

OHL GAME DAY COACHES CLINIC

Dale Hawerchuk: Head Coach,

David Bell: Assistant Coach

Todd Miller: Assistant Coach

Richard Rotenberg: Sports Therapist

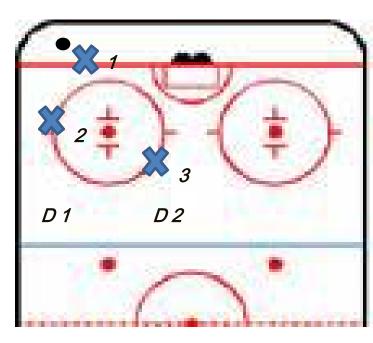


Review agenda









Offensive Zone

Team Defense Offensive Zone Structure

X1 is Pursuing Puck or Controlling Puck.

X2 Supporting X1 for pass or Cycle Play.

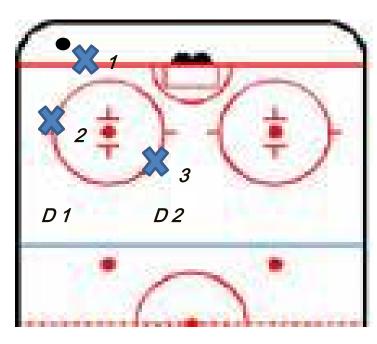
X3 Must remain above puck at all times.

D1 Holding blue line on puck side

D2 Cuts ice in half & hold blue line







Offensive Zone

Team Defense

Offensive Zone Key Points

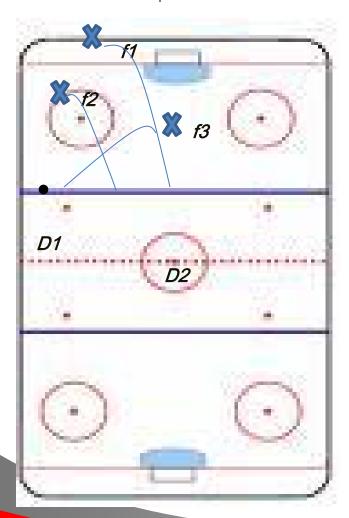
Do not turn puck over on entry into Offensive zone or while skating through the Middle of the ice .

Do not get three men caught deep!
D must cut ice in half protect middle
Do not make any blind passes below
Goal line

All 50/50 puck battles retreat to defensive side of the puck





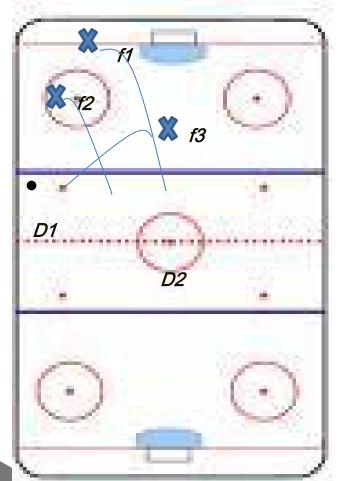


Neutral Zone Structure

X3 applies puck pressure
X 1 & X2 apply back check support through
middle of ice with sticks on ice
Forwards can not get beat up ice by d-men
D1 tries to hold red line forcing dumps or
causing turn overs
D2 sags through middle of ice
Preventing cross ice passes or dump ins







Neutral Zone Key Teaching Points

Always protect the middle of the ice.

It is easier to recover inside out

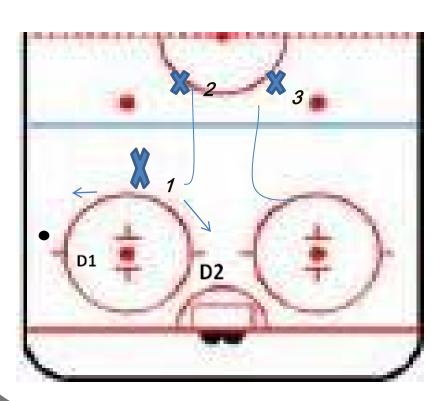
D must communicate to everyone regarding
their respective roles coming through the
neutral zone.

