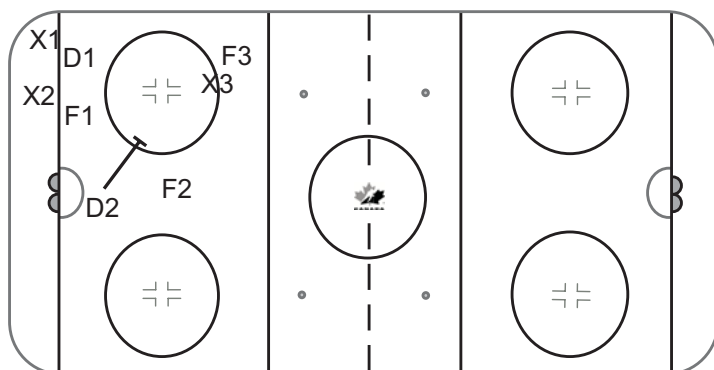


Defensive Zone Team Play

Part 5 of 5 – Wayne Fleming

Special Situations

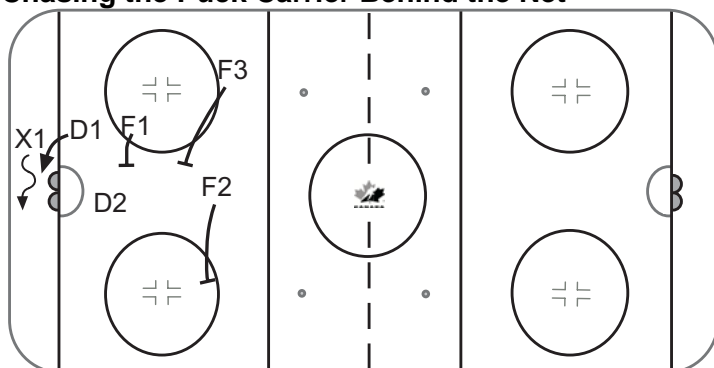
Overload Set-up



Half Way Rule

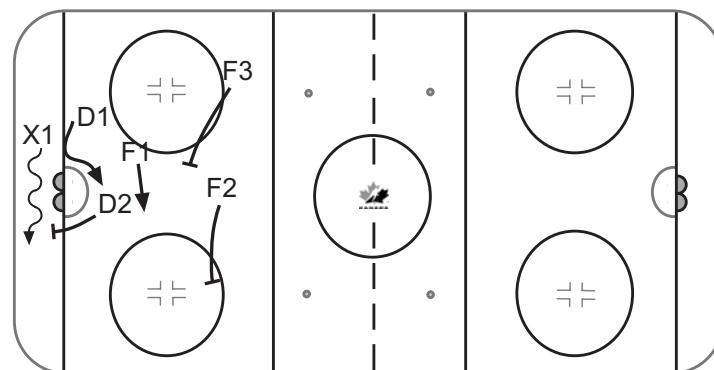
- D1 plays X1 in corner
- F1 patient – support, help D1
- D2 – half way between goal and X3
- F3 – collapse to X3
- F2 – hold slot, backdoor

Chasing the Puck Carrier Behind the Net



Half Shaft Rule

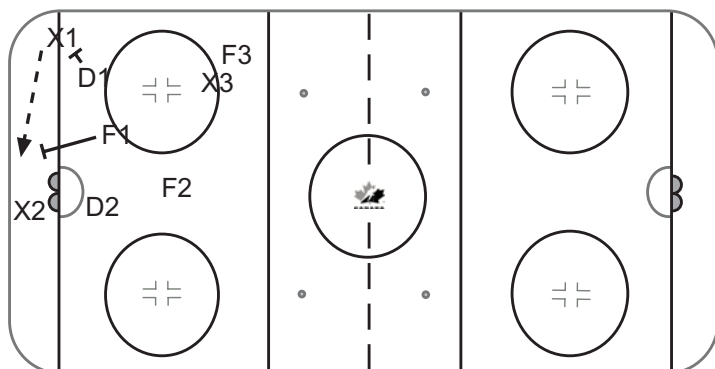
- D1 can place ½ shaft or his stick on the puck carrier. D1 continues to apply pressure on X1 as he goes behind the net.
- D2 holds the net
- F's adjust to opposite side



