

## FACEOFFS

### Key Points:

1. Know your responsibilities before the draw.
2. Everyone ready to jump and win the battles.

### NORMAL OFFENSIVE ZONE:

- Won Draws:      -To our point man, board winger and center should get to net.  
                      - Net side winger, slight holdup but is aware to avoid a penalty and becomes the third man.  
                      - Defense must get shots through.
- Lost Draws:      - Board side winger pressures their D.  
                      - Inside winger tries to cut off defenseman at far post.  
                      - Center must be an active third man and support the pinch, defense be alert for the rim.
- 4 Men Up:        - All three forwards plus one defense are up on line for faceoff in OZ.  
                      - Center must drive to the net if he wins or loses draw.  
                      - F1 jumps into circle, he drives behind defensive teams center man to retrieve the puck back to our point man.  
                      - F2 is on net side, slight holdup on line, then drives net on possession.  
                      - D1 board side on face off slight holdup then angles back to point as support man.  
                      - D2 gets possession near blueline moves to lane in middle ice for shot on net.
- Reverse Bossy:   - Wingers line up in OZ on off wings the inside forward on won draw skates to the wall on faceoff side

### DEFENSIVE ZONE:

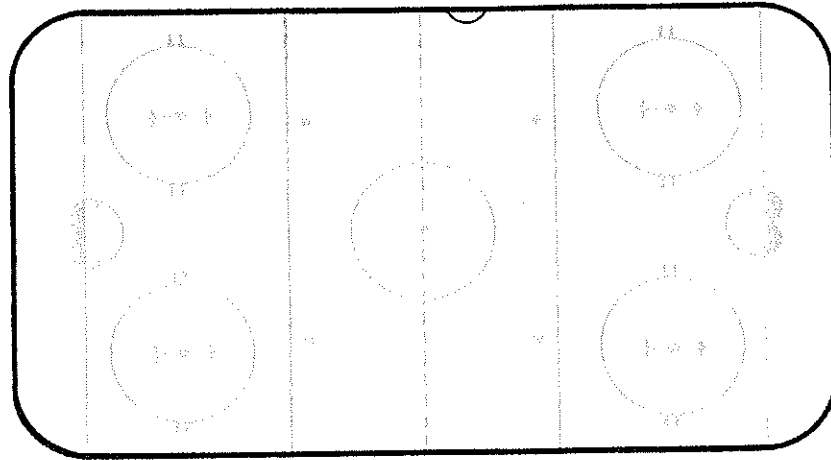
1. Center always stay with opposition center on lost draw.
2. Defensemen win the battles with your wingers.
3. Inside winger - goes as quickly as possible to the point ensuring he does not get taken out of the play and stay in the path of the shot.
4. Outside winger - may help protect the slot but must always be able to cover point man.
5. If center man gets thrown out. Be sure of new responsibilities for "new" center and "new" winger.
6. If opposition line up with "opposite" winger on boards, our outside winger should hesitate before going to point.
7. On won draws D must be sure who is getting the puck and who is supporting. Outside winger get to your boards quickly and everyone be available for the puck.

### NEUTRAL ZONE:

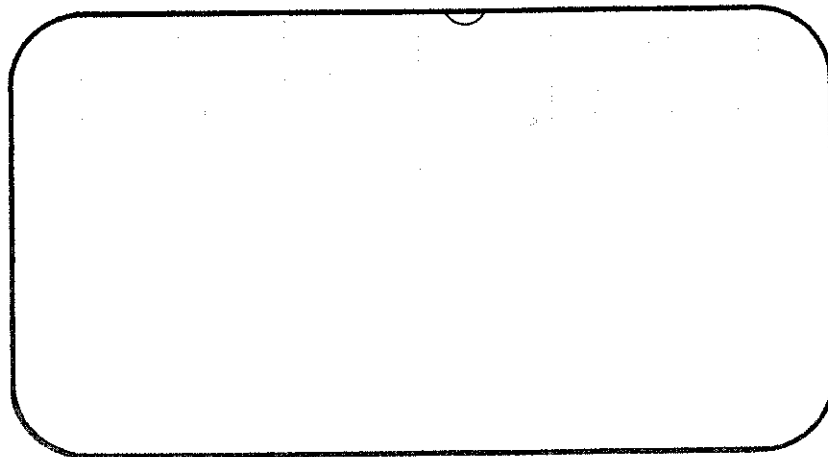
1. Winger should know whether the center is going forward or backward on the draw.
2. Regular - center jumps to forecheck on lost draw. Angles puck carrier to boards.
3. Pressing or power plays - the wingers jump to forecheck on lost draws.

