

The background of the cover is a semi-transparent diagram of a hockey rink. It shows the blue lines for the center line, blue lines for the two-thirds, and red lines for the goal lines. A red circle highlights the center of the rink, and a blue dot is placed at the center. Several grey circles representing pucks are scattered across the rink, with some connected to arrows indicating movement. The diagram is overlaid on a white background with a red diagonal stripe at the top left.

# **2016 YOUTH OLYMPIC GAMES SKILLS CHALLENGE**

## **OPERATIONS MANUAL AND TEST PROTOCOL**

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This manual is subject to periodic updates and change to some of its contents. The Tests and their operations will not be directly affected by these adjustments and all concerned parties will be notified.

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## **Youth Olympic Winter Games Skills Challenge**

The Skills Challenge evaluates and tests the technical skills needed to play ice hockey. The Challenge also aims to raise awareness of ice hockey and to encourage more youngsters to play the game.

During the 2016 Youth Olympic Games the Skills Challenge will provide 32 athletes including one male and one female players from the host nation, the opportunity to compete in the Games and take part in the Olympic experience.

### **Skills Challenge Qualification System**

The qualification period for the Skills Challenge was carried out in accordance with the YOG 2016 - Qualification System Principles Timelines.

During the May 2013 IIHF Congress in Stockholm, Sweden the membership agreed to ice hockey's participation in the 2016 Youth Olympic Games. At the 2014 IIHF Semi-Annual Congress, the member National Associations were asked to make a formal commitment to participate in the Skills Challenge and registered member National Associations and National Olympic Committees were supplied with the Skills Challenge Operations Manual and Test Protocol.

The first stage of the Skills Challenge Qualification System will be carried out from October 1, 2014 to May 7, 2015 by the entered National Associations, working with their National Olympic Committee, within their own countries to determine their qualified participants, 1 male and/or 1 female, who will be eligible to compete in the second stage of the program.

The second stage of this process, the Global Skills Challenge Summit Qualification, will be held during the IIHF Hockey Development Camp, in Vierumäki Finland in July 2015. On completion of this competition the top 15 male and 15 female athletes along with the host nation's two athletes will be qualified and seeded to participate in the 2016 Youth Olympic Games.

Any qualified athlete not able to participate in the YOG will be replaced by the next ranked player from the Global Skills Challenge Summit Qualification. The deadline for such a replacement and confirmation by the respective NOC is December 1, 2015.

## **YOG Skills Challenge Competition**

The Skills Challenge Competition at the 2016 Youth Olympic Games will feature the same skill tests used during the first and second stages. The competition format and structure has been designed to challenge the athletes' skill level and competitiveness for the 2016 Youth Olympic Games.

### **Skills Challenge Protocol**

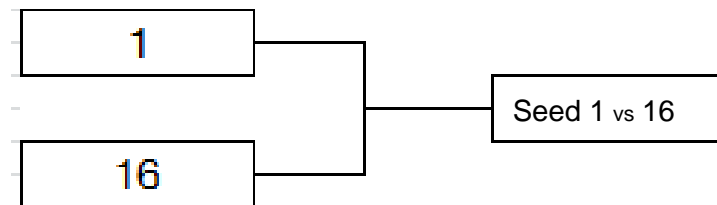
1. The Skills Challenge will take place between February 12 and 21, 2016, during the 2016 Youth Olympic Games in Lillehammer, Norway
2. Participants will consist of the 15 qualified male and 15 qualified female players along with 1 male player and 1 female player from the host nation of Norway
3. The YOG Skills Challenge Competition will be made up of two phases; Qualification and Grand Final
4. The Men and Women competitions will be operated during the same ice sessions for both the Qualification and Grand Final phases
5. Both phases will consist of a series of 6 skill tests
6. All the skill tests will be conducted on a head-to-head, knockout basis, until a winner is declared
7. Participants will be seeded for each skill test using the results from the Global Skills Challenge Summit Qualification held in July 2015
8. Players will earn points for their finishing position during each test
9. The Qualification phase will qualify the top 8 female and 8 male players who will progress to compete in the Grand Final
10. During the Skills Challenge Grand Final players of each gender will compete for final individual rankings and medals

Participants must perform the skills tests as described in the Operations Manual and Tests Protocol. Any intentional breach of the rules will result in the participant being disqualified from that skill test. A second such breach will result in the participant being disqualified from Skills Challenge Competition

If the IOC and/or IIHF disqualify a player due to a major breach of the ethical rules of the competition, the player will have all their results taken away, will receive no ranking (either individual skills ranking or the phase ranking) and will be disqualified from the competition.

## Competition Format

During both the Qualification phase and Grand Final, participants will compete in head-to-head competitions. These will be organised using brackets and contested in a knockout basis where the winner progresses and the loser is eliminated. Please refer to the diagram of a bracket below:



### Seeding

All participants will be seeded for each skill test in both the Qualification phase and Grand Final. The seeding will be used to set the start brackets and head-to-head competitions for every test during both of these phases.

