKE THE FINAL DECISION

Breakouts

D/G BREAKOUT CALLS

"PLAY IT"

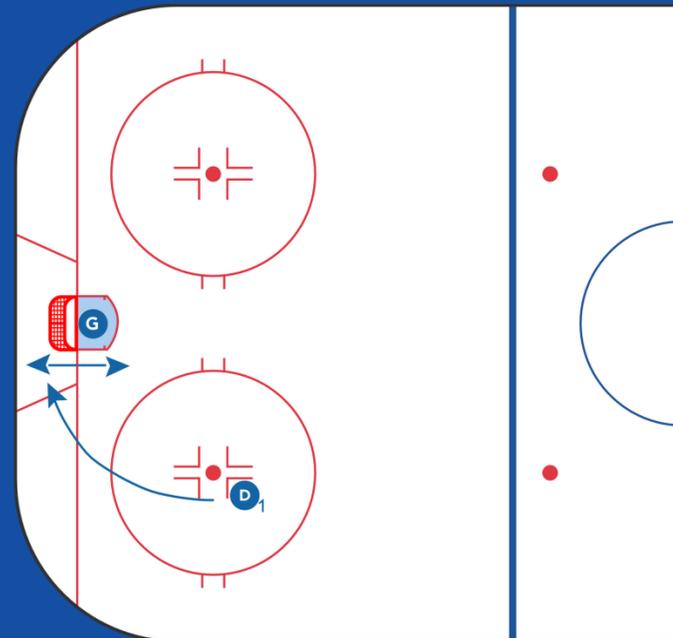
HARD FC PRESSURE



- HARD F/C PRESSURE COMING
- G TO HARD RIM THE PUCK OUT OF TROUBLE

"SET IT"

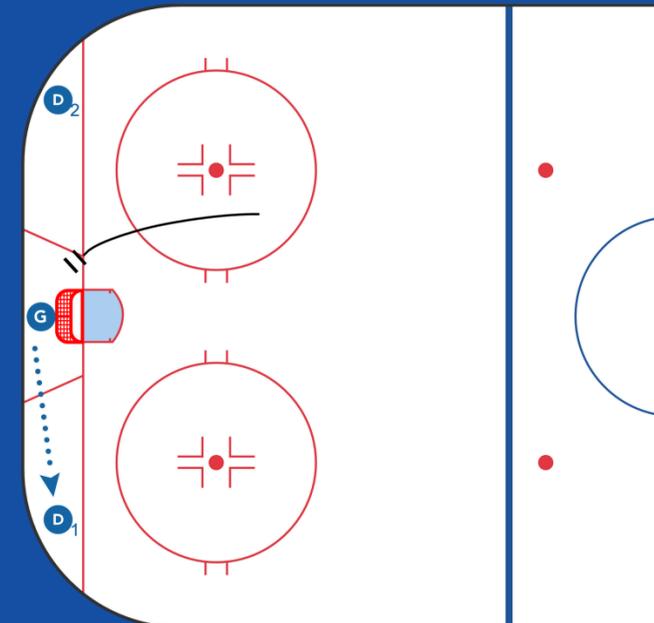
NO PRESSURE



- NO PRESSURE COMING
- G SETS THE PUCK BELOW THE GOAL LINE FOR D'S
- G BACK TO CREASE FAST

"BACK"

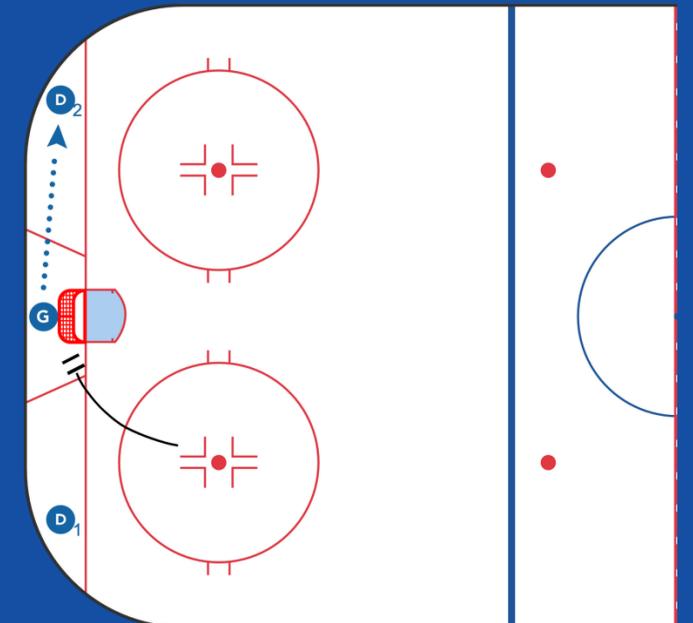
WEAK SIDE PRESSURE



- PRESS COMING FROM THE WEAK SIDE
- G TO PASS "BACK" TO D1

"OVER"