Use your body / stick position to direct where you want the puck / player to go .
The more puck pressure the better chance Of causing a turn over





Defensive Zone Structure



D1 Closes in on puck carrier

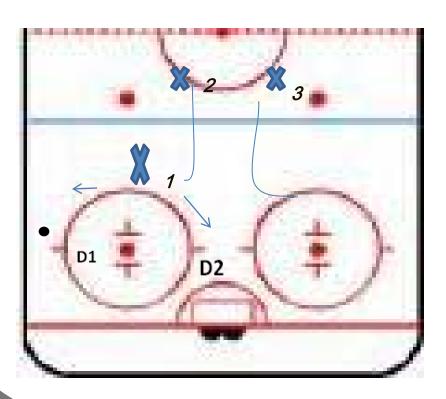
D1 makes sure he does not get beat to the net or loses inside body position

D2 picks up anyone driving to the net, keeping players to the outside, protects against cross goal crease passes, helps to clear rebounds from in front of the net





Defensive Zone Structure

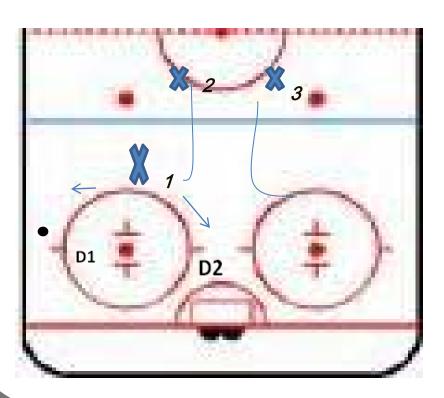


- x1 Releases puck carrier to D1
 Picks up late man or double drive
 man to net.
- X2 & X 3 Race back into d zone house beating opposing d-men into position, stopping in the slot looking for loose pucks to clear out of in front of the net, or picking up late man attacking slot





Defensive Zone Key Teaching Points



Players must have coverage sorted Out by d-zone entry D must hold lanes " protect opposition

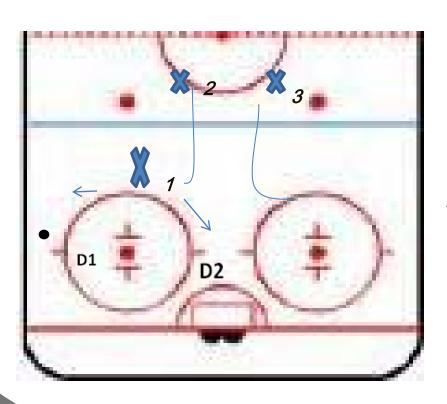
From penetrating" into the house "
Must gain body positioning on all net
Drives

X2 & x3 must skate through middle then fan out into d-zone coverage All players must talk





Defensive Zone Specific Structure



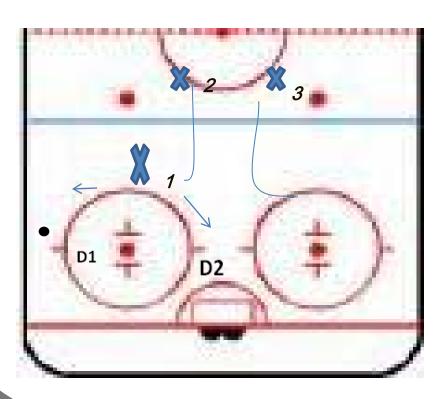
Man on Man

Once you establish d zone coverage on a Player that player becomes your responsibility to until the next stoppage in play.





Defensive Zone Specific Structure



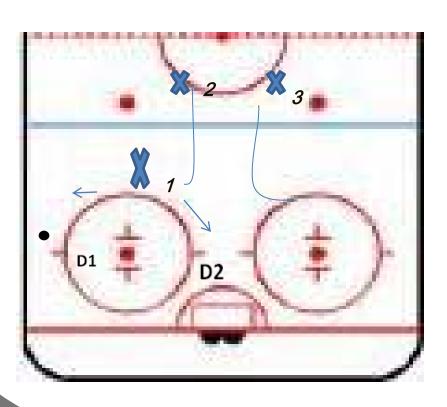
Zone Play

Each player is given a defined area in the defensive zone to cover. It is that player's responsibility to defend against all opposing players who come into his designated area of coverage.





Defensive Zone Specific Structure



Layered / Box + 1

All areas of the d-zone have a Primary defender with a supporting Defender sharing defensive responsibilities. There are shared areas of the ice and players are not restricted to stay in "zones".







Layered / Box + 1

D1 must contain puck carrier maintaining body position to net. Pin or eliminate man allowing x1 to support and gain puck possession.







Layered / Box + 1

D2 Hold net front gapping up on Slot presence

Maintain communication with partner & F1 sorting out coverage







Layered / Box + 1

F1 Staying out of the pile knowing where offensive support is and maintaining body position
On him and the pile.
Ready to jump on loose pucks or to engage on support man if he gains puck possession.







