

## Anglický (výkladový) hokejový slovník

**1-1-** a 1-1 move is defined as a play by the puckcarrier when within a stick length of a defender to move the puck around or through the defender, in order for the puckcarrier to maintain possession of the puck and continue the attack

**1-1 move-** a 1-1 move is defined as a play by the puckcarrier when within a stick length of a defender to move the puck around or through the defender, in order for the puckcarrier to maintain possession of the puck and continue the attack

**1-2-** a situation where one offensive player controls the puck with two defenders in the vicinity of the puck.

**2-1-** a situation where two offensive players control the puck with only one defender in the vicinity of the puck.

**2-2-** a situation where two offensive players control the puck with two defenders in the vicinity of the puck.

**3-1-** a situation where three offensive players control the puck with only one defender in the vicinity of the puck.

**3-2-** a situation where three offensive players control the puck with two defenders in the vicinity of the puck.

**3-3-** a situation where three offensive players control the puck with three defenders in the vicinity of the puck.

**4-3-** a situation where four offensive players control the puck with three defenders in the vicinity of the puck.

### A

**ABC's of attack** - the first four letters of the alphabet symbolize what the first four offensive players should do on attack. Attack, Break, Cover, Defensemen

**Area pass-** a pass made to an area instead of directly to a player.

**At the puck-** anything that happens in near proximity to the puck.

**Attack-** any play where made by an offensive player to advance the puck towards the opponent's end.

**Attack triangles-** the formation of a triangle through the positioning of three players while attacking through the neutral zone into the offensive zone.

**Attack with puck control-** the ability of the offensive team to advance the puck up ice and maintain control of the puck at the same time.

**Away from the puck** - anything that happens a significant distance away from the puck.

### B

**Back wall** - the area near the boards directly behind the goal line.

**Backdoor-** the area to side of the net opposite the location of the puck

**Backhand shot-** a shot taken using the backhand part of the stick blade and is similar to the

wrist shot in that the puck is swept across the body and weight is transferred from the back to the front foot.

**Bad gap**- when the defenders back up prematurely and concede the defensive zone to attacking players

**Balance**- balance is the athletic ability of a player to control his center of gravity in a variety of skating maneuvers and conditions.

**Blind pass**- a pass to an area that the puckcarrier cannot see.

**Bottom hand** - the hand gripping the middle portion of the stick when stickhandling, passing or shooting.

**Breakout**- a team tactic of advancing the puck out of it's own end of the ice.

**Breakout Neutral Zone**- the second attempt of attack made with passes in the neutral zone. This second attempt can occur if the puckcarrier does not like the conditions of his first attack, after a failed first attack, or after the opposition dumps the puck

**Breakout pass**- a pass that helps a team advance the puck out of it's own end of the ice.

**Buy time**- any action by a puckcarrier to give himself more time to make a play.

## C

**Center delay**- a tactic used by a puckcarrier after gaining the offensive blue line in the middle of the ice stopping or delaying forcing the defenders to make decisions.

**Center/middle delay**- a tactic used by a puckcarrier after gaining the offensive blue line in the middle of the ice stopping or delaying forcing the defenders to make decisions.

**Chip and slash** - the tactic of the puckcarrier passing softly off the boards to an offensive player without the puck cutting across the ice to support the puck.

**Clear the puck**- any pass or shot that advances the puck out of the defensive zone.

**Close support**- the action of a player away from the puck moving close to the puckcarrier to give a short pass outlet.

**Control break outs**- occurs when the offensive team is able to set up behind it's own net while the defenders wait in front of the net for the breakout to begin.

**Corner cycle**- the tactic of cycling completed in the corners of the offensive zone.

**Count numbers**- the puckcarrier reads how many teammates and how many opponents are in the vicinity of the puck to identify whether the situation is a 1-1, 1 -2, 2-1, 2-2 and so forth.

**Counter pinch**- the strong side wing disregards a pass coming his direction, and instead skates toward the opposition defenseman, forcing him into the neutral zone, allowing the puck a free path to end up in the neutral zone.

