

Here are terms related to different strategies in icehockey:

These terms illustrate the complexity and dynamic nature of ice hockey, highlighting the various skills and strategies involved in the game.

Offensive Moves

- Backhand Pass** - a pass made with the back of the stick blade.
- Backhand Shot** - a shot taken with the back of the blade of the stick.
- Backhand Toe Drag** - a deke using the backhand and the toe of the stick.
- Bank Pass** - a pass off the boards to a teammate.
- Breakaway** - when a player skates in alone on the goalie.
- Breakout Pass** - a pass used to move the puck out of the defensive zone and start an offensive rush.
- Chip and Chase** - chipping the puck past a defender and skating around them to retrieve it.
- Cross-Ice Pass** - a pass that goes from one side of the ice to the other.
- Cycle Down Low** - maintaining puck possession along the boards in the offensive zone to tire out the defense.
- Dangle** - a series of dekes or moves to elude a defender.
- Deflection** - redirecting a shot or pass with the stick blade to change its direction.
- Deke** - a move where the player fakes out the defender or goalie.
- Drop Pass** - a pass where the puck is left behind for a trailing teammate.
- End-to-End Rush** - carrying the puck from the defensive end to the offensive end for a scoring attempt.
- Faceoff Win** - gaining control of the puck after a faceoff.
- Fake Shot** - pretending to shoot to fool the goalie or defender.
- Five-Hole Shot** - a shot aimed between the goalie's legs.
- Forehand Shot** - a shot taken with the front of the blade facing the net.
- Give-and-Go** - passing the puck and then moving to receive a return pass.
- Net Drive** - forcefully skating towards the net to create a scoring chance.
- One-Handed Deke** - a deke performed with one hand on the stick.
- One-Timer** - a shot taken directly off a pass without stopping the puck.
- Over-the-Shoulder Shot** - a shot aimed high, over the goalie's shoulder.
- Puck Protection** - using the body to shield the puck from defenders while maintaining control.
- Quick Release** - a fast shot release to surprise the goalie.
- Rebound Shot** - a shot taken immediately after a save, usually from a rebound.
- Rink-Wide Pass** - a pass that goes across the width of the rink.
- Roof Shot** - a shot aimed high, typically to the top corners of the net.
- Saucer Pass** - a pass that lifts off the ice to avoid sticks or skates.
- Screen Shot** - a shot taken with a teammate blocking the goalie's view.
- Slap Shot** - a powerful shot where the stick is swung with force.
- Snap Shot** - a quick, powerful shot taken with a short backlift.
- Spin-o-Rama** - a 360-degree spin move to evade a defender or goalie.
- Through-the-Legs Shot** - a shot taken by putting the puck through the player's own legs before shooting.
- Tip-In** - redirecting a shot with the stick to change its direction into the net.
- Toe Drag** - pulling the puck in with the toe of the stick blade to evade a defender.
- Wraparound** - skating around the back of the net to score on the other side.
- Wraparound Shot** - circling the net and attempting to score on the opposite side.
- Wrist Shot** - a shot where the puck is propelled by a flick of the wrist.

Defensive Moves

Active Stick - using the stick to disrupt passes and puck control.

Backchecking - skating back quickly to defend against an opposing rush.

Block Shot - using the body or stick to block a shot on goal.

Body Check - using the body to knock an opponent off the puck.

Clearing the Crease - moving opponents away from in front of the net.

Clearing the Puck - sending the puck out of the defensive zone.

Defensive Zone Coverage - maintaining proper positioning to prevent scoring opportunities.

Faceoff Tie-Up - engaging the opposing center to prevent a clean faceoff win.

Faceoff Win - successfully gaining control of the puck after a faceoff.

Gap Control - maintaining the right distance between the defender and the attacker.

Gap Control - managing the space between the defender and the attacker.

Hip Check - using the hip to knock an opponent off balance.

Interception - stealing a pass intended for an opponent.

Penalty Killing - defending effectively while shorthanded due to a penalty.

Poke Check - using the stick to poke the puck away from an opponent.

Sealing the Boards - using the body to prevent the puck from getting past along the boards.

Shadowing - closely following an opponent to limit their effectiveness.

Shot Blocking - intentionally getting in the path of a shot to prevent it from reaching the net.

Shot Deflection - changing the path of an incoming shot with a stick or body.

Stick Lift - lifting an opponent's stick to prevent them from playing the puck.

Plays and Strategies

2-on-1 - a situation where two attackers face one defender.

3-on-2 - a situation where three attackers face two defenders.

Backcheck - hustling back to defend against an opponent's attack.

Breakout - moving the puck out of the defensive zone to start an attack.

Butterfly Style - a goaltending technique where the goalie drops to their knees to cover the lower part of the net.

Cycle - moving the puck along the boards in the offensive zone to create scoring opportunities.

Diamond Formation - a penalty-killing setup with four players in a diamond shape.

Double Team - two defenders applying pressure to one offensive player.

Dump and Chase - dumping the puck into the offensive zone and chasing after it.

Dump-in - shooting the puck into the offensive zone to chase after it.

Forecheck - applying pressure in the offensive zone to regain possession of the puck.

Forecheck - applying pressure to the opposing team in their defensive zone.

Forehand-to-Backhand Move - switching the puck from forehand to backhand to evade a defender.

Giveaway - losing possession of the puck to the opposing team.

Icing - sending the puck across both the center line and the opponent's goal line without it being touched.

Line Change - substituting players on the fly during gameplay.

Neutral Zone Regroup - reorganizing in the neutral zone to prepare for another offensive attack.

Neutral Zone Regroup - retreating into the neutral zone to reorganize before attacking.

Neutral Zone Trap - a defensive strategy to clog the neutral zone and prevent attacks.

Odd-Man Rush - an offensive rush with more attackers than defenders.

Offensive Zone Faceoff - a faceoff in the offensive zone, aiming to create a scoring chance.

Offside - a violation where an attacking player enters the offensive zone before the puck.

Overload - an offensive strategy that focuses players on one side of the ice.

Penalty Box - the area where players serve time for infractions.

Penalty Kill - defending when a team has a player in the penalty box.

Penalty Shot - a one-on-one attempt against the goalie awarded after a serious infraction.

Pinching - when a defenseman moves into the offensive zone to keep the puck in.

Pinching Defenseman - a defenseman moving into the offensive zone to keep the puck in.

Power Play - an offensive advantage when the opposing team has a player in the penalty box.

Power Play Breakout - a coordinated play to enter the offensive zone with an extra player.

Screen - positioning a player in front of the goalie to obstruct their view.

Shadowing - closely following an opposing player to limit their effectiveness.

Shot Lane - the path between the shooter and the goal, which defenders try to block.

Shot on Goal - any shot directed at the net that either scores or is stopped by the goalie.

Stacking the Pads - a goaltending move where the goalie stacks their leg pads to block a low shot.

Stretch Pass - a long pass intended to catch the opposition off guard.

Turnover - losing the puck to the opposing team due to a mistake.

Umbrella Formation - a power play setup with players positioned around the perimeter.

Weak-Side Wing - the winger on the side of the ice away from the puck.

Zone Entry - the method of entering the offensive zone with the puck.

Source: Chat GPT