Layered / Box + 1

- F2 Strong side point coverage sagging a little to protect middle of the ice.
- F2 Must prevent pass to point
- F2 Must keep head on a swivel preventing d-man from jumping in on offensive plays







Layered / Box + 1

F3 Must sag into slot helping to take away passing lane to weak side defensemen.

F3 Must talk to all players, as he can see the entire d zone

F3 Must prevent d-man from jumping into back door offensive plays.





Keys to Good Defensive Zone Coverage

> Talk

Constantly update each other on the situation (goalie is not excluded in this responsibility)

Be your team mates eyes when they are engaged in battle.

Head on a Swivel

Always be aware of your surroundings do not let opposition players to jump into holes or past you to the net





Keys to Good Defensive Zone Coverage

> Sticks on Ice

There is no reason or situation where sticks should Not be on the ice.

Stick on puck, stick should be active and in the passing lane.

Always get opponents stick up off the ice on pucks arriving at the net or on rebounds in the "house".





Keys to Good Defensive Zone Coverage

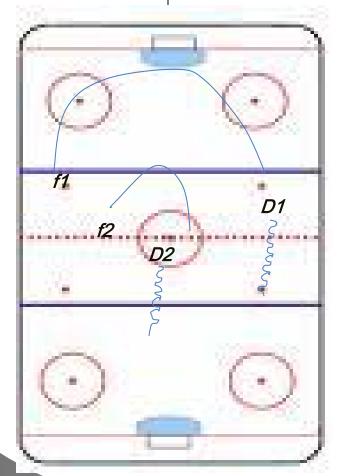
Body Position

Always keep your body between your opponent and your net.

Do not lunge or lean when closing in on opponent.
Put your complete body in the shooting lane.
Always be in an attack mode / position when in the
Defensive zone







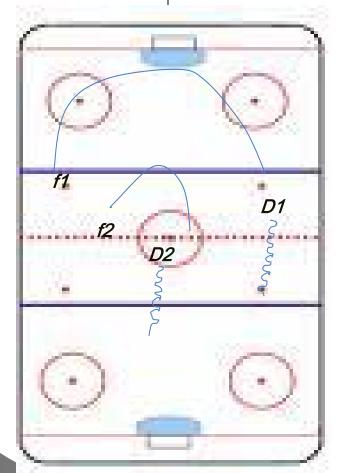
Colts Penalty Kill

Key Teaching Points

- ✓ Short High Energy Shifts
- ✓ Out Work ; Out Battle PP
 - ✓ Active Sticks on ice
 - ✓ Get in Shooting Lanes
 - ✓ Stops & Starts
- ✓ Clear pucks on first ATTEMPT







Colts Penalty Kill

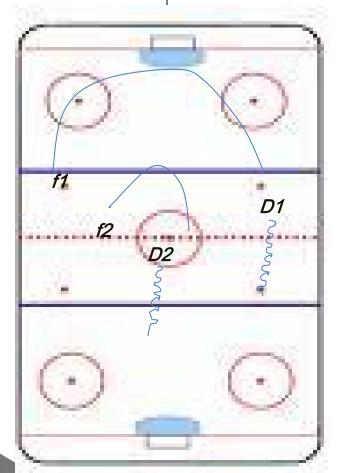
Key Teaching Points

When do you press on PK?

- √ On Dz entries
- √ Bobbled Pucks
 - √ Bad Passes
- ✓ Pucks on dasher
 - √ Loose Pucks
- √ Odd Man Situations







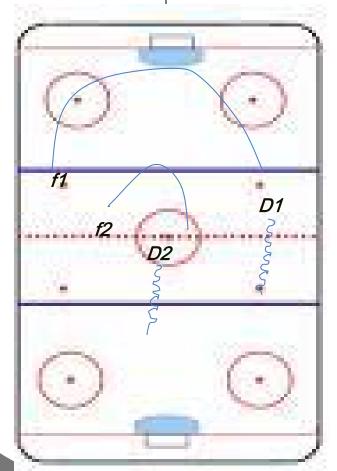
Colts Penalty Kill

Key Teaching Points : F1

F1 Controls Skates inside face off dots
Force pucks to other side of ice
Keep the angle of attack to ensure puck is
not passed back across the ice
Force puck movement up the wall towards
Strong side D
If caught too deep CHECK OFF to F2
continue to pressure puck up wall
Recover quickly to the middle of the ice