**SUDBURY FACEOFFS**  
**OFFENSIVE ZONE**

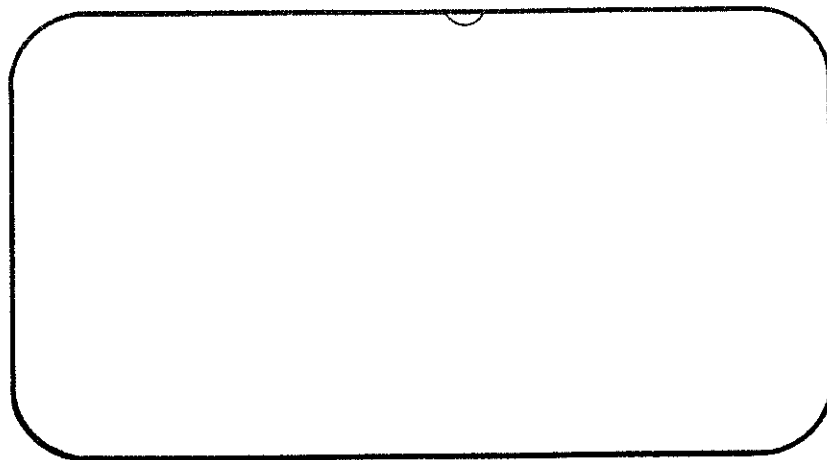
1.



2.

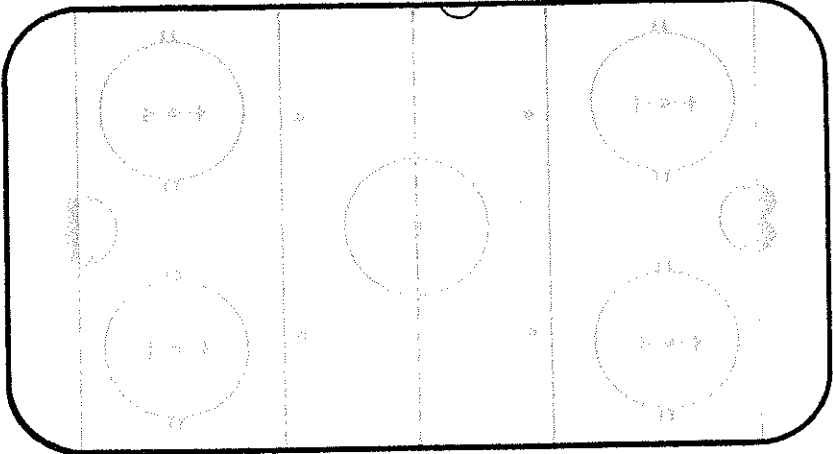


3.

