

DT200 Active Jokers - Side and Ends

Key Points:

Quick passes and shots are needed. Face the puck in an athletic ready position. Protect the puck.

Description:

1. Half of each colour play and half are jokers.
2. Each team have a joker behind the net and on each side.
3. Jokers can shoot or pass but not join the play.
4. Jokers can check jokers.
5. Switch every 30" and use the same puck.
6. To transition to offense the team must pass to a Joker.

Option: Switch Jokers and Players of the team that is scored on.