For the Qualification phase the final rankings from the Global Qualification Competition in Vierumäki, Finland will establish the player seedings 1 to 16 for each skill test. The host nation's Men's and Women's participant's skill test seedings will be determined by their male and female athlete's ranking during the Global Skills Challenge Summit Qualification as well.

For the Grand Final the qualified player's seedings will be updated using the Qualification phase test rankings. This will set the seeding 1 through 8 for each skill test. This recalculation serves two purposes:

- i. The seedings will be up-to-date
- ii. To achieve the best ranking in each test the players must compete hard during all the tests in the Qualification phase

### Heats

- The head-to-head competitions will be called heats
- The heats will be operated one at the time
- A maximum of 30 heats will be held in each of the Qualification tests (15 per gender)
- In the Grand Final, a maximum of 14 heats will be held (7 for each gender)
- Heats will operate on a knockout basis
- Winners of each heat will progress to the next round, the loser is eliminated

## Rounds

The rounds for each test will be operated as follows:

- i. First round: 16 players – 8 heats (only in the Qualification phase)
  - ii. Quarter-final: 8 players – 4 heats
  - iii. Semi-final: 4 players – 2 heats
  - iv. Final: 2 players – 1 heat
- Each round will be conducted alternately between the Women and Men competitions - Women First round, Men First round, Women Quarter-final, Men Quarter-final, etc.
  - All rounds are operated until the completion of all heats
  - Number of Rounds:
    - i. The Qualification phase, for each gender, will consist of 4 rounds for every test (total of 8 rounds)
    - ii. The Grand Final will consist of 3 rounds for every test for each gender (total of 6 rounds)



## Qualification Phase Structure

The Competition Structure for each test in both the female and male competitions during the Qualification phase will be as follows.

The players are assigned to heats 1 to 8 for each skill test. The players' seeding (1 to 16) for each skill test is established according to their rankings in the corresponding skill from the Global Skills Challenge Summit Qualification held in Vierumäki, Finland. Heats are set as follows:

**Heat 1** - highest seed (1) vs lowest seed in the skill (16)

**Heat 2** - 5<sup>th</sup> highest vs 12<sup>th</sup> highest

**Heat 3** - 7<sup>th</sup> highest vs 10<sup>th</sup> highest

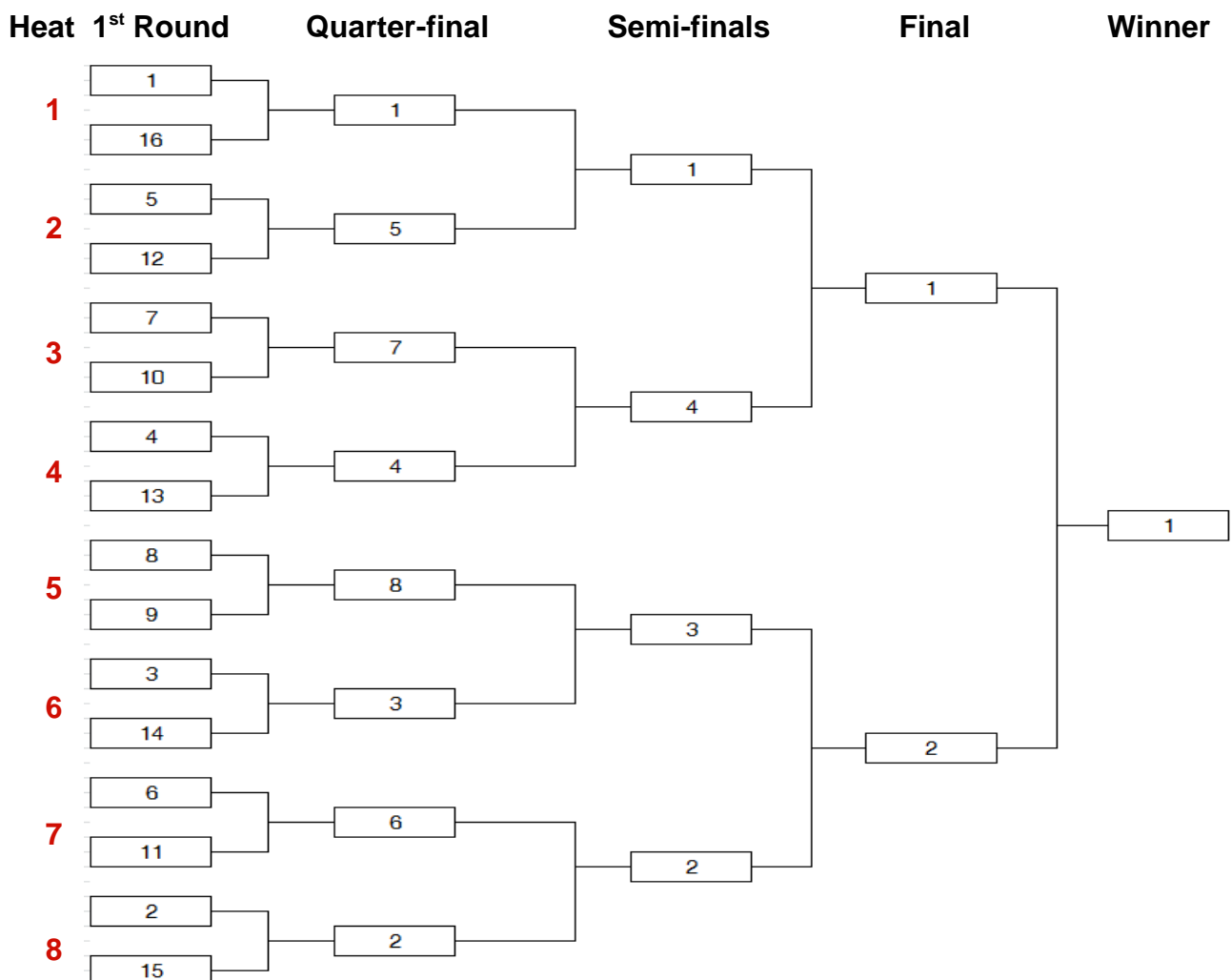
**Heat 4** - 4<sup>th</sup> highest vs 13<sup>th</sup> highest