**Crease**- the semi-circle six feet in front of the goal identified by blue painted ice.

**Create gap**- any tactic of a puckcarrier to gain more distance between himself and a defender.

**Cross corner dump**- the puckcarrier dumps the puck from the neutral zone diagonally into the offensive zone.

**Cycle** - a team offensive tactic of creating a 2-1 in the corner, near the blue line or behind the net in the offensive zone.

**D**

**Defender's triangle**- the imaginary triangle formed by the defender's s two skates and stick when the stick blade is on the ice.

**Defensemen cycle**- a cycle one defenseman jumps into the slot looking for a pass from forwards while his partner rotates to the middle of the blue line as insurance.

**Defensive blue line** - the blue line that separates the neutral zone from the defensive zone.

**Defensive zone** - the area of the ice from the blue line to the back wall in a team's own end.

**Deflection**- the puck is shot and hits any player's body or stick causing the puck to change direction on its way to the net.

**Delay**- a delay is when the puckcarrier just after crossing the offensive blue line slows, stops, pulls up, escapes or moves laterally to avoid checking pressure.

**Depth and width**- the technique of the offensive players away from the puck moving away from the puckcarrier to spread out the defenders and create skating and passing lane for the puckcarrier

**Direct pass**- a pass is made tape-to-tape or up and down from player directly to his teammate.

**Double drive**- two offensive players away from the puck drive the net to escape backchecking pressure.

**Draw**- another term for a face off

**Drive skate**- the tactic of a puckcarrier using his speed to skate around a defender rather than trying to stickhandle 1-1 through the defender.

**Drive the middle lane**- the act of a player without the puck in the middle of the ice skating directly to the net while on the attack

**Drive the net**- occurs when a puckcarrier using his speed to skate around a defender rather than trying to stickhandle 1-1 through the defender. It also occurs when an offensive player away from the puck skates aggressively to the net to create

**Drop and pick**- a tactic where the puckcarrier enters the offensive zone, drives at the opposing defenseman and then drops the puck for his teammate and then picks the nearest defender to create time and space for the trailing offensive player

**Drop pass**- a pass made by an attacking player who leaves the puck to a trailing or crossing teammate.

**Dump in** - the act of an offensive player shooting the puck from the neutral zone into the offensive zone rather than attempting to enter the offensive zone with possession of the puck.

**E**

**Escape**- the act of a puckcarrier, when out of space, to turn away from the defender, protect the puck and skate back towards his own end.

**F**

**Fake shot**- the motion of shooting used by a puckcarrier to deceive defenders. The puckcarrier then moves or passes around the defender.

**Five hole**- the opening between the goaltender's legs.

**Flip pass-** a pass flipped up in the air to an area, when it is too difficult or dangerous to make a direct pass.

**Flying V-** a control break out option with all five players come deep in the defensive zone and collectively start up ice

## G

**Gap-** the distance between a puckcarrier and a defender.

**Give and go-** the puckcarrier passes to a teammate and then breaks to open ice to receive a pass back from his teammate.

**Goal line** - the red line that extends from the goal to the side boards.

**Grey area-** the area five feet on either side of the blue line.

## H

**Hard around-** the puck carrier shoots the puck from the neutral zone into the offensive zone around the boards, past the goaltender, into the far corner where his teammate can retrieve the puck or forecheck.

**Hard around pass-** the puckcarrier shoots the puck from the neutral zone into the offensive zone around the boards, past the goaltender, into the far corner where his teammate can retrieve the puck.

**Hard rim-** the puckcarrier shoots the puck from the neutral zone into the offensive zone around the boards, past the goaltender, into the far corner where his teammate can retrieve the puck or forecheck.

**Headman the puck-** the puck carrier passes the puck to a teammate farther up ice.

**High cycle-** the puckcarrying forward brings the puck from the goal line towards the blue line and the strong side defenseman skates towards the puckcarrier and becomes a pass option.

**Hooker play-** weak side defenseman lines up near the top of the circle, and then he and the inside wing sets picks allowing the strong side defenseman to shoot.

## I

**In zone offense-** the strategies used by the offensive team to control the puck in the offensive zone and move it into scoring position.

