38th Annual Riverview / Dieppe Ringette Tournament

Skills Competition

You are invited to join us Saturday, March 9th at the Byron Dobson Arena in Riverview and the UNIPlex in Dieppe for an afternoon of fun, friendship, and friendly competition. Skill competition will take place between the hours of 2pm and 6pm for teams in the U10, U12, U14, and U16/19 divisions. We encourage all teams to participate, the skills competition schedule has been set up to ensure no conflicts in your game schedule.

- The competition will consist of **3 events:**
  - **Skating – Speed**
  - **Skating – Agility**
  - **Breakaway Shootout**
- Each team can submit a roster of up to **3 skaters and a goalie**. You are **not required** to register a player for every event.
- Each skater can **only** compete in one event. Goalies will compete in the Breakaway Shootout.
- Prizes will be awarded to the **top 3 skaters** in each event.
- Prizes will also go to the **top 3 goaltenders** in the Breakaway Shootout

To register your team, please fill out our online registration form here:

[Skills Competition Registration Form](#)

Deadline for teams to submit their Skills Competition roster will be March 2nd, 2024. Each teams scheduled time slot and location are included at the end of this document. Depending on number of teams signed up, location for teams may be adjusted to balance numbers on each ice surface prior to competition.
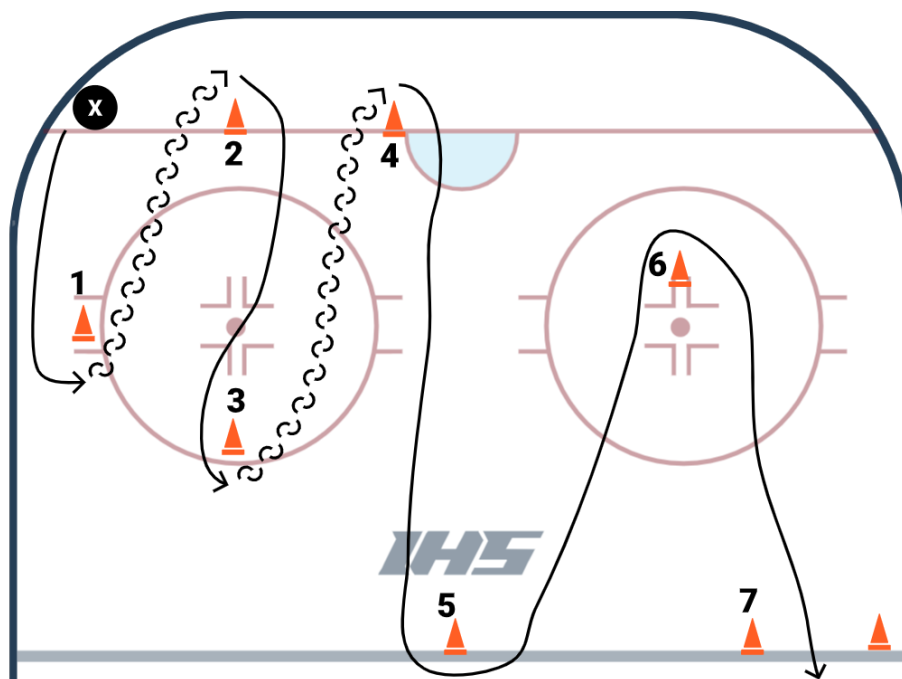
Skating - Speed
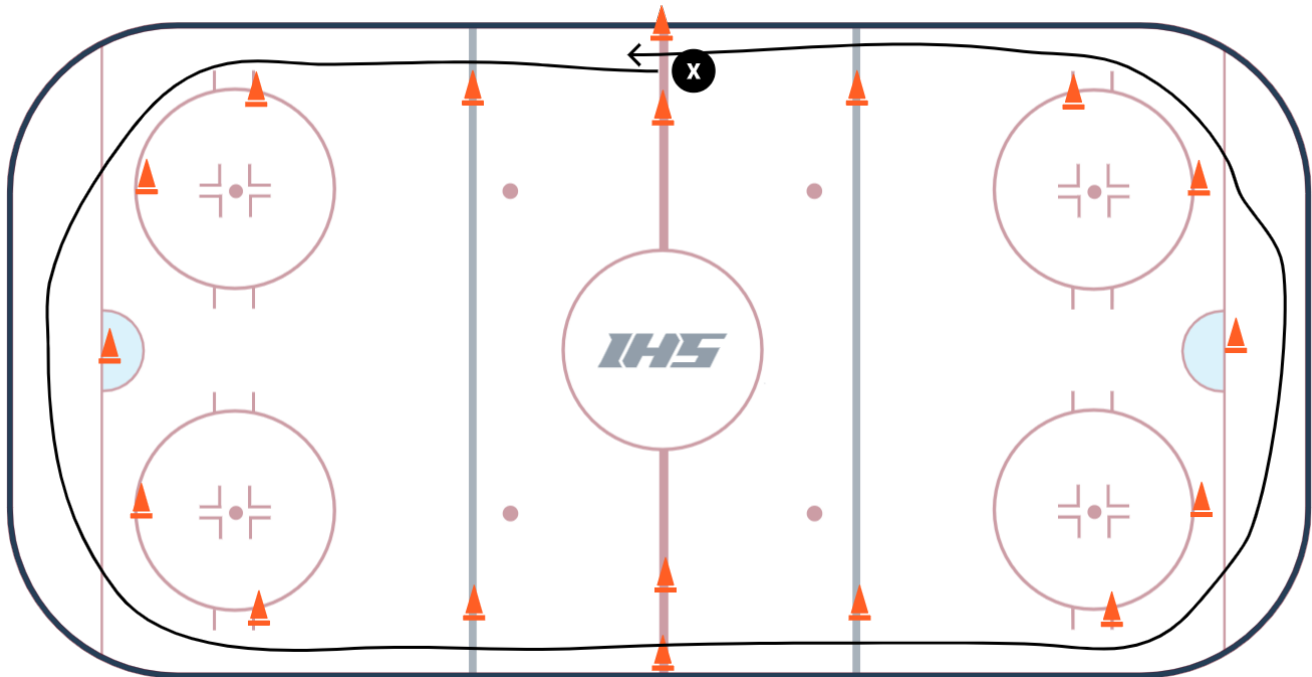
Description