Colts Penalty Kill

Key Teaching Points : F2

F2 Controls Skates (Speed)

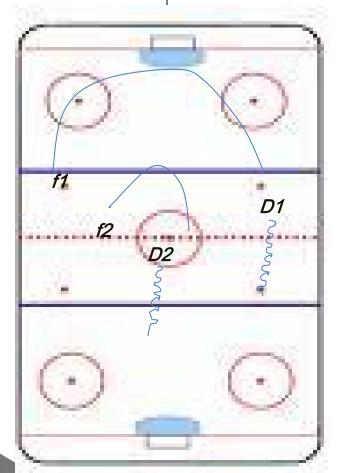
Curl through Middle of ice staying above the puck .

Protect Middle of ice against cross ice pass.

When taking over for F1 funnel puck up wall to strong side D.







Colts Penalty Kill

Key Teaching Points : D1

D1 Tight Gap on strong side & Puck

Try to create puck turnovers

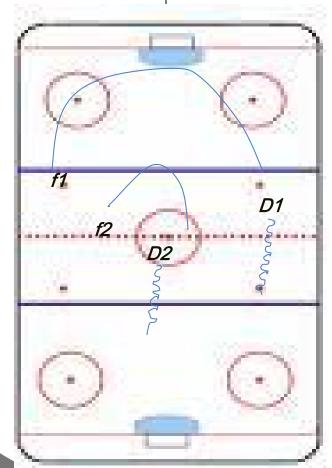
Win battles puck races for Dumped Pucks

Do not get caught on wall!

Prevent chipped pucks to the middle of the ice .







Colts Penalty Kill

Key Teaching Points : D2

D2 Sag through Middle

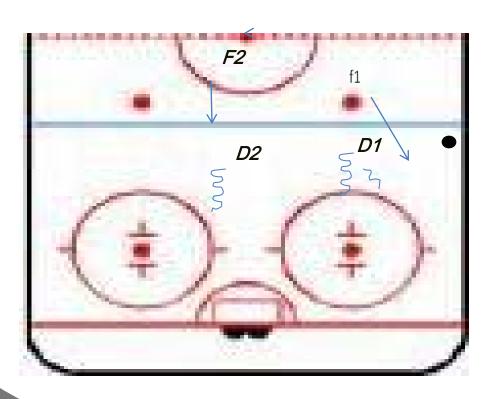
Prevent Cross ice Stretch Passes

Ready to retrieve Dumps or chips into D zone.





Penalty Kill: Puck Entering D Zone



POWERPLAY ENTERING WITH PUCK

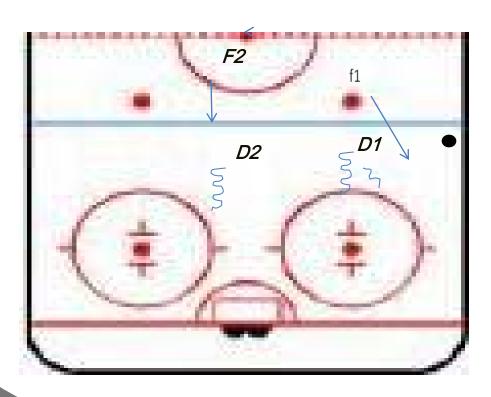
D1 Stay off wall protecting middle of ice waiting for support forward skating back hard providing back pressure On the puck carrier

D2 Protect middle of ice picking up net drive player Able to support loose pucks Control rebounds





Penalty Kill: Puck Entering D Zone



POWERPLAY ENTERING WITH PUCK

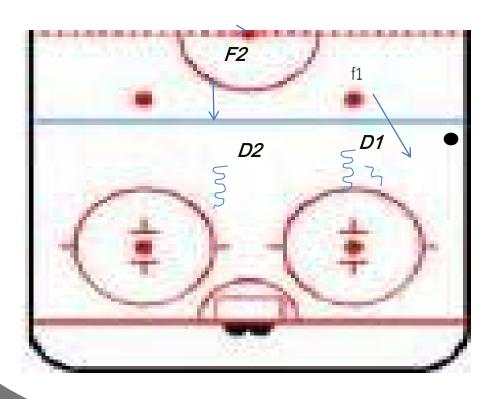
F1 Skating back hard on puck carrier providing pressure forcing puck carrier to move the puck or dump it.

F2 Skating hard through the middle of the ice, picking up 2^{nd} net drive, & high slot coverage, ready to jump on high rims or rebounds.