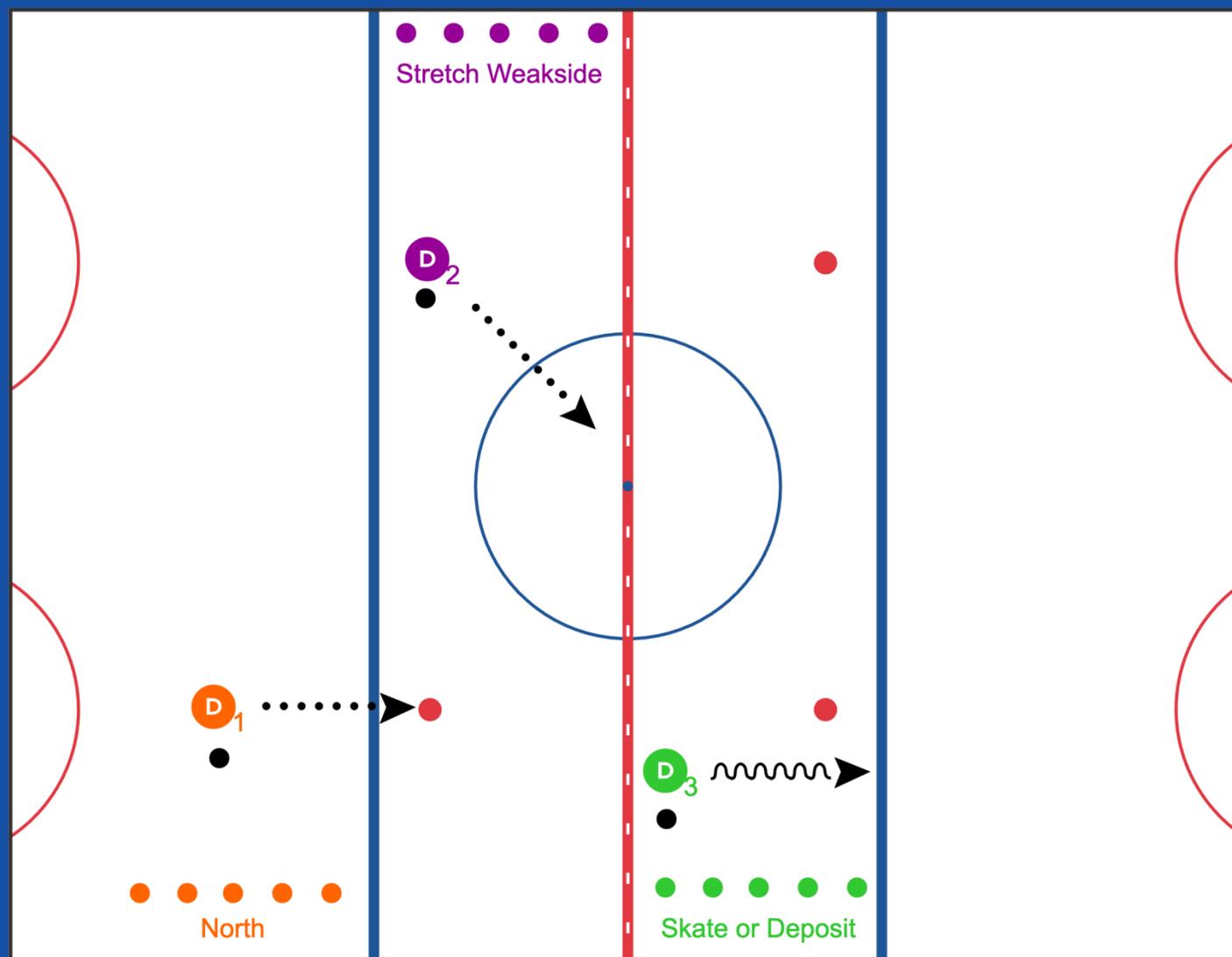
STRONG SIDE PRESSURE



- PRESSURE COMING FROM THE STRONG SIDE
- G TO PASS "OVER" TO D2

Neutral Zone Puck Movement

PREDICTABLE TO EACH OTHER



D1

GO NORTH QUICKLY
CATCH THE OPPONENT BEFORE
THEY SET UP IN THEIR FC.
PROVIDE INSIDE SUPPORT.

