



2026 EASTERN CANADIAN RINGETTE CHAMPIONSHIPS SKILLS COMPETITION

THE EVENT

Players will wear their **dark** team jerseys.

Testing will be done by skill, not by team. Event schedule is below.

Date: Thursday, April 16

Time: 1:15-2:45pm

Location: Rink 1 at Iceland Arena

SKILLS TESTED

Fastest forward skater

Most agile skater

Best passer (skaters and goalies)

Breakaway Challenge (shooters and goalies)

SCHEDULE OF EVENTS

Once the skater's turn/event is over, they must head back to the dressing room and then join the rest of their team in the viewing area once undressed.

All participants must wear full equipment.

<u>TIME</u>	<u>EVENT</u>	<u>ON THE BENCH</u>
1:15pm	1st event set-up	Fastest skater - u14
1:20pm to 1:40pm	Fastest skater - u14	Fastest skater - u16
	Fastest skater - u16	Fastest skater - u19
	Fastest skater - u19	
1:40pm	Event changeover – goalie passing & agility skating	Goalie passers – u14 Agility skaters - u14
1:45pm to 2:05pm	Goalie passers – u14	Goalie passers – u16
	Agility skaters - u14	Agility skaters - u16
	Goalie passers – u16	Goalie passers – u19
	Agility skaters - u16	Agility skaters - u19
	Goalie passers – u19	
	Agility skaters – u19	



2:05pm	Event change over – skater passing	Skater passers - u14
2:10-2:20pm	Skater Passers - U14	Skater Passers – U16
	Skater Passers – U16	Skater Passers - U19
	Skater Passers - U19	
2:25-2:30pm	Event Change Over – Breakaway Challenge	Breakaway Goalies/Shooters - U14
2:30-2:45pm	Breakaway Challenge – U14 (all shooters, goalies on-ice)	Breakaway Goalies/Shooters - U16
	Breakaway Challenge – U16 (all shooters, goalies on-ice)	Breakaway Goalies/Shooters - U19
	Breakaway Challenge – U19 (all shooters, goalies on-ice)	

SKILLS

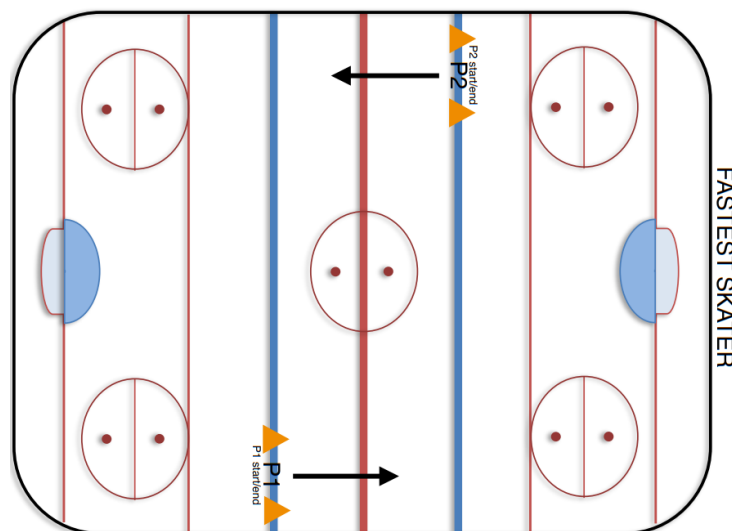
1. Fastest Skater – 1 skater per U14 team; 2 skaters per U16 & U19 team

Two skaters at a time (regardless of team). Players will start on opposite blue lines (marked with pylons) facing the end boards to the right of the net. Skaters will not have a ring.

On go, the skater will skate as quickly as they can (counter clockwise) around the ice, staying outside of the six pylons.

Their time will start on “go” and will continue until both skates fully cross the blue line the skater started at.

Fastest time will win the event in each age division.



2. Most Agile Skater - 2 skaters per team

Skater starts at goal line.

