



HOCKEY CANADA

**Coach 2 – Coach Level:
Skills and Key Teaching Points**

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National
Coaching
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PARTNERS IN COACH EDUCATION

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Canada

TABLE OF CONTENTS

Key Terms	1
The Importance of Skating.....	2
Skate Edges.....	3
Forward Start.....	4
Key Points	4
T Start.....	4
Front Start.....	5
Crossover Start.....	6
Forward Skating.....	7
Key Points	7
Forward Stop	8
Key Points	8
One O'clock - Eleven O'clock Stop.....	8
Front-foot Stop (inside edge)	9
Two-foot Stop	9
Forward Turn	10
Glide Turn	10
Tight Turn.....	10
Sharp Turn	11
Forward Crossover Turn.....	12
Crossover Pumping.....	12
Reversing Direction	13
Backward Skating.....	14
Key Points	14
Backward Stance	14
C-Cut for Starting Backward/Backward C-Cut	15
Gliding Backward on One Skate.....	15
V-stop for Backward Skating	15
Backward Turn	16
Backward One-foot Stop and T-Push	16
Pivot (Backward to Forward).....	16
Pivot (Forward to Backward).....	17
Backward Lateral Crossover	17
Backward Crossover Turn.....	18

Puckhandling	19
Stationary Puckhandling	19
Open-ice Carry	19
Use of Feet to Control the Puck.....	20
Stopping with Puck.....	20
Touching Knee to Ice while Controlling the Puck	20
Passing	21
Key Points	21
Forehand Passing	21
Backhand Passing	22
Shooting	25
Phases of Shooting	25
Forehand Shooting	26
Backhand Shooting.....	27
Backhand Wrist Shot	28
Deke	29
Key Points	29
Body Fake.....	29
Skating Fake	29
Stick Fake	30

KEY TERMS

Strategy

The selection of team play systems in order to impose upon the opposition, the style of play and tactics which will build on the coach's, team's strengths and neutralize those of the opponent while at the same time taking advantage of the opponent's weaknesses

For example: when opponent's defensive players have weak puck handling skills, the strategy might be to shoot the puck in and use a 2-1-2 aggressive forechecking system

Team Play Systems

A pattern of play in which the movement of all players is integrated in a coordinated fashion in order to accomplish an offensive or defensive objective (e.g. 2-1-2 forechecking system)

Team Tactics

A collective action of two or more players using technical skills and / or individual tactics in order to create an advantage or take away the advantage of an opponent (e.g. 3 vs. 2)

Individual Tactics

Action by one player using one or a combination of technical skills in order to create an advantage or to take away the advantage of an opponent

A tactic may be classified as offensive or defensive (e.g. 1-on-1 offensive fake and driving to the net)

Technical Skills

The fundamental skills that are required to play the game (e.g. skating, shooting, passing and checking)

THE IMPORTANCE OF SKATING

Skating is to hockey what running is to soccer. Skating is the foundation upon which all other skills are built. The level of performance attained by a player in passing, shooting, checking and stickhandling are directly related to one's skating ability. The time spent improving a player's skating is a worthwhile investment due to the carryover value to the many other aspects of the game.

After reading this material, you will be better prepared to understand and describe the key elements of skating:

- ☐ Skate Edges
- ☐ Forward Start
- ☐ Forward Skating
- ☐ Forward Stop
- ☐ Forward Turn
- ☐ Backward Skating
- ☐ Backward Turn
- ☐ Puckhandling
- ☐ Passing
- ☐ Shooting
- ☐ Deke

SKATE EDGES

Understanding the basic edges of a skate blade is important to teaching skating. The skate blade has two edges: inside edge and outside edge.



Although both skate edges play a role in propulsion, the inside edge is primarily used for “pushing” or “driving”.



The outside edge, although sometimes used for propulsion purposes, is primarily used for turning and stopping. The accompanying figure illustrates the use of both edges during a turn.

Weak skaters have control of only two edges while average skaters have mastered three edges. In both cases, individuals should strive for control of all four edges in order to become proficient skaters.

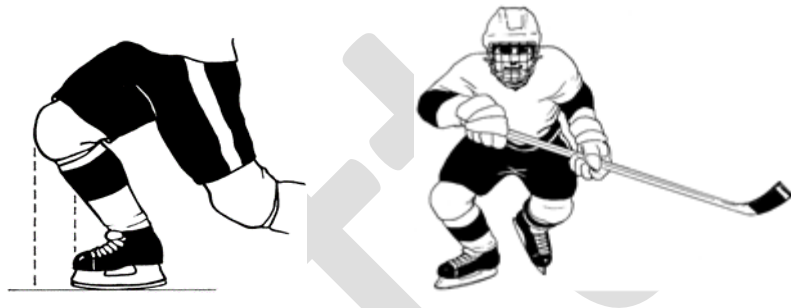


FORWARD START

The ability to start quickly should be one of the first skating skills mastered by young hockey players. Three types of forward starts are used, depending on the game situation: T, front and crossover starts.

Key Points

- ❑ Basic stance is the starting position.
- ❑ Centre of gravity is shifted forward with the body weight placed on the inside edge of the drive skate.
- ❑ Body weight is placed over the drive leg which is rotated outward at an angle of approx. 90° from the player's chosen course.
- ❑ As the number of strides increases, the player takes progressively longer strides, pushing more to the side rather than to the back.
- ❑ First 3 or 4 strides are short and quick, without gliding.
- ❑ The drive leg is vigorously extended at the hip, knee and ankle.