**Heat 5** - 8<sup>th</sup> highest vs 9<sup>th</sup> highest

**Heat 6** - 3<sup>rd</sup> highest vs 14<sup>th</sup> highest

**Heat 7** - 6<sup>th</sup> highest vs 11<sup>th</sup> highest

**Heat 8** - 2<sup>th</sup> highest vs 15<sup>th</sup> highest





## Grand Final Structure

The Competition Structure for both the female and male competitions during the Grand Final will be as follows:

The players are assigned to heats 1 to 4 for each skill test. The players' seeding (1 through 8) for each skill test is established according to their rankings in the corresponding skill achieved in the Qualification phase.

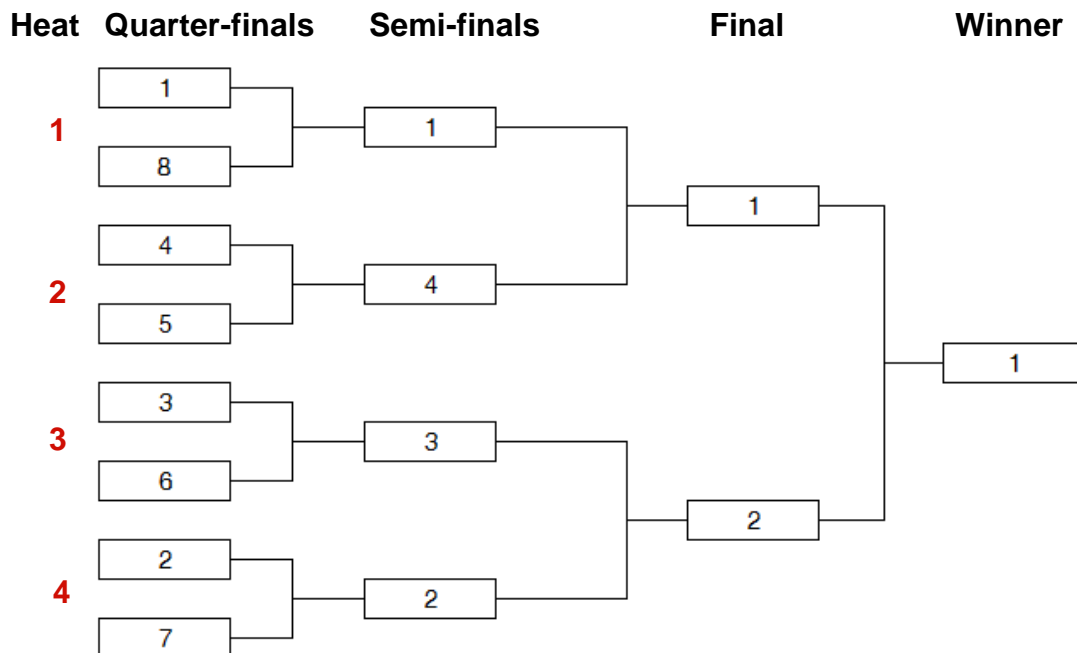
Heats are set as follows:

**Heat 1** - highest seed (1) vs lowest seed in the skill (8)

**Heat 2** - 4th highest vs 5th highest

**Heat 3** - 3rd highest vs 6th highest

**Heat 4** - 2nd highest vs 7th highest





## Skill Test Scoring

- Players will earn points for their finishing position during each test
- The points are allocated according to the Scoring Protocol found below

