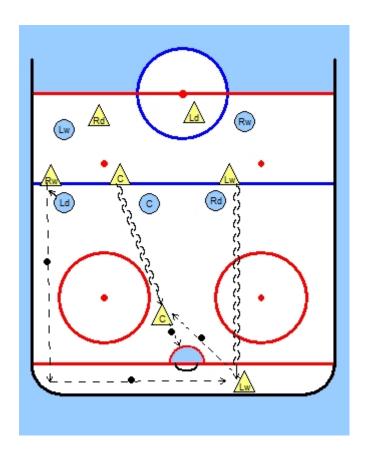




"When teams are playing well, 3 on 3 situations are far more common than 3 on 2's, but harder to execute and score"

#### **DEFENSIVE ZONE – DEFENDING 3 ON 3'S – 7 PLAYS**

1. **Around The Net To Weak Side Winger** – This play usually works the best when our D and backchecking winger give up the blueline, so firstly challenge them hard at the blueline as we are not out numbered. If they gain the line be aware this play may be coming and get stick on puck on the puck carrier and position in front of their forwards so they can't easily skate by us or pass hard around the net. If they do our RD must beat their LW to the puck behind our net. Our centre should get in front of theirs as their centre goes to the net taking away any pass

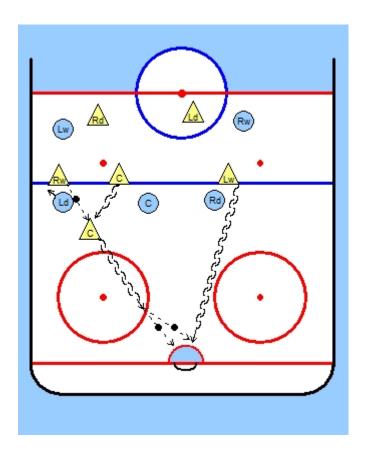


1





2. Winger Middle Chip – This play usually works the best when our D and backchecking winger give up the blueline, so firstly challenge them hard at the blueline as we are not out numbered. If they gain the line be aware this play may be coming and get stick on puck on the puck carrier and position in front of their forwards so they can't easily skate by us or chip pass by us. If they do our RD must beat their LW to the net. Our centre should get in front of theirs as their centre goes to the net taking away any pass

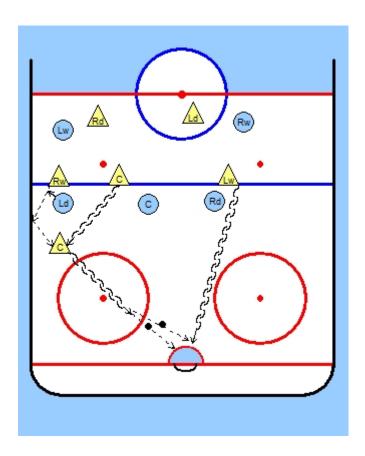


2





3. Winger Mid Wall Chip - This play usually works the best when our D and backchecking winger give up the blueline, so firstly challenge them hard at the blueline as we are not out numbered. If they gain the line be aware this play may be coming and get stick on puck on the puck carrier and position in front of their forwards so they can't easily skate by us or chip pass by us. If they do our RD must beat their LW to the net. Our centre should check theirs as their centre tries to pick up the puck off the boards

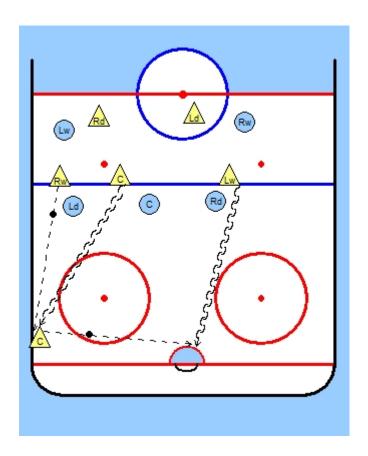


3





4. Winger Deep Wall Chip - This play usually works the best when our D and backchecking winger give up the blueline, so firstly challenge them hard at the blueline as we are not out numbered. If they gain the line be aware this play may be coming and get stick on puck on the puck carrier and position in front of their forwards so they can't easily skate by us or chip pass by us. If they do our RD must beat their LW to the net. Our centre should check theirs as their centre tries to pick up the puck off the boards

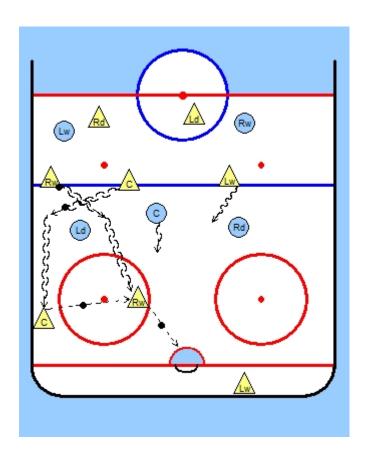


4





5. Winger Centre Cross - This play usually works the best when our D and backchecking winger give up the blueline, so firstly challenge them hard at the blueline as we are not out numbered. If they gain the line be aware this play may be coming and get stick on puck with their RW with the puck. Our LD should check their RW before the hand off to their centre as their RW starts to cut across. Our centre seeing this should move towards the boards and both their RW and centre to support our LD and clear the puck out of our zone

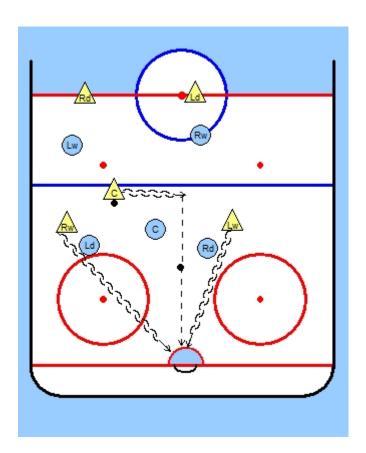


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6. **Centre Delay Across Blueline - Shoot** - If their centre has the puck crossing the blueline with wingers on either side wide and going to the net hard, and our D have backed in a bit, and their centre is delaying by cutting across our blueline giving their wingers time to get to the net, our centre should challenge their centre early as he cuts across stick on puck, preventing a pass or shot by their centre

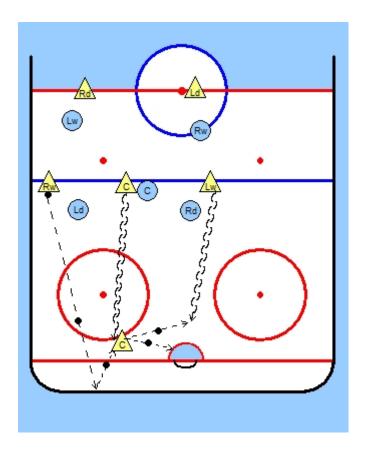


6





7. **Pass Off BackBoards** - This play usually works the best when our D and backchecking winger give up the blueline, so firstly challenge them hard at the blueline as we are not out numbered. If they gain the line be aware this play may be coming and get stick on puck with their RW who has the puck. Prevent the hard pass to the backboards, and our centre should stay in front of theirs making it hard for their centre to get to the puck even if it is shot in as planned. Our centre should then beat theirs to the puck down low



7