

SKILLS COMPETITION

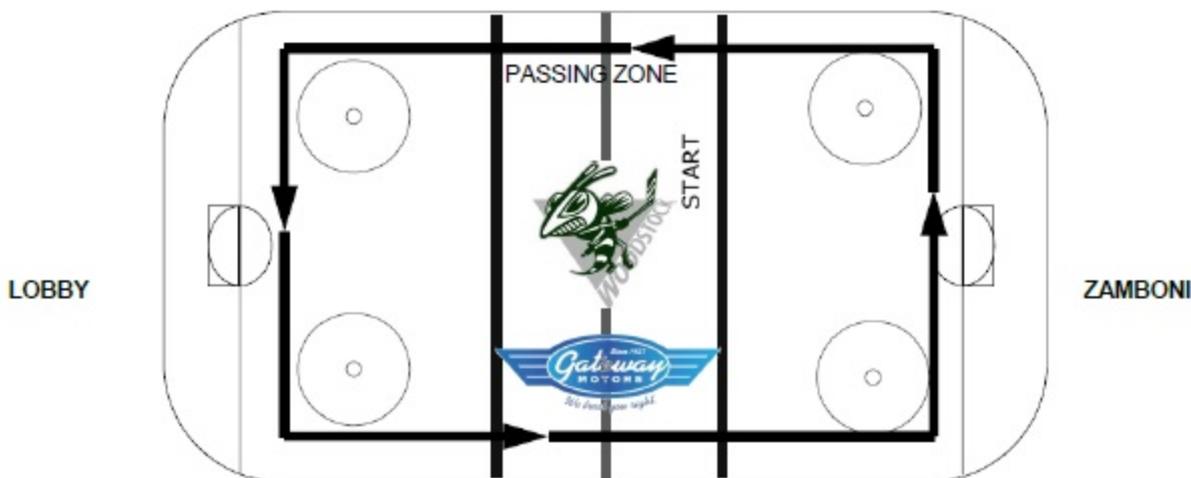
TEAM RELAY

- 1) Each team will enter 4 players from its roster
 - a) The only restriction that applies is that players participating in the SHOOT-OUT are not eligible for the RELAY
- 2) Teams need to pre-register players by sending names of players to the Tournament Director
- 3) The Relay consists of 4 equal legs. Each member of the team will skate one full lap around the Arena and then "pass" the "stick" between the blue lines
- 4) A hockey stick (representing a baton in this relay) will be passed from one skater to another with in the blue lines "passing zone"
- 5) Failure to pass the hockey stick within the designated area will result in disqualification
- 6) Deliberate interference with other skater will result in the disqualification of the team causing foul
- 7) The determination of a foul is subject to the decision of the Relay Officials
- 8) First and Second Place teams will advance onto the Final Heat, where a winner and second place team will be determined

HELPFUL HINTS

- 9) Have your players practice passing the stick... decide which side the receiver should look to and how the stick should be gripped
- 10) Tell your players to never give up... even if they are far behind. We have seen a leading skater fall on the last turn and suddenly the race was wide open!

GOOD LUCK



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SHOOTOUT

In this classic event, shooters and goaltenders gather in front of their teams and their fans to compete in the most prestigious individual event in hockey! Don't miss this opportunity to put your team up against all others, as they all compete to produce one shooter and one goaltender who can covet the title, "Shootout Champ"! Make sure your team is a part of this exciting event.

FORMAT AND RULES

- 1) Teams need to pre-register players by sending names of players to the Tournament Director
- 2) All participants must be in full equipment
- 3) Players should be ready to take the ice promptly at the Shootout start time. Failure to do so will affect your warm-up time
- 4) Shooters will have a chance to warm-up their goaltenders prior to the event
- 5) Shooters and Goaltenders will each be given instructions just prior to the event
- 6) The Order of Goaltenders and Shooters will be drawn at random prior to the event
- 7) The Shooter will shoot three pucks which will be placed on the Blue Line. The Shooter can take the pucks in any order that he prefers. Once the Shooter starts skating with the puck, he must continue his forward progress. The Shooter can then take one shot with no rebound. After the first shot, the Shooter must quickly skate around and take the next two shots
- 8) The Goaltender will face three shots from a Shooter. The Goaltender must stay in the crease until the puck is touched by the Shooter. Once the Shooter touches the puck, the Goaltender is free to leave the crease and challenge the Shooter if so desired. After the first shot, the Goaltender should immediately return to the crease and prepare for the next two shots.
- 9) After each round, Officials will tally the results and announce which Shooters and which goaltenders have won or advanced into subsequent rounds.
- 10) Remember: The Goaltenders' and Shooters' contests are independent of one another. The winners in one group and which round they are announced in have no relationship to the winners in the other group.
- 11) Officials reserve the right to announce winners at any point in the contest which they deem fair and equitable.