**Indirect pass-** a pass made by the puck carrier off the boards or into an area.

**Inside edge-** the sharp edge of the skate blade that is nearest to the inside of the body.

**Interchange lanes-** a tactic used by forwards to generate speed by skating by exchanging lanes with each other

## J

**Join the rush-** the act of a defensemen becoming part of the attack.

## K

**KISS** - stands for the hockey phrase - Keep It Simple and Smart

## L

**Lane**- one of the three lanes when the ice is divided into thirds by imaginary lines running vertically from end boards to end boards through the face off dots.

**Line changes**- the strategies used by the offensive team to move players on and off the ice while play continues

**Line rushes for**- the strategies used by the offensive team to bring the puck from its own end through the neutral zone into the offensive zone and into scoring position

**Loose puck**- a puck not possessed by either team.

## M

**Middle drive**- refers to the second forward crossing the offensive blue line driving hard directly at the net.

**Move the puck**- a player moves the puck by getting the puck from one area to another regardless of whether a teammate is open in that area.

## N

**Net cycle** - a cycle where a pass is made to an area behind the net.

**Neutral zone** - the area on the ice between the two blue lines.

## O

**Offense with the puck**- all the techniques used by a player when he has the puck.

**Offensive blue line** - the blue line that separates the neutral zone from the offensive zone.

**Offensive triangles**- the positioning of three offensive players working together to create a scoring opportunity while on the attack or while controlling the puck in the offensive zone.

**Offensive zone** - the area of the ice from the blue line to the backwall in opposition's end of the ice.

**One touch pass**- a player reads that a loose puck or pass is coming his direction and passes without trying to stop and control the puck.

**Open ice**- any ice free of defending players.

**Outlet pass**- any pass that gets a team from its own end of the ice into the neutral zone during a breakout.

**Overload**- placing more offensive or defensive players in the vicinity of the puck than the opposition team has in that area

## P

**Pass**- the movement of the puck from one teammate to the other.

**Pass receiver**- the player about to receive a pass.

- Passing lane** - the path available between a puckcarrier and a pass receiver.
- Pay the price**- taking a hit to make a play or blocking a shot to prevent a goal.
- Pick**- the player without the puck skates between the puckcarrier and a defender. The player without the puck then impedes the progress of the checking player freeing up time and space for the puckcarrier.
- Play hard**- to work hard and play physical
- Point shot**- a shot, generally taken by a defenseman, from near the blue line inside the offensive zone.
- Presentation** - the act of an offensive player positioning himself and his stick in the best available spot for a pass.
- Protect the puck**- the puckcarrier's use of his stick, skates, arms and body to shield the puck from a defender.
- Puck control** - the use of the stick and skates to control and move the puck.
- Puck protection**- the puckcarrier's use of his stick, skates, arms and body to shield the puck from a defender.
- Puck support** - any help provided to the puckcarrier by a player away from the puck.
- Puckcarrier** - the person in possession of the puck.
- Pull up**- the puckcarrier, just after crossing then offensive blueline slows or stops to avoid checking pressure.

## Q

- Quick release** - the act of shooting the puck as quickly as possible.
- Quick transition**- the attempt of a team to advance the puck up ice quickly after a turnover before the opposition team can get organized.
- Quick up pass** - the quick headman movement of the puck during a breakout.
- Quiet areas**- the areas on the ice left undefended. In the offensive zone the quiet zones are deep in the corners, behind the net, high in the offensive zone or in the side slot.

## R

- Read and react**- the puckcarrier reads the ice surface, understands the positioning of his teammates as well as the positioning of the opposition players, and make decisions based on that information.
- Red line decision**- a puck decision made in the vicinity of the center ice red line.
- Regroup**- the second attempt of attack made with passes in the neutral zone. This second attempt can occur if the puckcarrier does not like the conditions of his first attack, after a failed first attack, or after the opposition dumps the puck
- Regroup pass**- any pass made during a regroup.
- Reverse**- any time the puck changes directions through pass or carry while on offense.