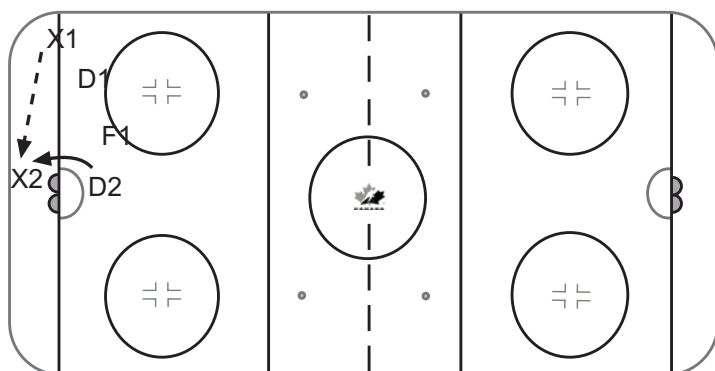
- D1 can not get stick on X1 – switch with D2.
- D1 to net front, D2 pressure X1
- F's adjust to the opposite side

Behind the Net Set-up

First Option



1. F1 cut off the pass behind the net if possible

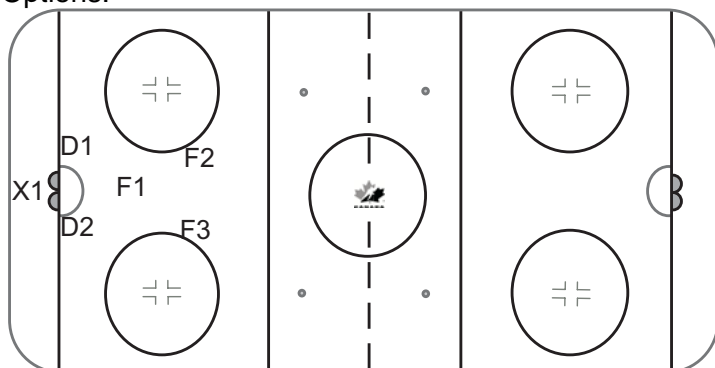


2. D2 force X2 if D2 can arrive prior to or at the same time as the puck

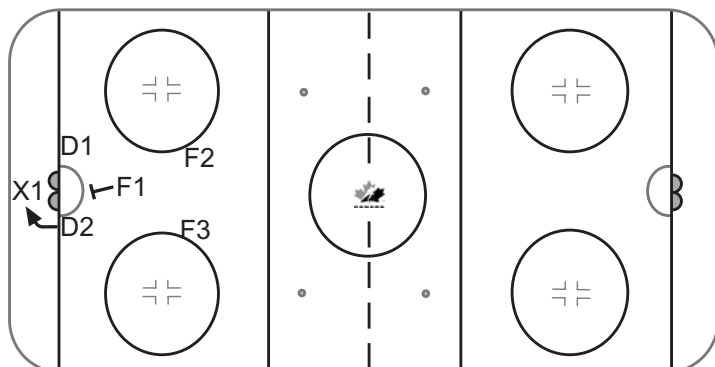
Control Behind the Net

F's collapse low to protect the house.

