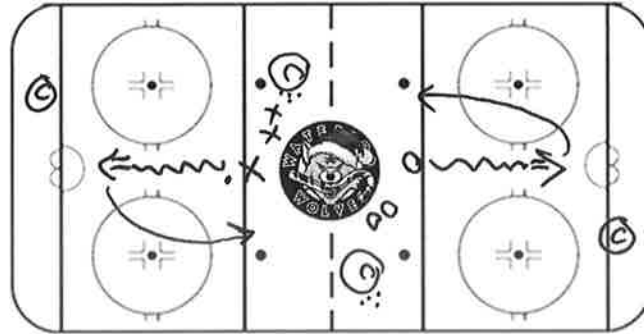


**2018 MINOR ATOM
CHRISTMAS TOURNAMENT
SKILLS COMPETITION**





Event #1 – BREAKAWAY RELAY



Time: 10 minutes
Participants: 4 skaters + 1 goalie from each team
Format: 2 teams compete at once in opposite ends

Rules

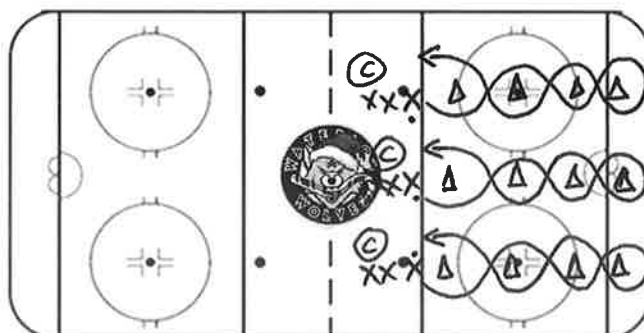
- ◆ Each team has 1:30 to score as many goals as possible
- ◆ First skater starts at blueline with puck in front of him/her, starts on whistle
- ◆ After shooting must return over blueline before next player can go
- ◆ 1 pt is awarded for each goal scored
- ◆ Team with most points is declared the Breakaway Champions

Tie-Breakers

- ◆ In the event of a tie, the team who scored their first goal in the least amount of time will be declared the winner
- ◆ If teams remain tied, the tied teams will compete in the challenge again with the team scoring the first goal (or the fastest goal if more than 2 teams are tied) being declared the winner
- ◆ The tied offensive teams will compete against the opposing team's goaltender



Event #2 – DAVE DIBBEN’S DIRTY DANGLES RELAY CHALLENGE



Time: 10 minutes
Participants: 3 skaters from each team
Format: 2 Heats of 3 teams per Heat compete at once in one end
Winners of each Heat advance to Finals

Rules

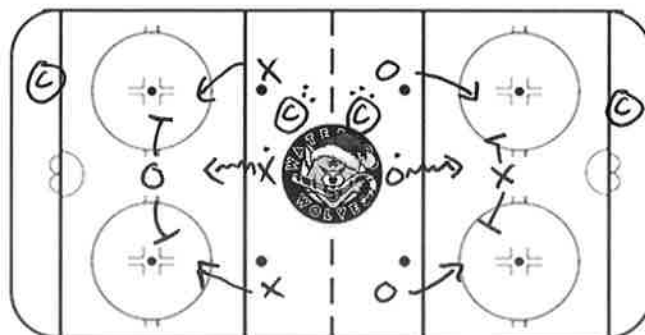
- ◆ Teams will be comprised of 3 skaters with a puck
- ◆ First skater starts at blue line with puck in front of him/her, starts on whistle
- ◆ On the whistle, the first skater carries a puck through the pylon course and returns
- ◆ Once over the blue line the player must leave the puck to their teammate and take a knee at the end of the line
- ◆ The team that is first to have all 3 players complete the pylon course and return to their line on their knees will be declared the winner.
- ◆ For the purposes of determining the final placements of the teams, the blue line will be considered the “finish line”
- ◆ Players will be considered to have crossed the “finish line” when one of their skates cross the blue line (**no diving** – will result in disqualification)
- ◆ Should a player miss a pylon, and not retrace his/her path and go back through the missed pylon the team will be disqualified.

Tie-Breakers

- ◆ A tie in the Heat Races will result in each tied team advancing to the Finals
- ◆ A tie in the Finals will result in each tied team racing again until a winner is declared



Event #3 – POWERPLAY CHALLENGE



Time: 10 minutes
Participants: 4 skaters (3 offensive + 1 defensive) + 1 goalie from each team
Format: 2 teams compete at once in opposite ends

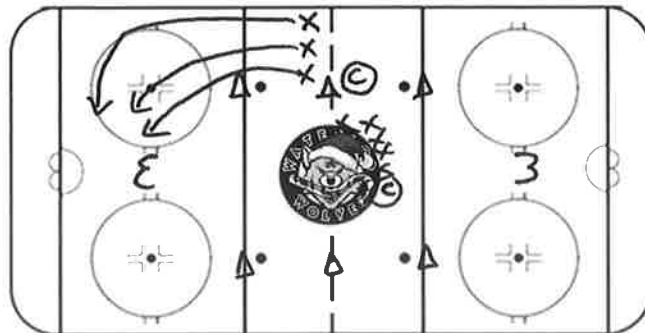
Rules

- ◆ Each team has 1:30 to score as many goals as possible
- ◆ Offensive teams starts in NZ with puck, defensive players starts inside blue line
- ◆ On whistle offensive teams attacks defensive player 3 on 1
- ◆ 1 pt is awarded for each goal scored
- ◆ Offensive team must retreat back over blue line and re-attack inside if:
 - A goal is scored
 - Goalie covers puck
 - Puck is pinned to the boards by defensive player for 0:05 seconds
 - Offside
 - Puck is cleared out of the zone
- ◆ Team with most points is declared the PowerPlay Champions

Tie-Breakers

- ◆ In the event of a tie, the team who scored their first goal in the least amount of time will be declared the winner
- ◆ If teams remain tied, the tied teams will compete in the challenge again with the team scoring the first goal (or the fastest goal if more than 2 teams are tied) being declared the winner
- ◆ The tied offensive teams will compete against the opposing team's goaltender

Event #4 – FULL-ICE RELAY RACE



Time: 10 minutes
Participants: 4 skaters from each team
Format: 2 Heats of 3 teams per Heat compete at once in one end
Winners of each Heat advance to Finals

Rules

- ◆ Teams will be comprised of 4 skaters
- ◆ No sticks
- ◆ Nets should be pushed out to hash marks for safety
- ◆ Pylons placed at blueline, redline, blueline in line with dots on each side of NZ
- ◆ First player on each team starts on redline with a baton (piece of a hockey stick)
- ◆ On whistle, first player on each team skates one complete revolution of the ice and hands off-baton to next player waiting on the redline at the starting position
- ◆ Players must be stationary when receiving baton (5 second penalty per violation)
- ◆ Any skater cutting in front of the net will be disqualified
- ◆ For the purposes of determining the final placements of the teams, the redline will be considered the “finish line”
- ◆ Players will be considered to have crossed the “finish line” when one of their skates cross the redline (**no diving** – will result in disqualification)

Tie-Breakers

- ◆ A tie in the Heat Races will result in each tied team advancing to the Finals
- ◆ A tie in the Finals will result in each tied team racing again until a winner is declared