Player starts at the center ice red line.

On the whistle, player skates forwards one full lap of the ice around the cones before skating through the gate at the starting point.

Skating - Agility

Description

Player starts in the corner on the goal line.

U10 participants in this event will only skate the agility course using forward skating (no pivots/backwards skating).

U12/U14/U19 participants will use the following rules to skate the agility course:
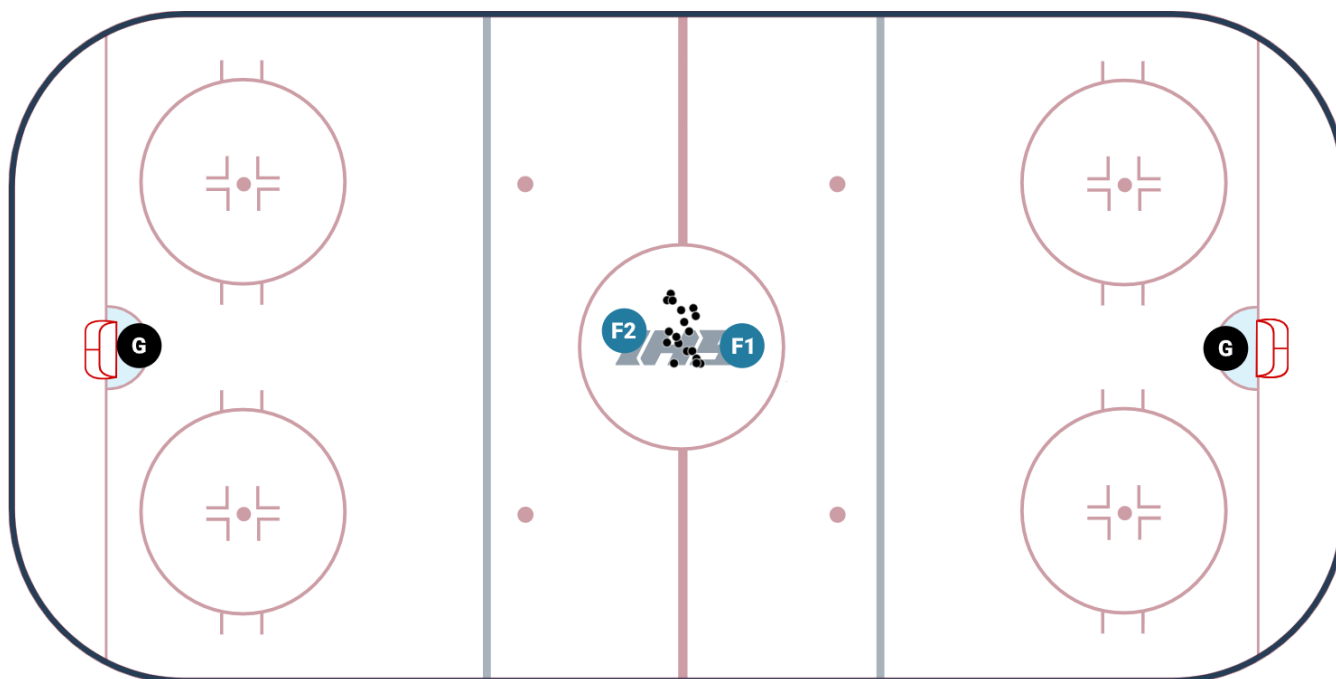
On the whistle, player skates forwards to cone #1, pivots, and skates backwards to cone #2.

At cone #2, player pivots, and skates forwards to cone #3.

At cone #3, player pivots, and skates backwards to cone #4.

At cone #4, player pivots and skates forwards around cones 5 then cone 6 before sprinting to the gate at cones 7.

Breakaway Shootout

Description

Shooters will start from center with a goalie in each net.

Once the player has taken their shot, they will proceed to the opposite side to take their shot against the other goalie.

Once all skaters have shot against the two goalies, the goalies will be replaced, and the process will be repeated until all shooters have taken one shot against all goalies.

The goalie with the most saves wins. The player with the most goals wins.

In the event of a tie between goalies:
1. Most saves against the top player.
2. If two or more players are tied for top player, most saves against all tied players.
3. If still tied, then continue down the shooter ranking until only one goalie has stopped the next highest player

In the event of a tie between players:
1. Most goals against the top goalie.
2. If two or more goalies are tied for top goalie, most goals against the goalies who are tied.
3. If still tied, then continue down the goalie ranking until only one player scores against the next highest goalie.