Penalty Kill: Puck Entering D Zone



POWERPLAY ENTERING WITH PUCK

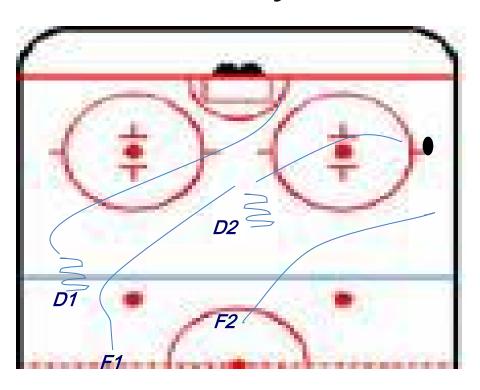
Key Teaching Points

- 1. It's never too late to back check.
- 2. Must always pressure the puck on entries into the d-zone.
- 3. Always Protect middle of the ice off the rush.





Penalty Kill: Puck Entering D Zone



POWERPLAY DUMP INS OR RIMS

Key Teaching Points

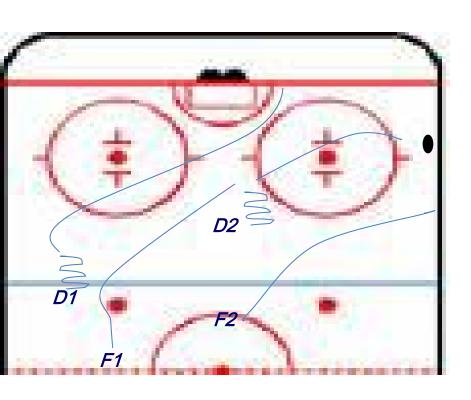
D1 recover to front of net ready to join any odd man battles or loose pucks

D2 win race to puck, be ready to get rid of the puck, get in battle mode if required





Penalty Kill: Puck Entering D Zone



POWERPLAY DUMP INS OR RIMS

Key Teaching Points

F1 Recover to middle;

protect slot

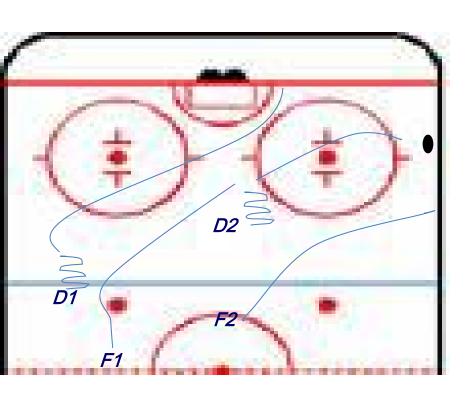
jump on all reversed pucks
down low

F2 win race to all rimmed
pucks against weakside D





Penalty Kill: Puck Entering D Zone



POWERPLAY DUMP INS OR RIMS

Key Teaching Points :

- 1. Win all races to dump ins
- 2. Seal off all release points
- 3. Swarm puck
- 4. Out man all battles for loose pucks
- 5. No easy recoveries



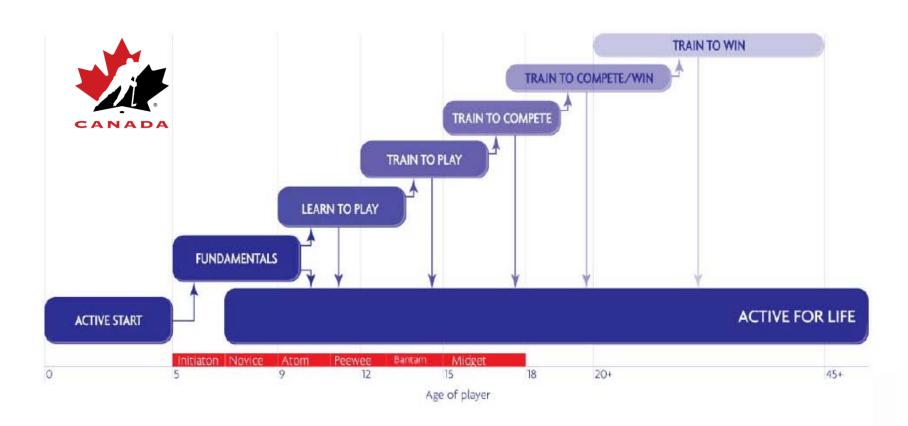








LTPD – The 7 Step Pathway



Darker blue indicates more active participants.





Challenge • Learn • Improve