

## **SKILLS COMPETITION RULES**

**Break Away Rules:** Each player will have the chance to shoot once on every goalie. Each player will shoot one puck and then skate back to the center ice where the second player will shoot their first puck. 1 point will be awarded to the player for each goal scored and 1 point will be awarded to the goalie for each save made. If they miss the net completely, goalie will be awarded the point. At the end of the competition, the winners will be announced.

In case of a tie between two goalies, there will be a sudden death shootout. The winning shooter from the competition will shoot on each goalie until there is a winner. If the shootout extends into multiple rounds, goalies will switch as to who defends first for each round. In the event that the winning shooter is from the same team as one of the goalies, the next best shooter will be used instead.

In the case of a tie between two shooters, there will be a sudden death shootout. The winning goalie from the competition will defend each shot until there is a winner. If the shootout extends into multiple rounds, shooters will switch as to who shoots first for each round. In the event that the winning goalie is from the same team as one of the shooters, the next best goalie will be used.

**Target Shooting Rules:** Each player will have 10 pucks. A target is placed in front of the goal and players will try to hit the targets. They will receive 1 point for hitting the bottom targets and 2 points if they hit the top targets. If they hit the 5-hole target they will receive 5 points. The players will be standing at the hash marks to shoot the pucks. Shooters will have a 2 minute time limit to hit all targets. Wait for announcer to call on the skaters before sending them onto the ice. At the end of the competition, winners will be announced. In case of a tie, a 3-puck shootout tie breaker will ensue.

**Speed Skating Rules:** Each player will be assigned to one side of the rink on the center red line. They are racing the clock and NOT each other. They must skate counter-clockwise and they may use their sticks. When they hear the whistle blow, they must skate as fast as they can around the ice once, staying outside of the cones and nets. Each skater will be timed individually. 3 points will be awarded to the skater coming in first, 2 points for the second place skater and 1 point for the third place skater. Don't send the skaters on the ice until the announcer calls for them. At the end of the competition, the winners will be announced. In case of a tie, skaters will race head to head.