D2

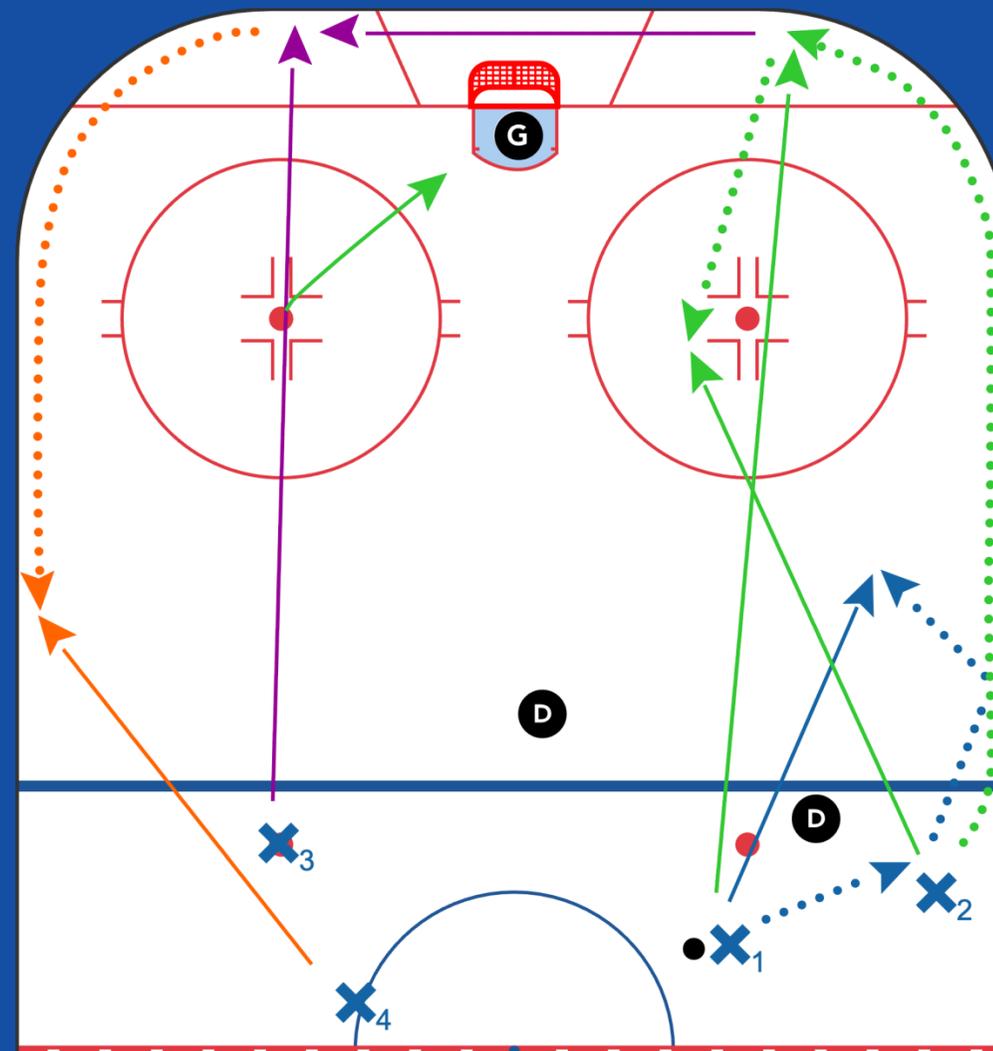
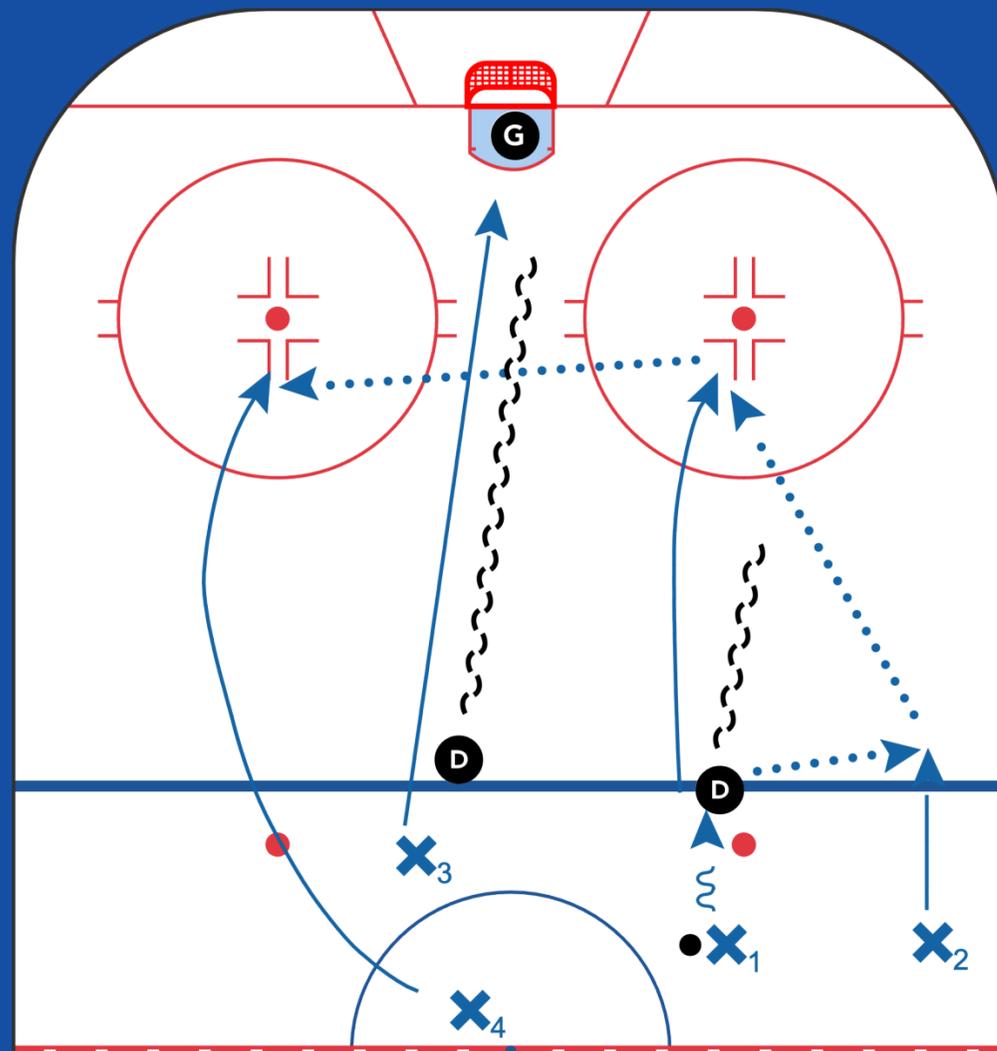
STRETCH TO WEAKSIDE
WITH MOMENTUM BEHIND
YOU, LOOK TO GO AGAINST THE
GRAIN. DISRUPT ANGLES