T Start

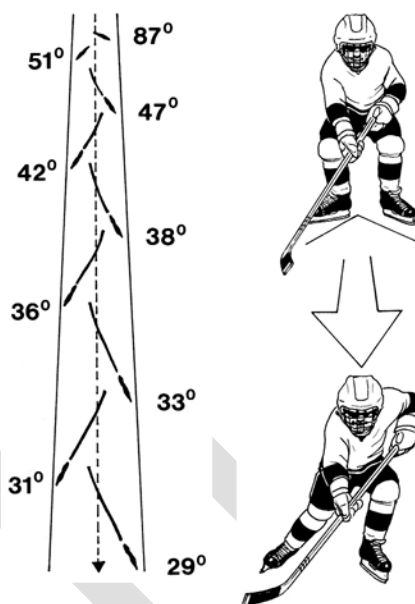
The “T” Start is used when a player is stationary and knows beforehand the direction one wishes to travel. This is the case in some face-off situations. It is also used to teach beginners how to start as it is easier to master than the front start.

The primary difference between the “T” Start and the front start is in the positioning of the skates.

- 1 Both legs are flexed slightly.
- 2 The driving leg is positioned at a 90° angle to the desired direction of travel, thus creating the “T” position.
- 3 The start is initiated by a thrust of the driving leg (inside edge).
- 4 Without any gliding motion, the lead foot is raised and rotated outward ready to perform another driving motion.

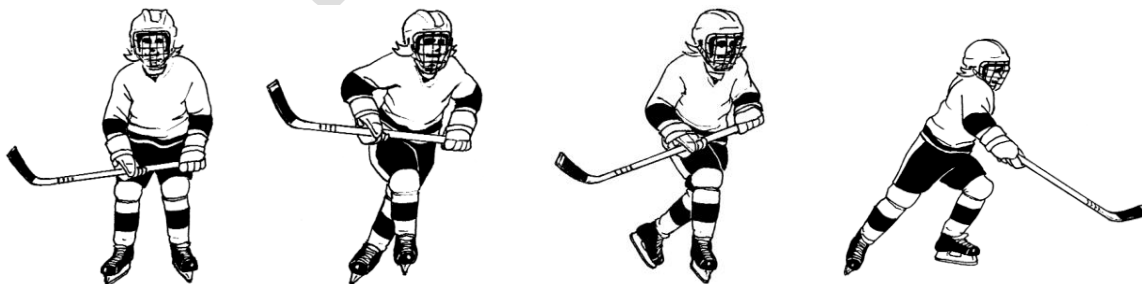
Front Start

- 1 Players in basic stance, skates shoulder width apart, knees flexed, and back straight.
- 2 Turn heels in to make a "V" with your skates, while leaning slightly forward. This puts weight on front part of blades.
- 3 Drive off with either the right or left skate on the first stride and alternate legs with each stride. First stride with each foot is a short driving stride. More like running.
- 4 Skates are low to the ice for quick recovery.
- 5 Next two strides are longer. Angle of the blade nears 35°-40° at about the third or fourth stride.
- 6 Gradually straighten up as speed increases to the maximum.
- 7 Should be in full stride after the first six strides.



Front Start with Crossover

- 1 Player is sideways to the intended direction with the skates slightly closer together than in a basic stance position. Feet shoulder width apart, knees bent, and weight on the balls of the feet.
- 2 The head and shoulders are rotated in the desired direction while the body lunges forward driven by the extension of the outside leg. (inside edge) followed quickly by the inside leg (outside edge).
- 3 The outside leg crosses over in front of the inside leg and is forcefully brought down on the ice at an angle as close to 90° as possible to the intended direction. The stride is short and as close to the ice as possible. Land on the full blade.
- 4 Player is now in a front start position.
- 5 First three - four strides are very short and choppy.
- 6 As speed builds up the stride is lengthened.
- 7 Practice move in both directions.



Crossover Start

A crossover start is used when a player wishes to start rapidly after a two-foot stop. It is also used when a player is sideways to the direction one wishes to go. It can be defined as a front start preceded by a crossover action of the leg.

- 1 Skates are slightly closer together than in the basic stance.
- 2 Skates are parallel and perpendicular to the desired direction of travel.
- 3 The head and shoulders are turned in the desired direction.
- 4 The body leans towards the desired direction.
- 5 After the crossover, the outside skate is placed at a 90° angle to the desired direction.
- 6 Perform only one crossover to assume a forward starting position.



FORWARD SKATING

The efficiency of the skating stride depends on applying a few fundamental principles and optimum development of the muscles used in skating. Careful attention should be paid to the following key points when teaching forward skating.

Key Points

- ❑ Basic stance is the starting position.
- ❑ Power is derived from a full and vigorous sequential extension of the hip, the knee and the ankle in a lateral thrust (to the side and not to the back as in the initial stroke).
- ❑ The knee of the gliding leg must be well flexed extending beyond the toe of the skate in the gliding state.
- ❑ The weight of the body is transferred over the striding leg at the beginning of each stride.
- ❑ Recovery is executed in a circular motion, with skate low to the ice, passing under the centre of gravity.
- ❑ Shoulders should be kept perpendicular to the intended direction with the muscles of the upper body relaxed.
- ❑ The stick can be held in one or two hands depending on the game situation. The shoulder and arm muscles should be relaxed.



FORWARD STOP

For safety reasons, the stop should be one of the first skills taught. Use the various lines painted on the ice as stopping points to eliminate any unfortunate accidents which may occur close to the boards.

Stops are essential in avoiding checks, shaking off opponents or changing directions. The key forward stops are one o'clock - eleven o'clock stops, front-foot stop, and two-foot stop.