### Scoring Protocol

- Winner – 5 points
  - Runner-up – 4 points
  - Two players losing in the Semi-finals – 3 points each
  - Four players losing in the Quarter-finals – 2 points each
  - Eight players losing in the first round – 1 point each
- 
- At the end of the competition the points from all 6 tests will be added together to determine the players total points
  - Any player who fails to finish (DNS\*, DNF\*\*, DSQ\*\*\*) the initial round (first round during Qualification or Quarter-final during the Grand Final) of a skill test will earn no points (0 points) for the test
  - Any player who fails to finish (DNF, DSQ) either the Quarter-final or Semi-final round of a skill test will earn no points for that round but will retain the points they have earned up until that round
  - Any player who fails to finish (DNF, DSQ) the final round of a skill test will earn points of the runner-up for that skill
  - The player's points totals from the Qualification phase will not be brought forward to the Grand Final

## Ranking

### Skill Test Ranking

On completion of each skill test, the players will be listed in descending order of their total number of points to establish the final ranking for the test. This will be the players ranking for that test,

This will be done according to the following criteria:

- i. The points earned during the skills test (see Scoring Protocol above)
- ii. Players with the same number of points will be ranked based on their best performance achieved in any round in that phase of a test:
  - by the best time (including any penalty time(s)) (skills 1, 3 and 6)
  - by the fastest speed, then by their second shot (skill 4)
  - by the number of targets hit, then by the number of pucks used and then by the time used (skill 2)
  - by the number of targets hit, then by the number of attempts and then by the time used (skill 5)
- iii. If players are still tied:
  - by better seeding for the specific skill before the start of the Qualification phase

### Competition Phase Ranking

#### Qualification phase

On completion of the Qualification phase, the points earned in all 6 tests will be added to determine the total points for each athlete. The athletes will be ranked in descending order of the total points to establish the Qualification phase overall ranking.

If two or more players are tied with the same number of points the tie will be broken according to the following tie-breaking procedures:

- i. The number of higher rankings in each of the 6 tests (number of ranks 1; if the same, number of ranks 2; if the same, number of ranks 3, etc.), if the tie is not broken on this level then
- ii. The higher overall seeding (their final overall rankings from the Global Qualification Competition in Vierumäki, Finland)



## **Grand Final**

On completion of the Grand Final, the points earned in all 6 tests will be added to determine the total points. The players will be listed in descending order of the total points to establish the overall ranking and medallists.

If two or more players are tied with the same number of points the tie will be broken according to the following tie-breaking procedures:

- i. The number of higher rankings in each of the 6 tests, (number of ranks 1; if the same, number of ranks 2; if the same, number of ranks 3, etc.), if the tie is not broken on this level then
- ii. The higher overall ranking achieved in the Qualification phase

## Operations

### Required Personnel

2 IIHF Leaders	<ul style="list-style-type: none"> <li>- Coordinates all on ice activities</li> <li>- Official Starter</li> <li>- Acts as Adjudicator</li> </ul>
10 IIHF Instructors	<ul style="list-style-type: none"> <li>- Monitor Protocol compliance</li> <li>- Organisation of players Analyse testing</li> <li>- Recording player scores</li> </ul>
8 Local Helpers	<ul style="list-style-type: none"> <li>- Test set-up</li> <li>- Equipment collection and placement</li> <li>- Obstacle locating and re-locating</li> </ul>

### Required Equipment

4 Tape Measures	All Tests - Setup
6 Cans Spray Paint (6 different colours)	All Tests - Setup
20 Cubes	All Tests
4 Stop Watches	All Tests
10 Clipboards and Pens	All Tests
Large Display - Jumbotron	All Tests
4 Display Boards (for timing and speed)	All Tests
1 set of Portable Ice Dividers	All Tests
4 -6 sets of Electronic Light Sensors (for timing)	Tests 1, 3, 6
2 Light Display Boards	Tests 2 and 5
200 Pucks	Tests 2, 4, 5, 6
2 Target Boards	Shooting Accuracy Test 2
2 Radar Guns or timing devices	Fastest Shot Test 4
10 Targets (small nets)	Passing Test 5
4 On-ice Obstacles	Passing Test 5
20 Stickhandling Obstacles	Puck Control Test 6
Skating Obstacles (SweetHands)	Puck Control Test 6