D3

SKATE OR DEPOSIT
ONCE THE RED LINE IS GAINED
POSSESS OR PLACE. USE SPEED
TO PUSH BACK D.

Indirect Zone Entries

MAINTAIN POSSESSION



IMPROVE THE CONDITIONS OF THE PUCK

1. WITH POSSESSION

- INSIDE DOTS
- OUTSIDE DOTS

2. PLACE IN SPACE

- CHIP / NEAR CORNER
- RIM

3. CREATE SLOT CHANCES

- LAYER THE ATTACK
- BACKSIDE OPTIONS

4. SPEED DIFFERENTIAL

- ELEVATE OR DECELERATE
- ATTACK SPACE

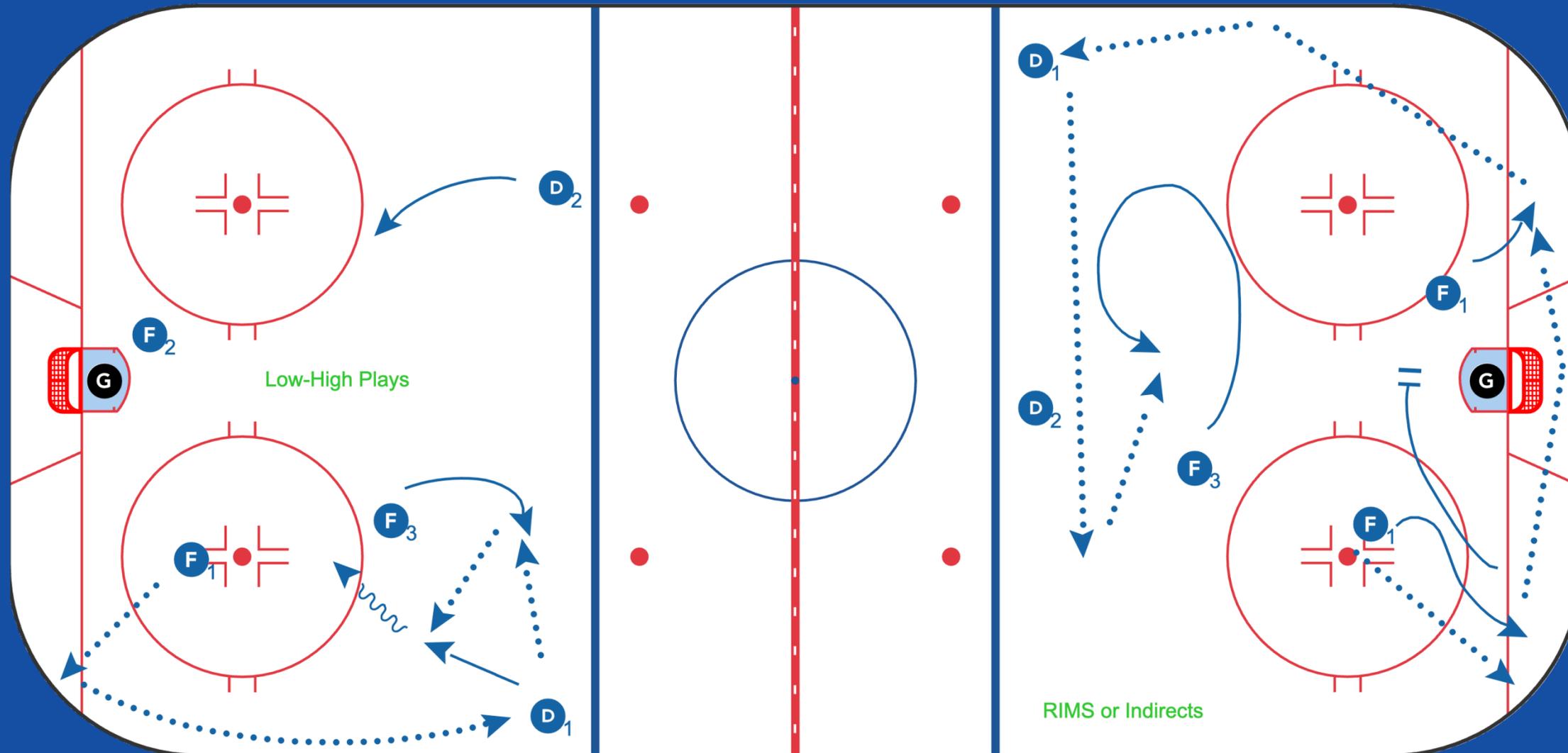
Offensive Team Play

OFFENSIVE ZONE CONCEPTS

- 1** NEED HUNT PUCK MENTALITY - STICK ON PUCK, UNDER STICKS - TWO ON PUCK
- 2** 2ND QUICK MENTALITY - IDENTIFY BATTLES, LOOSE PUCKS - MAKE THEM 60/40 BATTLES
- 3** F3 BUMPER SUPPORT - FIND THE SOFT AREA OF THE ZONE - OWN THE PILE
- 4** SPREAD THE ZONE - USE THE WIDTH AND LENGTH OF THE OFFENSIVE ZONE
 - LOW - HIGH, HIGH - LOW, EAST-WEST, THREE HIGH
- 5** RELOAD MENTALITY - ALLOWS FOR ACTIVE D, MOVEMENT, AND ADVANTAGE ON TRACK