## S

**Screen** - the act of an offensive player obstructing the goaltender's vision of the puck.

**Scrum**- when two or more offensive players and two or more defensive players battle for a loose puck along the boards

**Seam**- a passing lane.

**Second wave of attack**- the actions of a trailing forward or defenseman to join the offense after the puckcarrier has made the initial attack into the offensive zone.

**Shift length**- the amount of time a player is on the ice for a single shift

**Shoot to traffic**- shooting from the point area toward a teammate at the side of the net for a tip, or a teammate in front of the net for a screen

**Shooting lane**- the path between the shooter and the net.

**Shot**- the act of using the stick to shoot the puck on net.

**Shot pass**- the puckcarrier uses a fake shot to deceive a defender and instead passes to a teammate.

**Side slot**- the unguarded area at the side of the slot just above the face off dots that is above the low defenders yet below the defensive player covering the point.

**Slap shot**- a hard, forceful shot where the stick is raised a significant distance off the ice and then "slapped" back at the puck to shoot it on net.

**Slot**- the area in the offensive zone between the face off dots extending from the goal line 40 feet toward the blue line.

**Snap shot**- a quicker version of the wrist shot with a shorter release path and less or no weight transfer as the shot is released.

**Soft chips**- plays made when the puckcarrier softly chips along the boards after running out of time and space at the attacking blue line.

**Spread out**- the actions of the offensive players away from the puck, to spread out on the ice forcing the defenders to spread out, and in the process opening up skating and passing lanes for the puckcarrier.

**Stick blade**- the stick blade is the wider portion at the bottom of the stick used to control the puck.

**Stickhandling**- the act of using the stick to control the puck.

**Stretch**- the offensive players away from the puck move away from the puckcarrier to spread out the defenders and create passing and skating lanes for the puckcarrier.

**Stretch support**- the act of an offensive player away from the puck to move away from the puckcarrier to stretch the opposition defense.

**Stretch the defense**- the actions of the offensive players away from the puck, to spread out on the ice forcing the defenders to spread out, and in the process opening up skating and passing lanes for the puckcarrier.

**Strong side**- the side of the ice where the puck is located.

**Strong side trailer**- a third forward joining the attack on the strong side of the ice.

**Support**- any help provided to the puckcarrier by a player away from the puck.

**Surround the puck**- moving the body and feet around the puck when retrieving the puck or

receiving a pass allowing a player to control the puck on the forehand

## T

**Take a hit-** the strategies used by the puckcarrier to minimize the impact of a hit.

**Throw the puck-** the actions of a shooter to quickly shoot the puck on net without regard to accuracy.

**Time and space-** the time a player has available to make plays and the amount of space he has available to those make plays.

**Touch-** the ability to use the correct amount of speed or elevation when passing.

**Trailer-** an offensive player joining the attack behind the puck carrier.

**Trap-** an attempt by two or more defensive players to move the offensive team in a critical area of the ice where a turnover can be created

**Turn back-** the act of a puckcarrier, when out of space, to turn away from the defender, protect the puck and turn back towards his own end.

## U

**Up and down pass-** a pass made where the puck is elevated over a defender's stick or body.

**Use the glass-** a method to clear a puck out of the defensive zone by shooting off the glass.

## W

**Walk out-** a player brings the puck from below the goal line to the area in front of the net in an attempt to score.

**Wall-** the area of the ice directly adjacent to and including the boards.

**Weak side defenseman-** a defenseman positioning on the weak side of the ice

**Weak side trailer-** an offensive player trailing the initial attack into the offensive zone on the weak side of the ice

**Wind up-** the lifting of the stick off the ice prior to contact with the puck during the slap shot.

**Wrap around -** when the puckcarrier brings the puck from behind the goal line and attempts to wrap the puck around the net at the near post, the five hole, or the far post.

**Wrist shot-** a shot with a long sweeping, motion of the stick across the body as the weight is transferred from the back foot to the front foot as the puck is shot.

## Z

**Zone one-** when the puck is retrieved in the area near the corner of the rink to start a break out

**Zone two-** when the puck is retrieved in the area nearest the net to start a break out