



Breakaway Shootout

1. Each player gets one shot against each goalie
2. The goalie with the most saves wins. The player with the most goals wins.
3. Top 3 shooters and goaltenders will be recognized with a keepsake banner
4. In the event of a tie for both top player and top goalie, use the goalie tiebreaker first to identify the top goalie.
- 5. 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 goalie ranking until only one player scores against the next highest goalie.
- 6. 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 all tied goalies.
 3. If still tied, then continue down the goalie ranking until only one player scores against the next highest goalie.

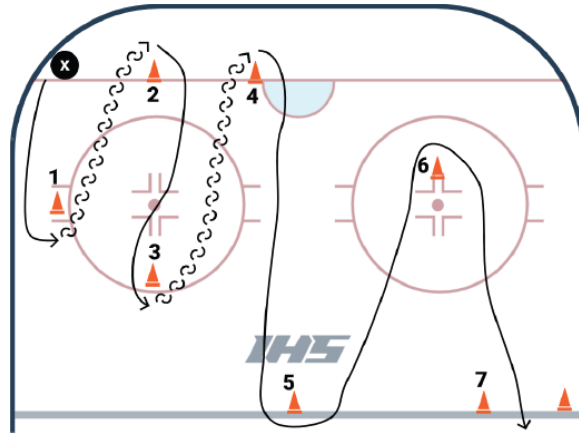


Fastest Skater

1. Players start from the gate at center ice with skates behind center red line.
2. On the whistle, player will complete one timed lap of the ice surface outside of the cones. Time will stop once the players skate hits the center red line at the gate.
3. Top 3 lowest times will be recognized with a keepsake banner.

Agility Skater

1. Player starts in corner where the goal line meets the boards with skates behind goal line.
2. Top 3 lowest times will be recognized with a keepsake banner.
3. On whistle, time will start, and player will skate the course based on the rules for their age division. Time will stop when players skates hit the blue line at the finishing gate:
 - a. U10 – Player will only skate forward through the cone course.
 - b. U12/U14/U19 – Player will skate the cone course using the following instructions:



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.