F3 High Activation

RIMS & INDIRECTS

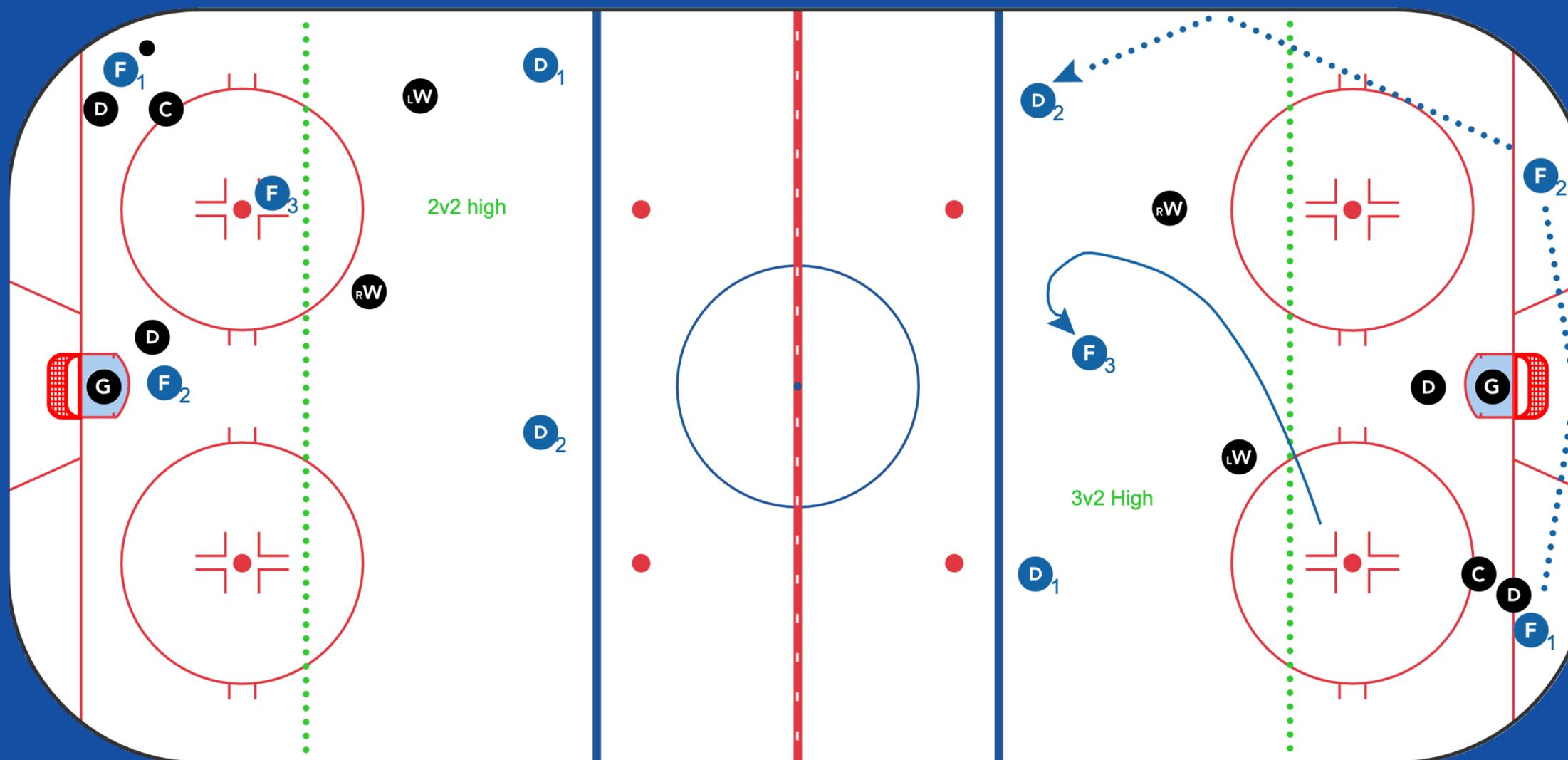


DESCRIPTION

F3 - ACTIVATION ON RIMS, ON INDIRECT (LOW - HIGH PLAYS), OUR F3 ROLLS HIGH TO SUPPORT OUR D. IF WE SUCCESSFULLY SUPPORT, WE WOULD LIKE TO ATTACK DOWNHILL (F3, D1, & D2).

Offensive Zone Play

OWN THE MIDDLE



5 INTERCHANGEABLE

1.

- LOW TO HIGH = 3V2 HIGH
- HIGH TO LOW = 3V2 LOW
- SHAPE MOVES AS ONE

CREATE EARLY (& LATE)

2.