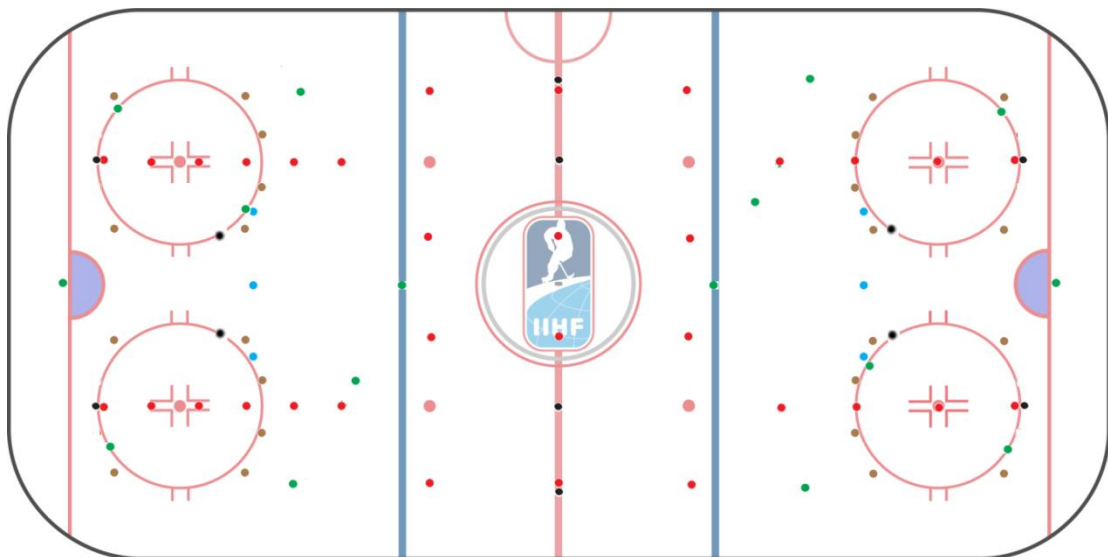
## Ice Set-Up

To ensure the smooth operation of the Skills Challenge, all tests must be measured to the correct lengths and marked out in advance. This will require the pre-measuring and marking of the ice surface prior to the beginning of the Youth Olympic Games.

The procedure is as follows:

- Measure distances with the measuring tape
- Drill a 2cm wide hole at the measured point
- Spray the paint into the hole and plug the holes with snow
- The holes will freeze over during the resurfacing
- During testing phases, a cube is placed over top of each spray painted dot

The following diagram shows the approximate locations of test markings. This diagram is meant to be an overview of the pre-competition ice set-up and is not an exact-to-scale replica.

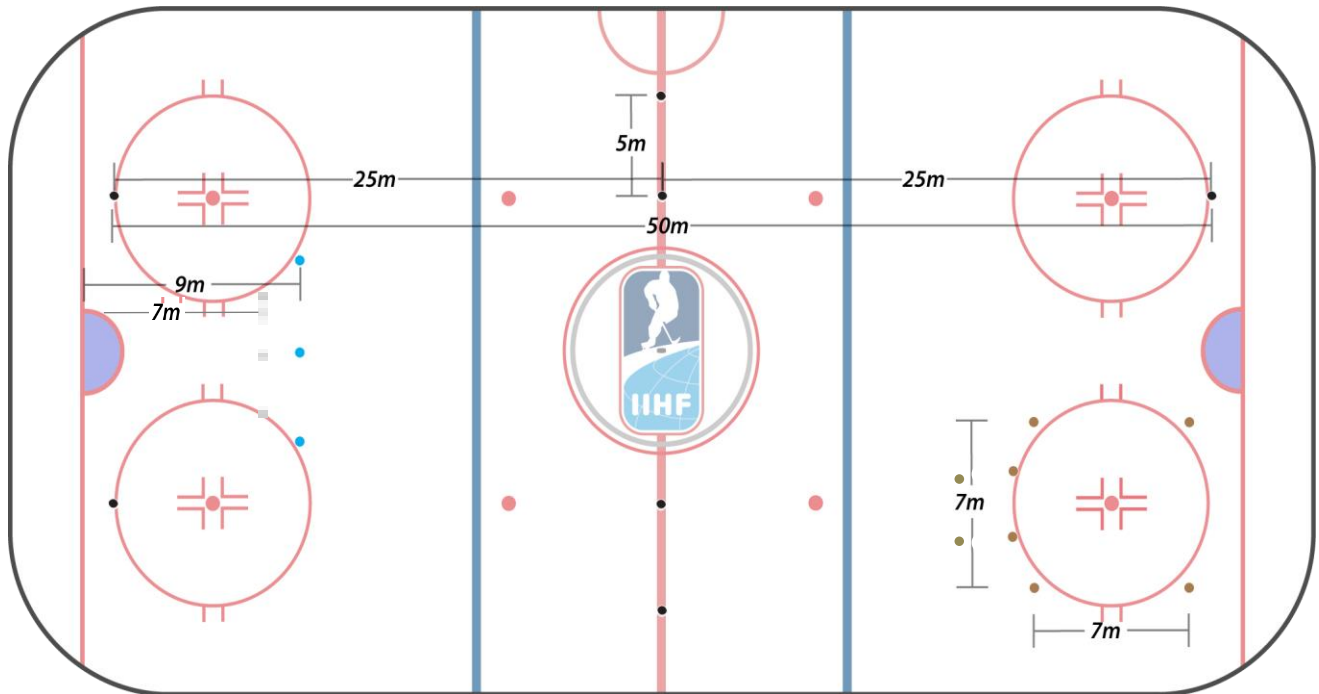


### Legend

- **Black:** Test 1 – 8 dots
- **Grey:** Test 2 – 4 Dots
- **Brown:** Test 3 – 24 Dots
- **Blue:** Test 4 – 6 Dots
- **Green:** Test 5 – 14 Dots
- **Red:** Test 6 – 32 Dots

The next 2 pages describe the measurements and markings for all 6 tests in more detail.