Key Points

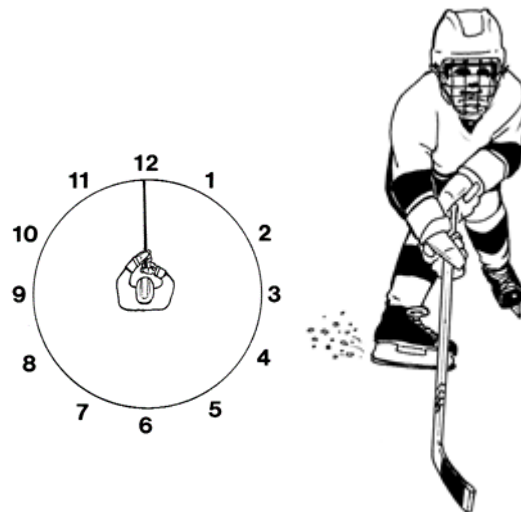
- 1 Turn the skate at a 90° angle to the direction of motion with a rotating action of the hips.
- 2 There should not be any upward extension of the body before rotating as it then becomes difficult to apply sufficient pressure to the blades.
- 3 The knees are well bent going beyond the toes of the skates at the beginning of the stop.
- 4 The skates are staggered, 6 – 8 inches apart. The inside skate is slightly beyond the outside skate (toe to arch).
- 5 To stop sharply, weight should be distributed as evenly as possible over both skates, and pressure should be exerted on the front part of the blades while extending the legs vigorously – inside skate (outside edge) and outside skate (inside edge).



One O'clock - Eleven O'clock Stop

One o'clock refers to pushing out with right skate towards one o'clock. Eleven o'clock refers to pushing out with left skate towards eleven o'clock.

- 1 A stop in which the player remains facing forward.
- 2 Glide on two skates in basic stance.
- 3 Turn heel of right skate out and the toe of right skate in. Push skate out and down towards one o'clock.
- 4 Keep weight on the ball of your foot as you stop.
- 5 Keep knees bent and the back straight.



Front-foot Stop (inside edge)

Technique is essentially the same as the two-foot stop, except the inside leg is held back slightly above the ice.

- 1 From a regular skating stride, snap the skate of the front leg at a 90° angle to the direction of motion. Initiate with a rotating action of the hips and shoulders.
- 2 The weight of the body is on the front leg.
- 3 Pressure on the ice is applied on the inside edge and on the front part of the blade while extending the leg vigorously.
- 4 Inside leg is slightly off the ice ready to initiate a new movement.



Two-foot Stop

Will stop more quickly than a one o'clock or eleven o'clock stop.

- 1 Glide on both skates as you approach the stopping point.
- 2 Basic stance — head up, knees bent, back straight, and feet shoulder width apart. Must turn sideways to the direction of travel, by turning the body to a right angle to the direction of motion. Turn initially to just the strong side.
- 3 Begin the stop by turning the shoulders first with the hips and legs following.
- 4 Turning the hips swing the outside leg into braking position. The inside leg acts as a pivot while turning into a braking position. Skates are shoulder width apart with the inside skate slightly ahead of the outside skate. The weight is equally distributed on both skates.
- 5 Extend the legs vigorously while exerting pressure on the front part of the blades. We are using the inside edge of the outside skate and the outside edge of the inside skate, especially the inside edge of the lead skate.
- 6 Keep head and shoulders straight.
- 7 Keep two hands on the stick.

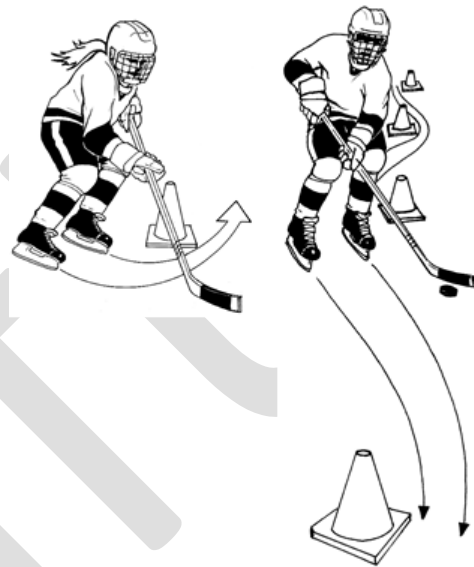


FORWARD TURN

To change direction, turns are more energy efficient than stops and starts. It is essential that individuals learn to turn equally well in both directions because of the nature of today's game (e.g. flow and rapid transition). The key forward-turn skills are the glide turn, tight turn, sharp turn, forward crossover turn, crossover pumping, and reversing direction.

Glide Turn

- 1 Skates are shoulder width apart.
- 2 Lead with the inside skate.
- 3 Head and shoulders initiate the turn.
- 4 Bend knees and lean inside.
- 5 Rock back slightly on the heels.
- 6 Follow the stick.
- 7 Perform the drill in both directions.



Tight Turn

Permits a player to change direction in a very limited space while expending the least energy. Must be mastered to both sides.

- 1 Stop skating and let yourself glide into the approach.
- 2 Head up, knees bent, and feet shoulder width apart.
- 3 Place the skate on the side you wish to turn directly in front of the other, heel to toe.
- 4 Turn your head and shoulders in the direction you want to go and bring your arms and stick to the same side.
- 5 Lean well from the hips down inside the half circle that your skates will trace on the ice.
- 6 Weight should be as evenly distributed as possible on both skates. Pressure is on the outside edge of leading foot and inside edge of following foot.



- 7 Skates should be close together and centre of gravity ahead of skates, in order to be able to crossover after the tight turn and to accelerate rapidly.

- 8 Do not sit back on your blades.
- 9 Once skates have traveled a complete half-moon on the ice, player executes a crossover start by bringing the back leg over the front leg in order to accelerate out of the turn.

Sharp Turn

The sharp turn is one of the most difficult techniques to master, but it is also one of the most useful. The player must execute a change of direction of 180° in a very limited space while attempting to maintain the highest possible speed.

A glove, a puck or a face-off spot on the ice are good markers for teaching sharp turns. Avoid teaching sharp turns around tall cones as it prevents players from leaning well into their turns.