- POSSESS LESS EARLY - CREATE
- RECOVERABLE PUCKS
- RELEASE & REPLACE MIDDLE

5 BACKSIDE PRESENCE

3.

- GET LOST
- ARRIVE ON TIME
- EAST/WEST

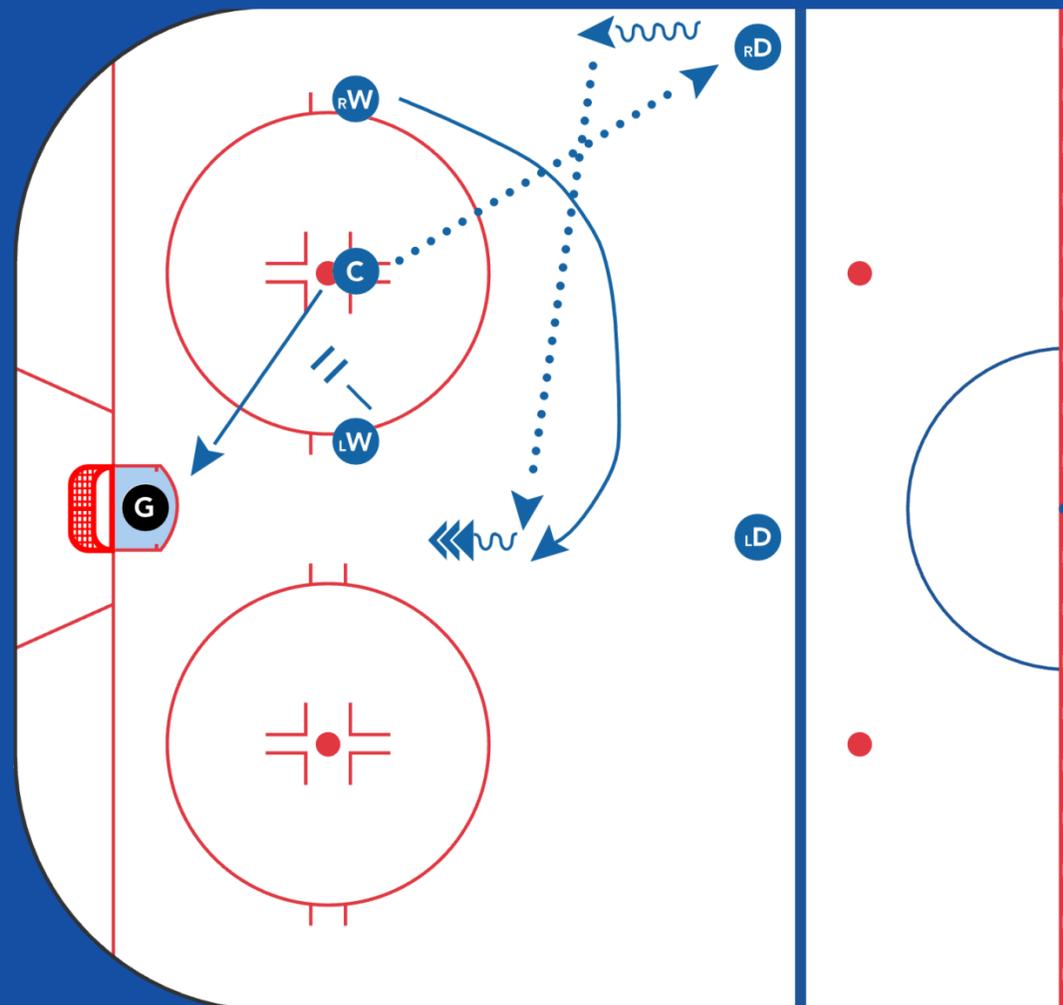
CUMULATIVE SHIFT EFFECT

4.

