

DT200 3 on 3 with 3 Jokers

Key Points:

Players on the court must get open or cover and opponent; don't check the Jokers. Jokers can check Jokers. Jokers can move on the edges, shoot and pass but only have the puck 2". Switch every 45-60".

Description:

- A. 3 on 3 in the court or ice.
- B. 3 Jokers on each team.
- C. 1 Joker on each team behind each goal line and 1 Joker in the middle.
- D. Exchange positions on the whistle.
- E. Defending team needs to pass to a Joker on transition to offense before they can score.
- F. If there are extra players rotate jokers play, players rest, extra players become jokers.

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