- 1 The skate on the side of the desired turn is placed slightly ahead of the other skate.
- 2 The head, shoulders, arms and stick are turned in the desired direction of travel.
- 3 The body leans significantly in the desired turning direction; the upper body leans slightly forward.
- 4 The outside leg then crosses over the inside leg in order to accelerate out of the turn.
- 5 Weight should be placed on the outside edge of the lead foot and the inside edge of the back foot.
- 6 For a sharper turn, more weight will be placed on the back of the blades.
- 7 The amount of knee bend will be determined by the desired quickness of the turn.



Forward Crossover Turn

Forward crossovers are used to change direction while attempting to gain speed.

- 1 Rotate the head, shoulder, arms and stick in the desired direction of travel.
- 2 The body leans well into the circle with the trunk bent slightly forward.
- 3 The weight is transferred from the inside to the outside leg which now thrusts by an extension of the hip, knee and ankle.



- 4 To increase speed, bend the knees as much as possible before extending the driving leg
- 5 Body thrust is alternately carried out by both legs, while the body weight is kept above the drive leg.
- 6 Following a vigorous extension of the hip, knee and ankle of the inside leg (outside edge), the outside leg (inside edge) crosses over the inside leg.

Crossover Pumping

Used to keep speed or to increase speed while skating on a curve.

- 1 Skating on the circles.
- 2 Push outside skate out toward the side keeping the blade in contact with the ice until the leg is fully extended.
- 3 Push down on the ball of your foot at the end of the push so that you are using your ankles to get that little extra push from each stroke.
- 4 Lean into the circle from the waist down by pushing your hips into the circle and keeping your inside shoulder up.
- 5 After extension in step 2, swing your outside leg over the skate and place outside skate parallel to the inside skate.
- 6 The inside skate then pushes to full extension outward under the body (using outside edge).
- 7 When fully extended, return it quickly to its original position under the body and beside the outside skate.
- 8 Repeat the sequence in a continuous manner, pushing with equal force with both strokes.
- 9 Repeat in both directions.



Reversing Direction

- 1 Perform a two-foot stop.
- 2 Perform a T-push to get started in the reverse direction.
 - a Place front skate in the direction of movement.
 - b Place the back skate slightly behind the front skate, thus forming a “T”. Keep the whole blade flat on the ice. Keep weight on the back skate.
 - c Give a strong push with the back skate. This involves a straightening of the back leg pushing the skate down against the ice.



- d Stress the head up, knees well bent, leg fully extended, and recovery skate close to the ice on recovery.
- 3 After T-push resume striding to gain speed.

BACKWARD SKATING

Key Points

- ❑ Players are in basic stance.
- ❑ All weight should be on one foot, with feet close together when stride begins.
- ❑ Using the front part of blade, push straight out to side until pushing leg is straight.
- ❑ When stride is completed step to the opposite foot and lift the foot you have pushed with.
- ❑ Bend knee of free leg and pull it in towards the skating leg keeping the foot close to the ice.
- ❑ As free foot comes close to the skating foot, start striding with the opposite leg.
- ❑ Continue alternating action with both feet. Ensure weight is over striding leg.



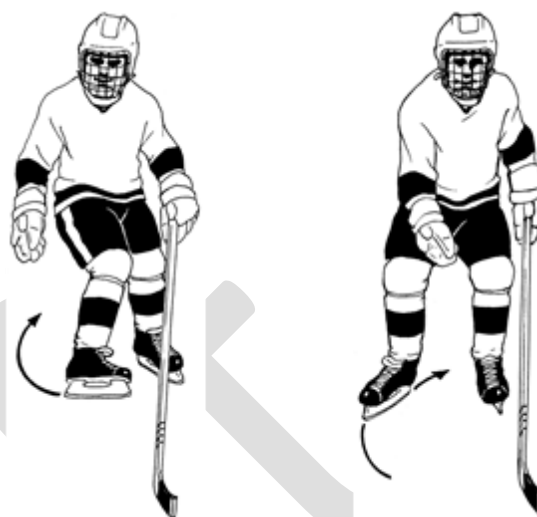
Backward Stance

- 1 Skating backward is like sitting on a chair.
- 2 Keep the knees bent and back straight.
- 3 Feet and knees are shoulder width apart.
- 4 Lower centre of gravity by keeping the butt down.
- 5 Keep head up, chest out, and shoulders back.
- 6 Weight evenly distributed along blade of each skate.



C-Cut for Starting Backward/Backward C-Cut

- 1 Start from basic stance.
- 2 Turn heel of right skate (driving leg) outward as far as possible. Rotation of leg at the hip also takes place inwards.
- 3 From bent knee position and pressing on the ball of foot, extend the leg by pushing hard and making a semi-circle cut in the ice with the blade. Ensure weight is on driving leg.
- 4 Final thrust comes from the toe of the skate blade as the ankle is flexed.
- 5 Return the right skate to its original place beside the left skate.
- 6 The left leg (supporting leg) must stay directly under the players' body.
- 7 Repeat with left skate.



Gliding Backward on One Skate

- 1 Player is in motion backward.
- 2 Lift one skate off the ice.
- 3 Keep supporting leg under player's centre of gravity.
- 4 Keep blade of supporting skate flat on the ice, not on the edges.
- 5 Glide in a straight line.



V-stop for Backward Skating

- 1 Spread feet shoulder width apart.
- 2 The toes of both skates are turned out and the heels are turned in.
- 3 The body leans forward. This forces the inside edges of skates against the ice.
- 4 Slight bend in knees during final phase of stop.
- 5 Legs become extended during final phase of stop. Pressure is thus exerted through the skate blade.
- 6 When stop is completed the player should end up in the basic stance, prepared to go off in any direction.



BACKWARD TURN

Backward turns in both directions are essential for mobility and positioning, and are skills that should be mastered by all players.