## Tests 1 to 4



### Test 1 Black Dots

- Dot 1 is placed on the centre red line
  - It is in-line with the 2 face off dots in the neutral zone
- Starting at Dot 1 measure 25 metres away towards one end of the ice surface for Dot 2
  - in-line with the face off dots
  - It will be located near the bottom of the faceoff circle
- Repeat in towards the opposite end of the ice surface for Dot 3
  - in-line with the face off dots
  - It will be located near the bottom of the end zone circle
- The distance between Dots 2 and 3 should be 50 metres
- From Dot 1 measure 5 metres along Centre red line towards the side boards
  - Mark a dot to form the start/finish line
- Repeat on the other side of the ice

### Test 2 Grey Dots

- Measure out 7 metres from the centre of the goal line
  - Mark Dot 1
- Measure from the centre of the goal line 3 metres along the line
  - From here measure out 7 metres from the goal line
  - Mark Dot 2 of face-off circle
- Repeat on the other side for Dot 3
- Duplicate at other goal

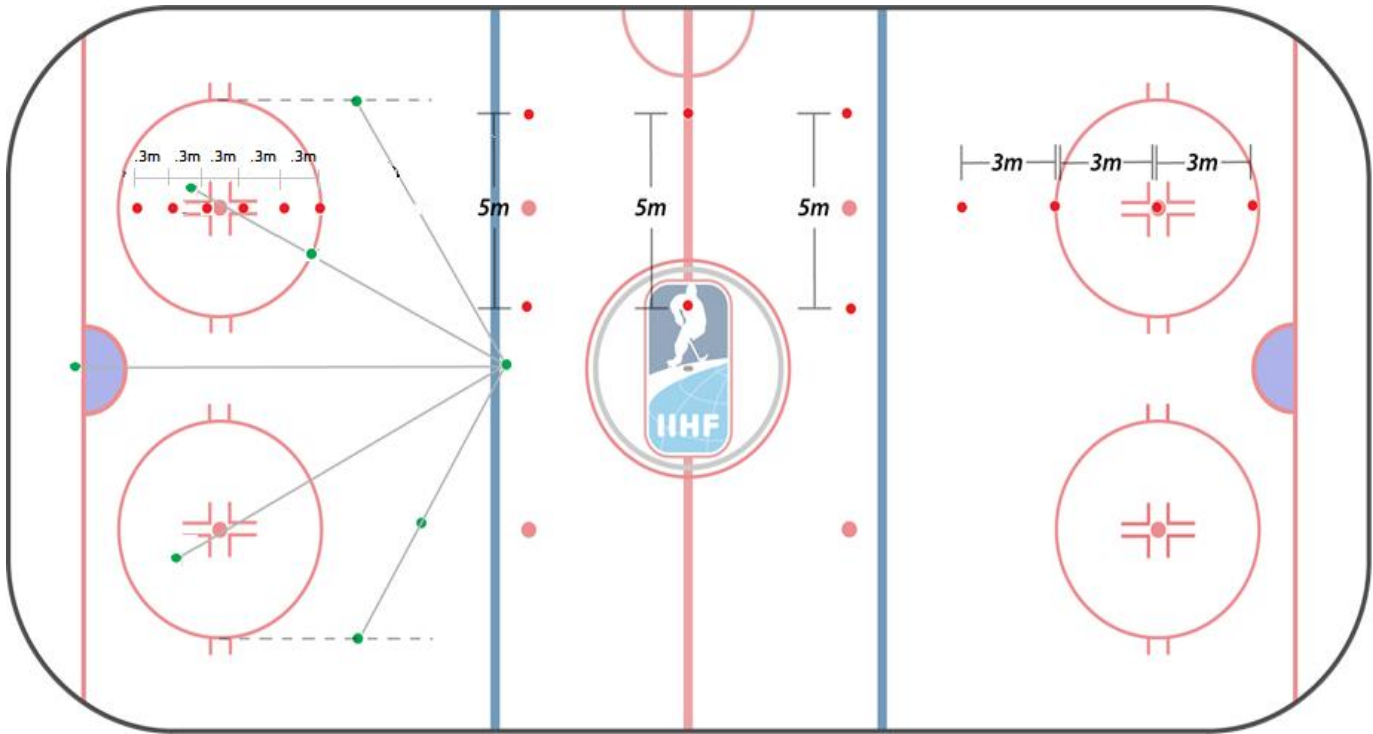
### Test 3 Brown Dots

- Dot 1 onto the faceoff circle
- From Dot 1 measure vertically 7 metres over the circle to mark Dot 2
- From Dot 2 measure horizontally 7 metres to mark Dot 3
- Measure horizontally 7 metres from Dot 1 and vertically 7 metres from Dot 3 to mark Dot 4
- Mark Dots 5 and 6 3 metres apart, 1.5 metres from the top of the face-off circle back towards the blueline
- These form the start/finish line and the stop line
- Repeat at all 4 end zone face off circles