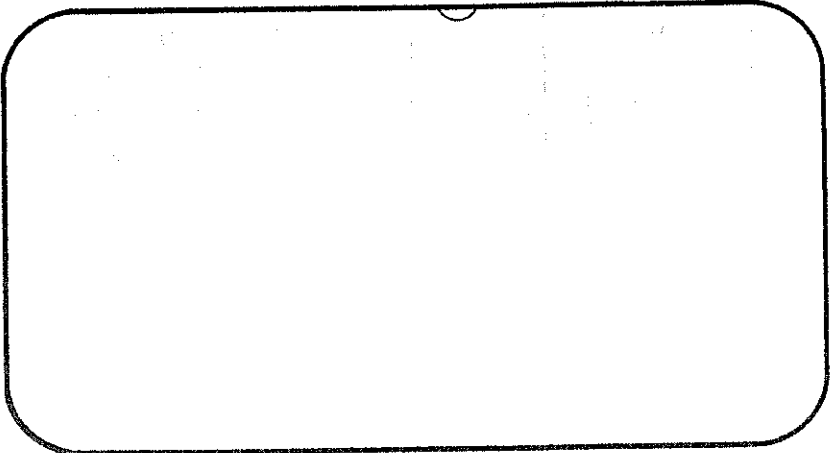


**SUDBURY FACEOFFS**  
**NEUTRAL ZONE**

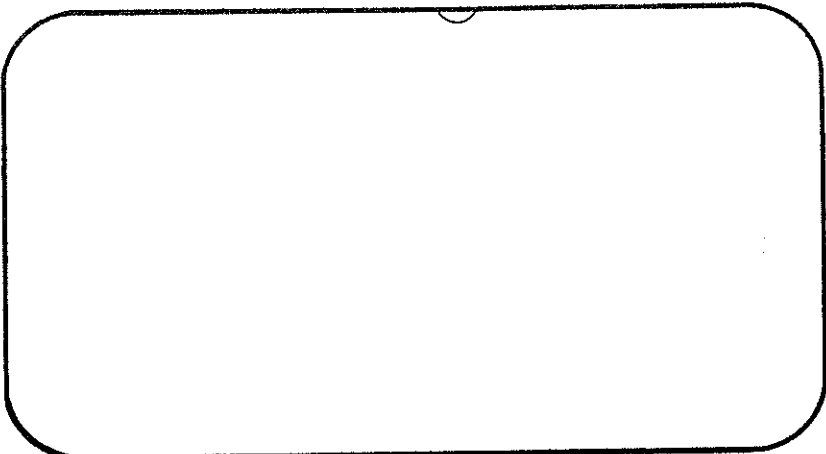
1.



2.

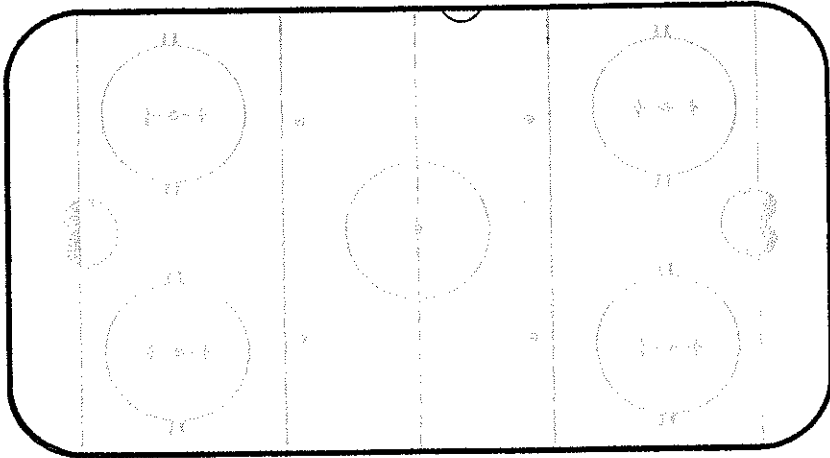


3.

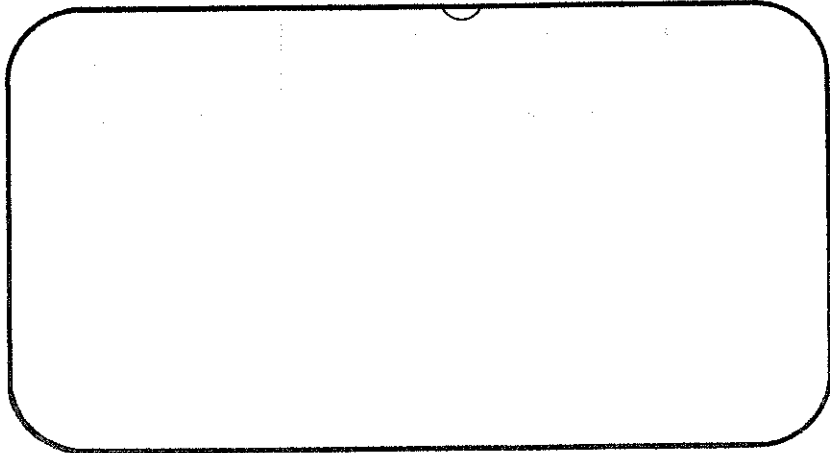


**SUDBURY FACEOFFS**  
**DEFENSIVE ZONE**

1.



2.



3.