Backward One-foot Stop and T-Push

- 1 Player is in motion backward.
- 2 Left leg extends and transfers weight to right leg.
- 3 Left leg now being weightless begins to swing back.
- 4 Shoulders, hips, and legs turn in a counter-clockwise direction as the left skate is planted in a braking position.
- 5 Left knee is bent and the weight is transferred from the right leg to the left leg.
- 6 The majority of resistance comes from the left skate.
- 7 Right skate and knee move under the body.
- 8 Skates are now in a position for T-push start.

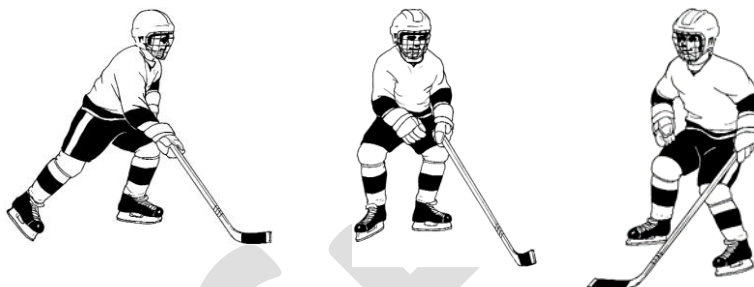
Pivot (Backward to Forward)

- 1 Players are in motion backward.
- 2 To turn to the left, transfer the weight to the right skate.
- 3 Turn is started by rotating the left shoulder backward. The torso and hips will follow.
- 4 Lift the left skate off the ice and turn it as close to 180° as possible. Glide straight back on right skate.
- 5 Transfer the weight to the left foot to complete the turn.
- 6 At moment of weight transfer, the player must dig in the right skate and push hard, fully extending the right leg.
- 7 You are now ready to start forward striding.
- 8 It is important to accelerate out of the turn.
- 9 Must learn to turn to both sides.



Pivot (Forward to Backward)

- 1 Players gain forward momentum and coast on the left skate.
- 2 The player straightens up and rotates the right skate outward (as close to 180° as possible) in almost a heel to heel position. Turn is started by rotating right shoulder backward. The torso and hips will follow.
- 3 Transfer the weight from the left skate to the right skate; step down on right skate and unweight your skates by going from bent knees to straight legs. This will help in transferring from left to right skate.
- 4 Finish pivot by turning the left skate so that it is parallel with the right skate.
- 5 Push to side with right skate and start to skate backward.
- 6 Must learn to turn both sides.



Backward Lateral Crossover

Backward lateral crossovers permit a player to move laterally to remain in front of an attacker. They can be executed from a stopped position or while skating backward.

- 1 Basic stance is the starting position.
- 2 The hips and trunk turn slightly towards the direction of the crossover; the head remains straight.
- 3 Facing the play, the body is moved in the desired direction of travel by the extension of the outside leg (inside edge) followed by an extension of the inside leg (outside edge).
- 4 The outside leg crosses over in front of the inside leg and is brought down on the ice. This action is repeated until the desired position is attained.
- 5 The body weight is shifted to the leg that remains on the ice.

Backward Crossover Turn

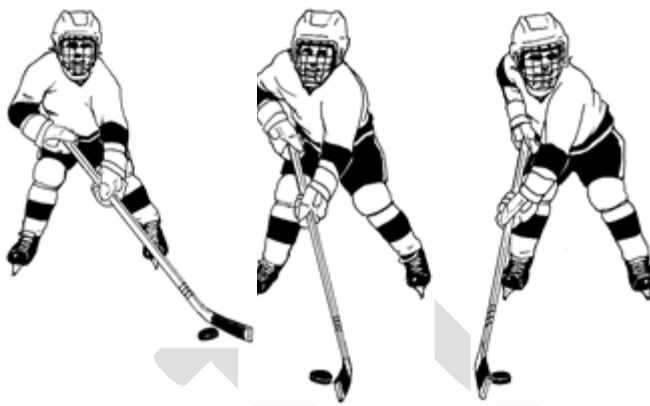
The backward crossover turn is used to shift from backward to forward skating without having to come to a complete stop.

- 1 Basic stance is the starting position.
- 2 Head and shoulders open in the direction the player intends to pivot.
- 3 The outside leg is extended, and exerts force (inside edge) on the ice by a vigorous extension of the hip, knee and ankle.
- 4 The inside leg (outside edge) is extended and the outside leg (inside edge) is brought back to begin the final stage of backward to forward transition.
- 5 The inside leg (outside edge) completes its final thrust, the weight is now on the outside leg (inside edge), when the player pivots to assume a forward skating position.

PUCKHANDLING

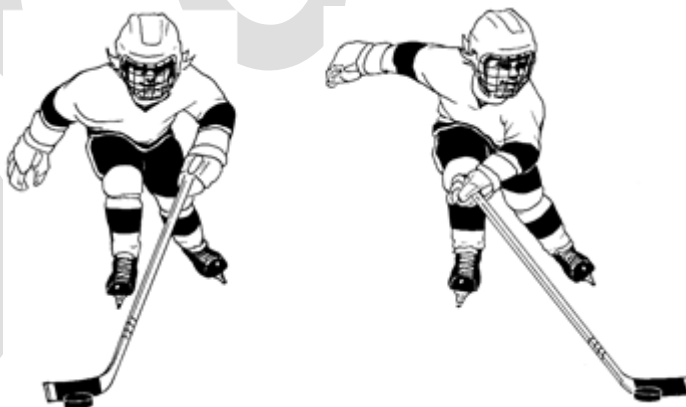
Stationary Puckhandling

- 1 Assume puckhandling stance.
- 2 Move the puck from side to side by rolling the wrists. This cups the stick on both the forehand and backhand, thus, allowing better control.
- 3 To roll the wrists, turn the toe of the blade inwards and the heel outwards, then reverse direction.
- 4 Puck is handled in the middle of the blade.
- 5 Keep arms and upper body relaxed.
- 6 Puck control must be smooth, rhythmical, and quiet.