### Test 4 Blue Dots

- Measure out 9 metres from the centre of the goal line
  - Mark Dot 1
- Measure from the centre of the goal line 4 metres along the line
  - From here measure out 9 metres from the goal line
  - Mark Dot 2
- Repeat on the other side for Dot 3
- Duplicate at other goal

## Tests 5 and 6



### Test 5 Green Dots












- The first dot is placed at the centre of the Blue line
  - This dot and the Blue line form the passing line
- Five (5) dots are needed in the end zone to indicate placement of the targets
- The dot for Target 3 is placed on centre of the goal line directly across from the dot on the Blue line
- For Target 2's dot measure from the Blue Line dot through the right faceoff dot to 1metre behind the faceoff dot
  - Repeat for Target 4's dot on the left faceoff circle
- Starting on the outside of the right faceoff circle imagine a line going to the Blue line running parallel to the boards
  - Put Target 1's dot is on this line 5 metres from the blue line
  - Repeat from left faceoff circle for Target 5's dot
- For the obstacles:
  - Place a dot the opposite side on the circle from dot target 2
  - Place a dot 5 metres from the Blue line dot going towards Target 5

### Test 6 Red Dots

- Dot 1 is placed at the bottom of the faceoff circle in line with the faceoff dot
  - Measure out 3 more dots towards the blue line
  - All the dots are 3 metres apart
- In the Neutral Zone place 3 pairs of dots 5 meters apart the face-off dots being at 2.5 metres
  - The first pair are placed on either side of the near face-off dot
  - The face-off dot are at 2.5 metres
  - The second pair on the Red Line
- The third pair is placed on either side of the far face-off dot
- Starting on edge of the faceoff circle, in line with the face-off dot, measure out 6 dots across the circle
  - Each is 0.3 metres apart