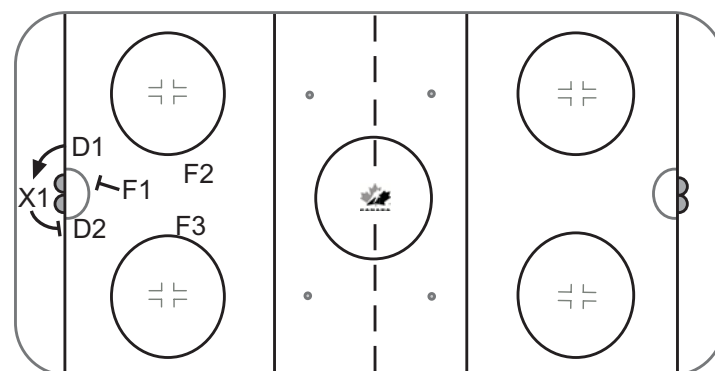
Options:



1. Let X1 stay there, D's hold posts (skates parallel to goal line) and F's collapse low to slot



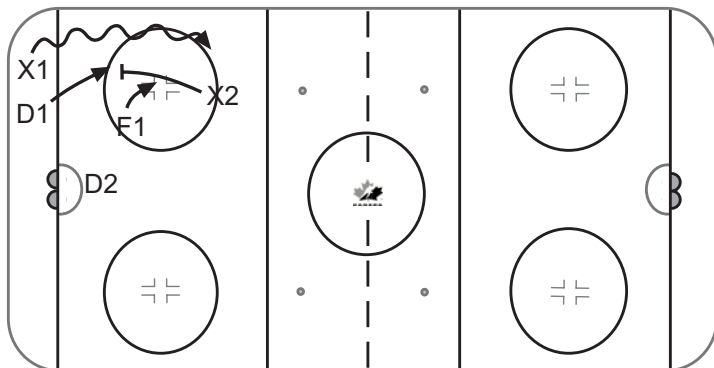
2. D2 forces X1 (right handed) to his backhand. D1 holds position, F1 watches back post F2, F3 slot and defenseman awareness



3. D1 forces X1 to goalies stick side

PICS

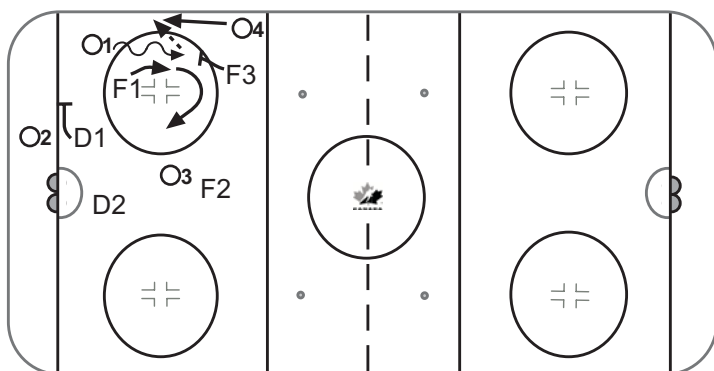
If the defensive player gets pic'ed then call switch.



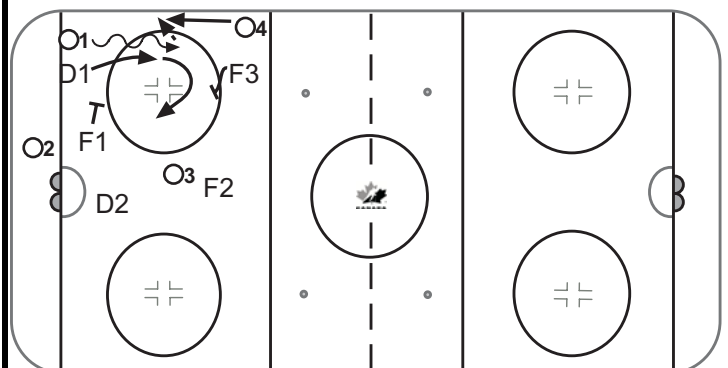
Example – D1 is checking X1; X2 pics D1,
D1 keeps X2 and F1 now checks X1

HIGH CYCLE

D high cycle with F



- O1 brings puck up the boards as O4 (D) comes down
- O1 reverse pass to O4
- D1 steps out to challenge O4 as F1 releases back to the goal
- F2 and F3 collapse to slot



- D1 chases to hash marks
- F1 steps out to challenge O4 as D1 release back to the goal
- F2 and F3 collapse to slot