Open-ice Carry

- 1 Players have control of stick with top hand only. The puck is pushed ahead with the bottom edge of the stick blade.
- 2 Arm action is slight forward thrust by straightening the arm at the elbow.
- 3 The puck should be pushed alternately with the blade pointed to the left then to the right.
- 4 Push the puck only slightly ahead.



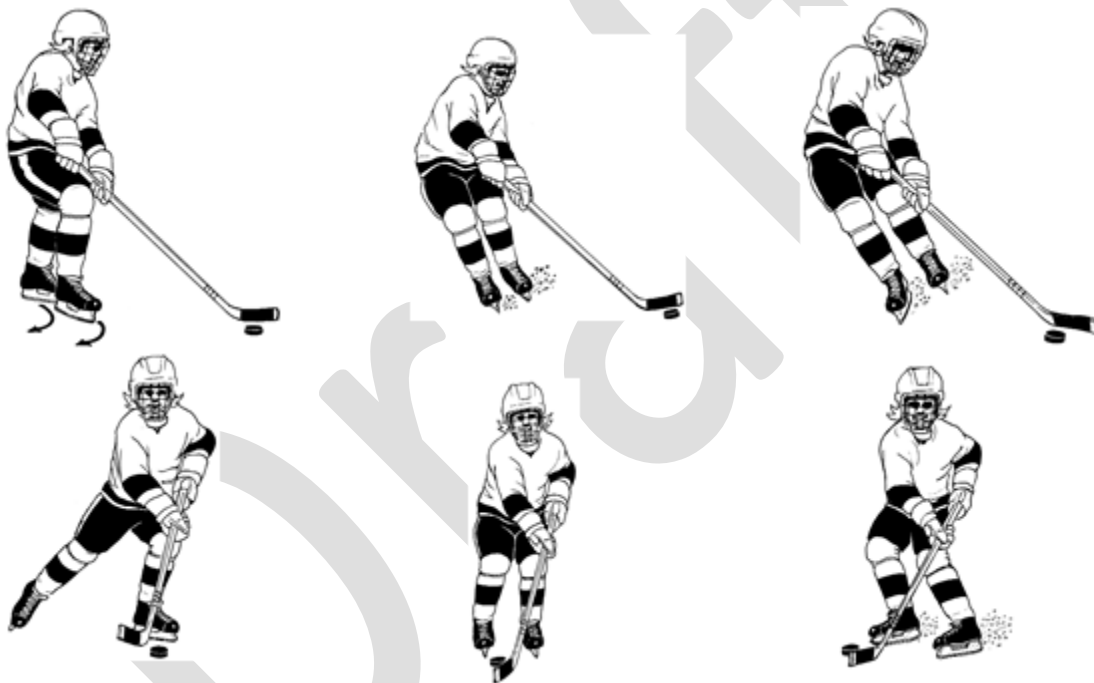
Use of Feet to Control the Puck

- 1 Turn toe out so that puck can be controlled by the skate blade.
- 2 Players should take a quick look down but not for too long. Try to keep head up.
- 3 Keep puck within one metre of skates.



Stopping with Puck

- 1 When stopping, the puck is kept under control by cupping the stick blade over the puck.
- 2 Keep two hands on the stick.



Touching Knee to Ice while Controlling the Puck

- 1 Player should slide bottom hand down the shaft of stick, this keeps blade flat on the ice.

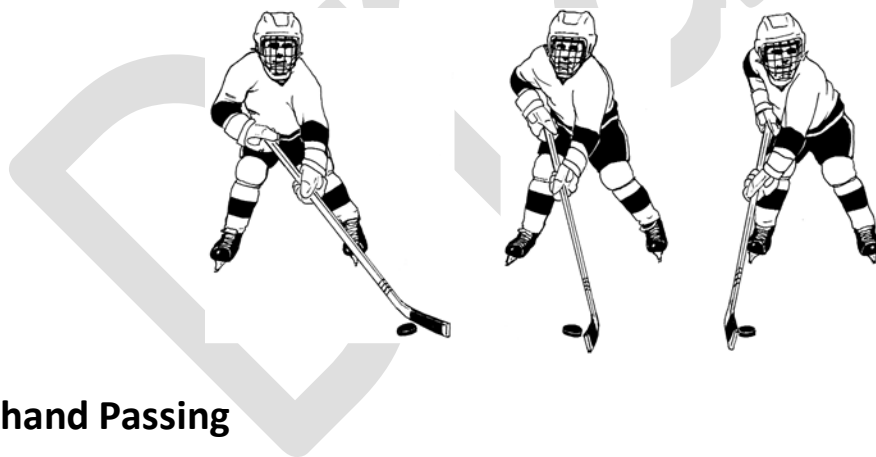


PASSING

Passing is a skill that requires a great deal of practice. Introducing your players to all aspects of this skill is essential.

Key Points

- ❑ The hands should be in a comfortable position, similar to that used when dribbling the puck.
- ❑ The arms should be held out in front of the body.
- ❑ The eyes are fixed on the target. (Note: the head does not necessarily turn to face the target, as this would telegraph the pass.)
- ❑ The stick blade is perpendicular to the target upon releasing the puck.
- ❑ The stick blade follows through towards the target.
- ❑ The passer should use the appropriate type of pass in a given situation.
- ❑ A pass should not force the receiver to slow down. A passer should “lead” a receiver in motion, thus permitting reception in full stride.
- ❑ When it is not possible to pass to the stick of the receiver, pass to the skates, behind the receiver, or to an open space.
- ❑ The passer ordinarily does not stop skating after making the pass, but moves to a position of support.



Forehand Passing

Forehand Sweep Pass

NOTE: It is very important that each player has a stick which is not too long.