- STACK SHIFTS & IMPROVE CONDITIONS FOR THE NEXT LINE
- NET POSITIVE SHIFT MENTALITY

Offensive Zone Face-Offs

VEGAS



DESCRIPTION

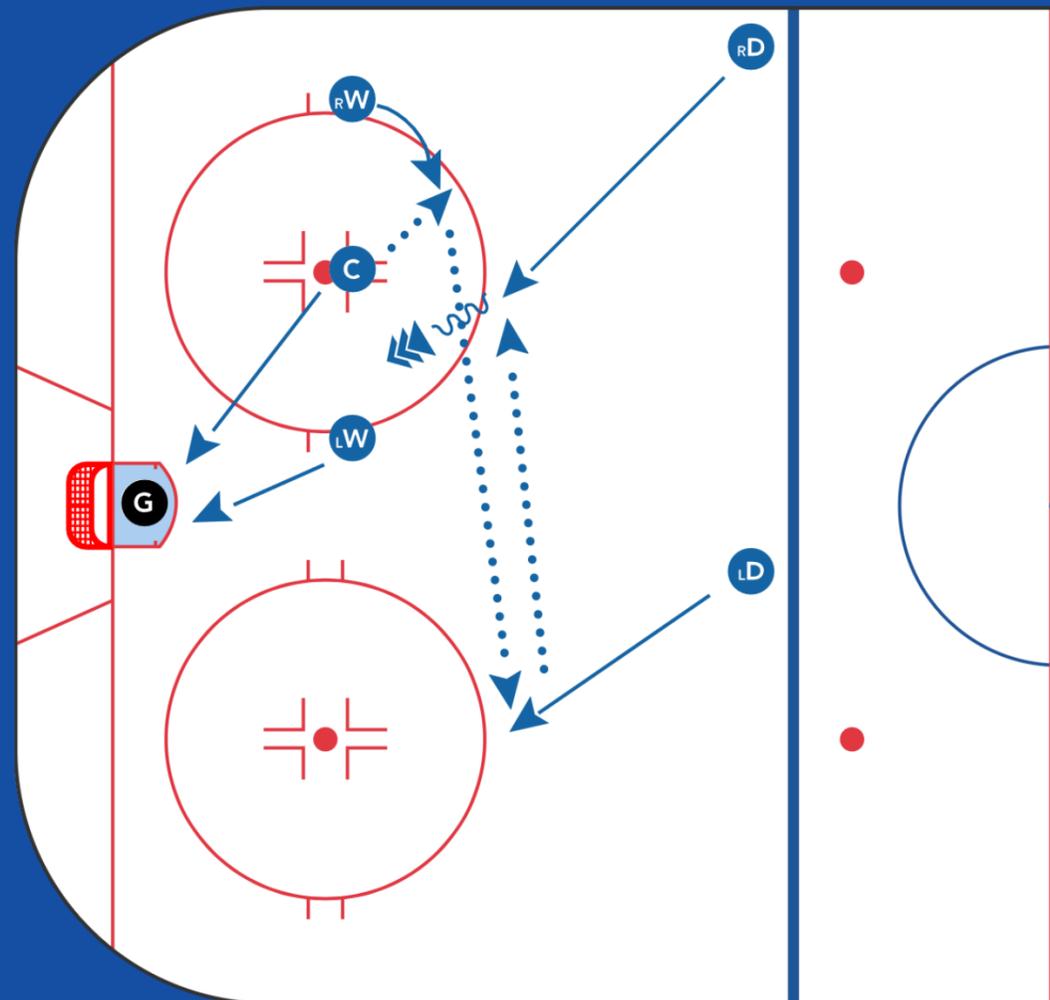
- **C** WINS THE DRAW TO THE RD
- **RW** SPRINTS ACROSS TO W/S & OPENS UP FOR A SHOT ON THE GOAL
- **LW** BUMPS & JUMPS OPPOSING FORWARD, TRYING TO COME THROUGH
- **C** TIES UP AND THEN GETS TO THE NET FRONT
- **RD** SPRINTS DOWN THE WALL TO CREATE A PASSING LANE BEHIND RW, WHO IS SPRINTING TO THE SLOT

KEY POINTS

- **BUMP AND JUMP**
- **WIN THE POCKET**
- **ASSUME A LOSS AND ADJUST TO A WIN**

Offensive Zone Face-Offs

ST. LOUIS



DESCRIPTION

- **C** WINS THE DRAW TO THE POCKET
- **RW** WINS THE POCKET AND QUICKLY MOVES THE PUCK TO THE **LD**
- **LD** RECEIVES PASS, FAKES AND RETURNS PASS TO THE **RD**
- **RD** RECEIVES PASS AND QUICKLY SHOOTS THROUGH TRAFFIC
- **C & LW** PROVIDE GOALIE PRESENCE AND NET FRONT TRAFFIC

KEY POINTS

- BUMP AND JUMP
- WIN THE POCKET
- ASSUME A LOSS AND ADJUST TO A WIN