

D2 King's Court Tournament

Key Points:

I used this tournament rotation a lot teaching sports like volleyball, badminton, basketball. Use nets, small nets, pylons or blue and red lines on the boards as nets.

After about 4 rotations you end up with the best players at one end playing each other so it is a good way to select teams as well.

You can play from 1-1 to 5-5 depending on how many games are going on at once. Have jokers that must be passed to for regroup or one timers or pass to a joker to rest.

Description:

1. At least two cross ice games at once are required.
 2. Play cross ice games of 1-1 to 5-5 and keep score.
 3. Add skill rules, regroup, player rotation rules etc.
 4. When the game is over follow these steps.
 - a. Put the pucks in the middle lane.
 - b. Winners go to the King's Court side of the ice.
 - c. Losers go to the other side, if tied stay on the same side.
 - d. Now rotate clockwise but the team at the King's Court stay where they are.
 - e. Start the next game with a 3 stick touch NHL face-off.
- * if there is a dispute about who won then the winner is decided by Rock-Paper-Scissors.

King's Court game of 1-1 with a regroup with joker team mate on a turnover.

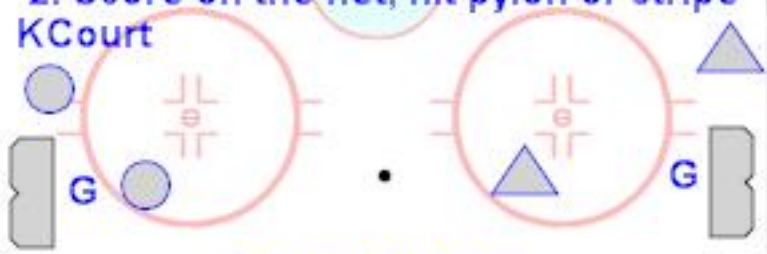


Another example:

Kings Court Tournament

1. Play 30" pass to your partner

2. Score on the net, hit pylon or stripe
KCourt



3. Play a 3' game

4. Winners to KCourt side

5. Tie stay where you are

6. All but KC rotate clockwise

7 Put puck in middle at the end of game

8 Add a pass to teammate on each turnover

9. You can add players and rules etc.

10. Goalies rotate as well