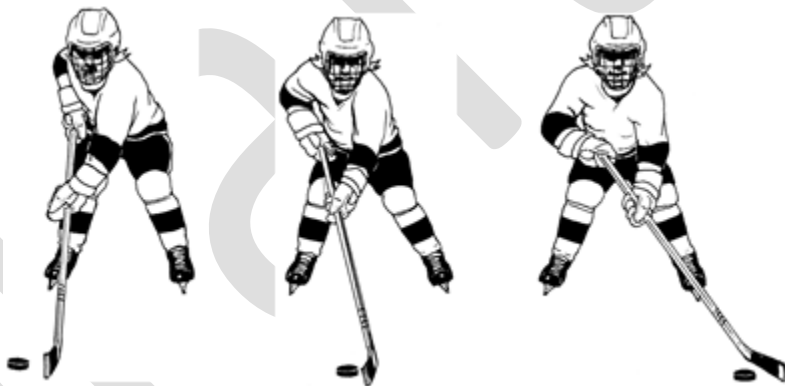
- 1 Player is in the normal puckhandling stance.
- 2 Bring the puck beyond the plane of the body. Puck is in the middle portion of the stick blade.
- 3 Stick blade should be at right angles to the target.
- 4 Body weight is on the back leg.
- 5 Head is up looking at the target.

- 6 Puck is propelled toward target with a sweeping action of the arms. Pull with the top hand and push with the bottom hand.
- 7 As the puck is propelled, the weight is transferred from the rear leg to the front leg.
- 8 Follow through low and towards the target.
- 9 Be prepared to receive.



Receiving a Pass

- 1 Head up looking at the puck.
- 2 Present a target, stick blade on the ice.
- 3 Keep blade at 90° toward direction of puck.
- 4 As the puck contacts the blade, some give is allowed providing a cushioning effect.
- 5 Be prepared to pass.



Backhand Passing

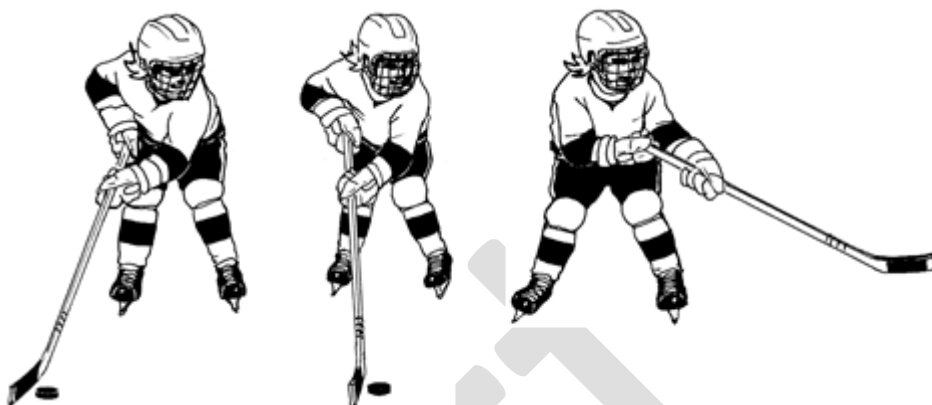
It is essential that the backhand pass be perfected. As it is a very difficult skill, it should be given special attention.

Key Points

- ❑ The grip on the stick is similar to that used when stickhandling and tightens during the passing action.
- ❑ The weight of the body should be transferred from the leg furthest from the receiver to the closest leg.
- ❑ The upper hand must move in front of the body to maintain the blade perpendicular to the target.
- ❑ The length of the sweep will depend on the time available and the distance of the receiver.
- ❑ A player's long-term goal should be to execute a backhand pass without cutting down on skating speed, changing direction or excessively rotating the shoulders.

Backhand Sweep Pass

- 1 Hands are well away from the body.
- 2 Bring the puck beyond the plane of the body.
- 3 Shift the weight to the back leg.
- 4 Head up, looking at target.
- 5 Cup the blade of the stick over the puck.
- 6 Sweeping action of stick across the body to slide the puck.
- 7 Shift weight to the front foot.
- 8 Snap and roll wrists.
- 9 Follow through low.
- 10 Be prepared to receive.



Receiving Pass Backhand

- 1 Head up watching puck.
- 2 Stick is on the ice for a target.
- 3 Cup your stick and cushion the impact by relaxing the wrists.
- 4 Be prepared to pass.



Board Pass to Partner

- 1 Make boards work for you in passing the puck.
- 2 Used frequently by defenseman in their own zone.
- 3 Useful when a defender is between you and your receiver.
- 4 A puck passed off the board's rebounds away at the same angle. In other words, the angle onto the boards equals the angle off of the boards.



SHOOTING

The ability to shoot the puck in various situations that arise during a game of hockey is an invaluable skill.

Hockey players should have a complete arsenal of shots from which to choose. An incomplete player is limited to only one or two types of shots.

- 1 Accuracy is the most important. (Hard, quick shots that miss the net are not much of a threat.)
- 2 Get the stick blade travelling as fast as possible.
- 3 Speed of execution (i.e. quick release) is as important as the speed of the puck. The element of surprise is a very important factor in shooting.
- 4 When advantageous, make use of possible screens when shooting at the goal.
- 5 Always keep the stick close to the ice around the net, and react to the movement of the puck after each shot (e.g. a rebound.)
- 6 Master the various shots in order to have the right shot for any game situation.

For a better understanding of shooting skills, each shot can be broken down into three phases: preparatory, execution and follow-through. This breakdown also permits a better and more complete analysis of the skill, and thus facilitates corrections.

Phases of Shooting

Preparatory Phase

- 1 Preparation to release the shot (e.g. backswing in a slap shot).
- 2 Movement of 4 joints into position.

Execution Phase

- 1 Forces generated in the direction of the shot.
- 2 Impact of the stick with the puck.
- 3 Body movements (e.g. trunk rotation, weight transfer and stick flexion).