Forward to pylon 1, pivot;

Backwards to pylon 2, pivot;

Forward to pylon 3, pivot;

Backward to pylon 4, pivot;

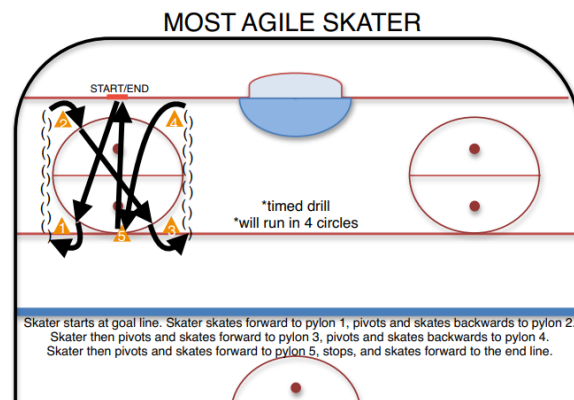
Forward to pylon 5; stop.

Forwards to goal line.

Skaters will **not** use a ring.

Time will start on “go” and end when both skates cross the goal line at the end.

Fastest time will win the event in each age division. This event will run in the 4 end circles of the ice.



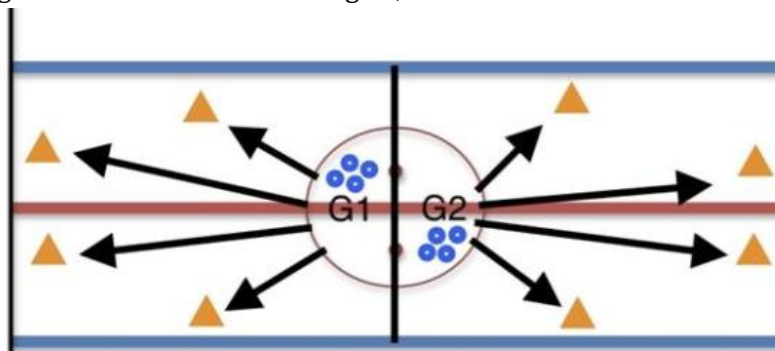
3. Top Passer (Goalies) - 1 goalie (other goalie than breakaway challenge if team has two goalies)

Goalie will throw 1 ring at each target, in any order, as fast as they can. Two goalies will go at the same time.

Time will start when the goalie releases the first throw.

Each hit target = 1 point

Tiebreaker is the goalie who hits the most targets, in the least amount of time.



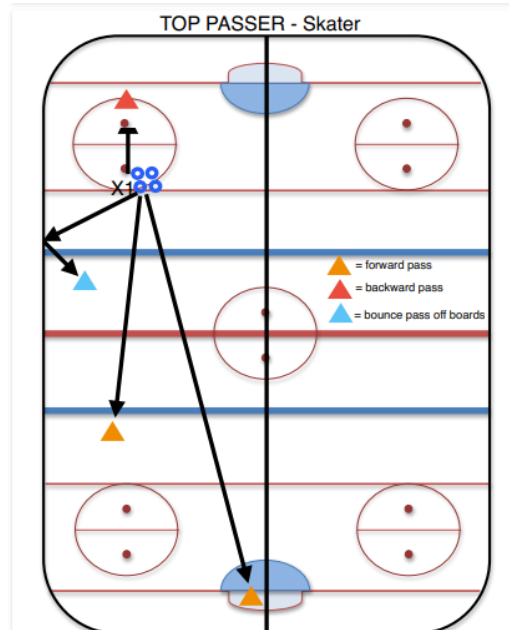


4. Top Passer – Skaters (1 skater per team)

Each passer will get 4 rings to hit 4 targets.

Each hit target = 1 point

Tiebreaker is the goalie who hits the most targets, in the least amount of time.



5. Breakaway Challenge – 1 shooter per team; 1 goalie per team (other goalie than the passer skill if team has two goalies)

Each goalie will face a breakaway shot from a player from the other 5 teams in the division (or pool for U14).

Goal = 1 point for skater

Save = 1 point for goalie

Goalie + Skater team with most points win.

Tiebreaker: Lowest total goals against (team) in the round robin.