

DT 400 Two Net Game - Joker at Point

Key Points:

Players constantly transition from offense to defense and defense to offense. They must fight to get on the defensive side.

Description:

1. Start with the players racing for a puck dumped in by the coach.
2. To be on offense the team must pass to the Joker at the point.
3. Joker can pass or shoot but must stay at the point.
4. Players race across to get open on offense or gain defensive side.
5. Players take turn being the joker.