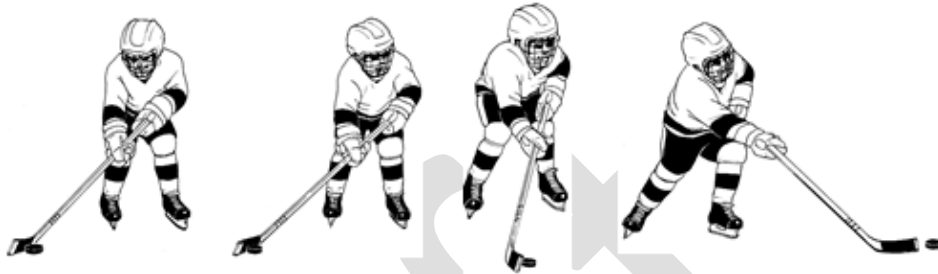
Follow-through Phase

- 1 Begins once the puck leaves the blade of the stick.
- 2 A good follow-through ensures that body segments do not decelerate too soon.

Forehand Shooting

Forehand Sweep Shot

- 1 Basically the same grip as passing.
- 2 Bring puck beyond plane of the body.
- 3 Weight is on the back leg.
- 4 In the process of sweeping the puck through, the weight is transferred to the front foot.
- 5 Head up, looking for opening.
- 6 Snap and roll the wrists. Push the top hand and pull the bottom hand.
- 7 Release the puck, and follow through low.



Forehand Wrist Shot

The wrist shot is a surprise shot that depends on the quickness of release. It is a useful shot around the opponent's net, where space and time are often limited.

- 1 The spread of the hands on the stick is somewhat wider than that used when stickhandling.
- 2 The puck is brought to the side of the body, and should be well behind the left skate.
- 3 Maximum force is transferred to the stick by bending the trunk forward and shifting body weight from the back to the front leg.
- 4 The grip should tighten and the wrists should snap before or as the puck reaches the forward leg.
- 5 The puck is propelled with a snap of the wrists. In one motion, the top hand snaps forward then back towards the body while the wrist is rapidly extended. The bottom wrist flexes and whips the stick through towards the target.



Forehand Flip Shot

A technique used to hit the upper corners of the net from close in, or to lift the puck over the sprawling goalkeeper.

- 1 Puck is on the toe of the stick blade which is near the front foot.
- 2 Lift is given by tilting the blade so that only its bottom edge contacts the puck.
- 3 Deliver from in front of the body with a scooping action of the stick by the wrists.
- 4 Need a quick snap of the wrists and a high follow through.



Backhand is similar, except puck is closer to the heel of the blade to get better action.

Backhand Shooting

Backhand Sweep Shot

The sweep shot is perhaps the most commonly used backhand shot. It is both fast and accurate.

- 1 Basically same grip as passing.
- 2 Bring puck beyond plane of the body.
- 3 Weight is on the back leg.
- 4 In the process of sweeping the puck through the weight is transferred to the front foot.
- 5 Head up looking for opening.
- 6 Snap and roll the wrists. Push the top hand and pull the bottom hand.
- 7 Release the puck and follow through low.



Backhand Wrist Shot

The backhand wrist shot is usually used by a player who has faked a move to the forehand side to bring the puck to the backhand for a quick shot on the goaltender. Since the player is in a forward skating position, the wrist shot becomes the best tool in this particular situation.

- 1 The hands are spaced slightly farther apart than during the dribble.
- 2 The puck is placed on the heel of blade to the side and slightly in front of the player.
- 3 The puck is then whipped in the direction of the goal by a vigorous rotation of the shoulders and a dynamic action of the arms and wrists.
- 4 There is a limited transfer of weight.

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DEKE

The deke is a second means accessible to a player who wishes to become free of an opponent and maintain possession of the puck. It may also precede a pass or shot in order to mislead an opponent.

Key Points

- ❑ A fake must be based on deception by having all the appearance of reality.
- ❑ Dekes should be initiated at a sufficient distance from an opponent to avoid being stick checked.
- ❑ Changes of speed and direction are important factors to the success of any deke.
- ❑ Acceleration after completing the deke is often important (be certain that drills allow for practice of this).
- ❑ If possible, dekes should be based on a knowledge of the opponent's weaknesses.
- ❑ A deke must give the opponent enough time to go for the fake before the player undertakes the intended action.
- ❑ While deking an opponent, the player would make an effort to remain fully aware of the whereabouts of teammates and opponents.

It is important to remember that dekes are a creation of the imagination that can be perfected through practice. Here are some basic dekes which can be modified or combined in many ways to suit the situation, the skills and needs of each player.

Body Fake

- ❑ **Change of Direction:** the player feints with the head and / or shoulders in one direction, then goes in the other direction.
- ❑ **Between the Legs:** After a deke with the head, shoulders or stick, the player slips the puck between the opponent's legs and recovers it behind the opponent.

Skating Fake

- ❑ **Stop and Start:** the player skates at full speed as if to outskate the opponent, then stops abruptly and starts in another direction.
- ❑ **Change of Speed:** the player slows down, forcing the opponent to do the same, then accelerates rapidly, catching the opponent flat-footed.
- ❑ **Directional Skating:** the player does crossovers in one direction, and when the opponent moves to cover, cuts back in the other direction.
- ❑ **Using the Boards:** the player acts as if to skate between the player and the boards, but cuts around the opponent, banks the puck off the boards and then retrieves it.
- ❑ **Body Deke:** Drop your head, shoulder, or hips, one way, then the other.

Stick Fake

- ❑ **Fake a Shot:** the player fakes a shot, waits until the opponent reacts, then skates around the opponent.
- ❑ **Fake a Pass:** The player fakes a pass with the head or the stick, then shoots on goal, or dekes the opponent.

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