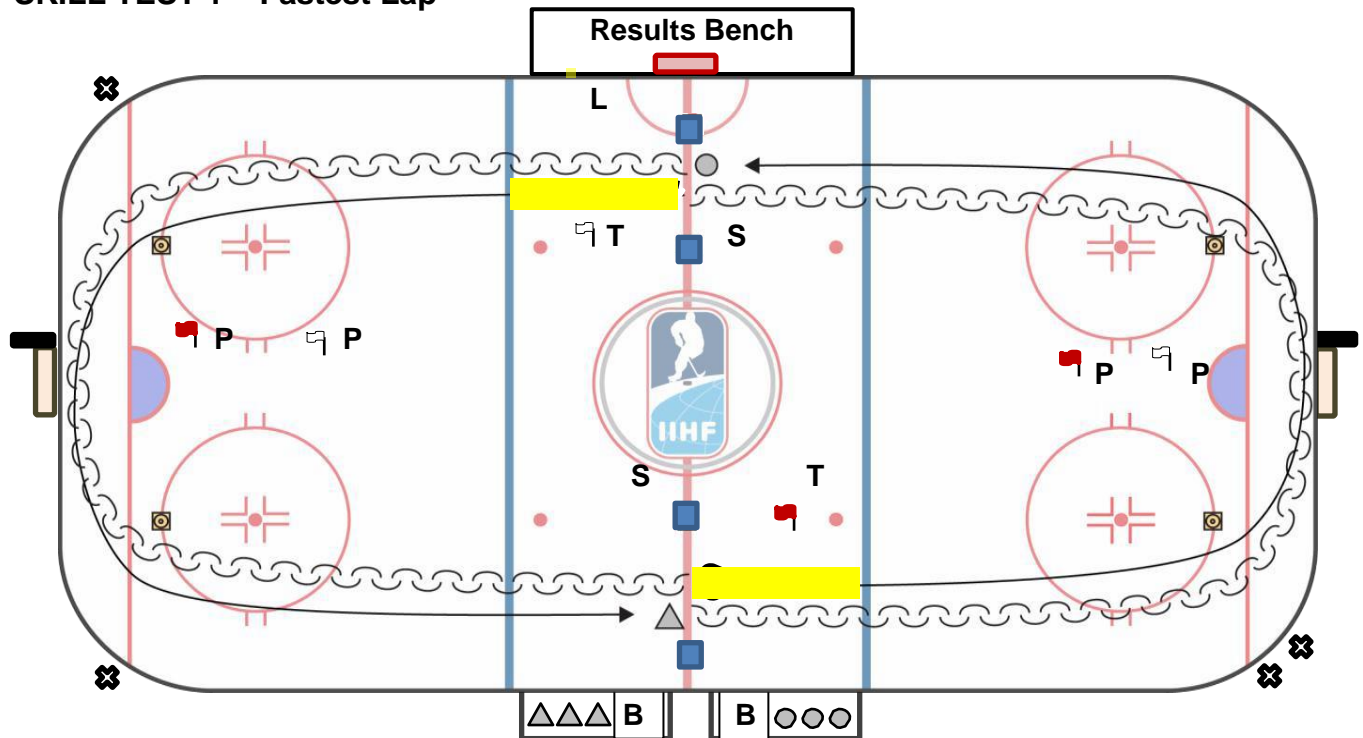


## Symbols

Type of Equipment	Purpose	Symbol
Score Board	<ul style="list-style-type: none"> <li>Displays the time of the athletes</li> <li>Displays the result</li> <li>Shows next heat</li> </ul>	Jumbotron
Timing console	<ul style="list-style-type: none"> <li>Time two athletes simultaneously</li> <li>Measured to 1/100 of a second</li> <li>Located in Results Bench</li> </ul>	
4 sets of Photo Cells	<ul style="list-style-type: none"> <li>Marks Start/finish line</li> <li>Automatically times athletes</li> <li>For tests 1, 3, &amp; 6</li> </ul>	
2 Display Boards	<ul style="list-style-type: none"> <li>Displays the time of the athletes - Tests 1, 2, 3, 5 &amp; 6</li> <li>Displays shot speed for Test 4</li> </ul>	
2 Speed Guns	<ul style="list-style-type: none"> <li>Measuring speed of the athletes shot for Test 4</li> </ul>	
20 Small cubes	<ul style="list-style-type: none"> <li>Marks the 4 course corners for Test 2</li> <li>Weaving obstacles for Zone 2, Test 6</li> <li>10cm x 10cm x 10cm</li> </ul>	
10 Large Cubes	<ul style="list-style-type: none"> <li>Starting Area for all Tests</li> <li>Marks the 4 corners of the course in Test 1</li> <li>Slalom Obstacles Zone 1, Test 6</li> <li>30cm x 30cm x 30cm</li> </ul>	
10 Large Targets	<ul style="list-style-type: none"> <li>Passing Targets - Test 5</li> <li>40cm x 40 cm x 40cm</li> </ul>	
Red and White Flags	<ul style="list-style-type: none"> <li>Used by officials to indicate penalties</li> </ul>	
4 Target Boards	<ul style="list-style-type: none"> <li>Identifies Targets for Test 2</li> </ul>	
100 Pucks	<ul style="list-style-type: none"> <li>Shooting, passing and carrying</li> <li>Tests 2, 4, 5 &amp; 6</li> </ul>	
8 On-ice Obstacles	<ul style="list-style-type: none"> <li>Obstacles for passing pucks over in Test 5</li> <li>Dividers to separate Skill Tests</li> <li>10cm x 10cm x 100cm</li> </ul>	
2 Stickhandling Obstacles	<ul style="list-style-type: none"> <li>Athletes stickhandle through Zone 3, Test 6</li> </ul>	

Role	Symbol	Job Description
Leader:	<b>L</b>	<ul style="list-style-type: none"> <li>▪ Coordinates all on ice activities</li> <li>▪ Acts as Official Starter</li> <li>▪ Adjudicator on any disputes</li> <li>▪ Collects penalty times</li> <li>▪ Informs Results Bench</li> </ul>
Starters:	<b>S</b>	<ul style="list-style-type: none"> <li>▪ Responsible for proper starting and finishing procedures</li> <li>▪ Manually Times Heats</li> <li>▪ Records time or hits</li> </ul>
Transition Officials:	<b>T</b>	<ul style="list-style-type: none"> <li>▪ Correct backward to forward pivot execution in yellow transition zone in Skill 1</li> <li>▪ Report penalties to Leader</li> </ul>
Pylon Officials:	<b>P</b>	<ul style="list-style-type: none"> <li>▪ Two located in each end zone</li> <li>▪ Place cubes over the Skill Test 1 dots</li> <li>▪ Observe for cube touching or missing penalties violations</li> <li>▪ Replacement of moved cubes</li> <li>▪ Report penalties to Leader</li> </ul>
Bench Managers:	<b>B</b>	<ul style="list-style-type: none"> <li>▪ Organisation of athletes on bench</li> <li>▪ Preparation of next competitors</li> </ul>
Off-ice Helpers	<b>✕</b>	<ul style="list-style-type: none"> <li>▪ Organisation of athletes in the back stage area and practice rink</li> <li>▪ Ensure athletes are back to the benches in time for their heats</li> <li>▪ 4 Off-ice by doors</li> <li>▪ 2 at ice resurfacer door</li> <li>▪ 1 at each access door</li> <li>▪ Involved in test set-up and strip down</li> <li>▪ Supplying cubes, obstacles and targets to the on-ice crew</li> <li>▪ Storing cubes, obstacles and targets as they are taken off of the ice</li> <li>▪ Prepare equipment for the next test set-up</li> </ul>

## SKILL TEST 1 – Fastest Lap



### Set-Up Operations

- Cubes are placed on the ice over the Skill Test 1 dots
- A set of Light Sensors are set up at the both start/finish lines
- All players sit on the benches

### Testing Procedures

- This test is timed and begins on the sound of the horn
- The first pair of players will start at the same time from behind the start/finish line
- The players will begin skating backwards in a counter-clockwise direction
- When the player has completed half a lap they will pivot from backwards to forwards
- The pivot must be performed inside the **transition zone** (after the centre red line and before the far blue line)
- The time will stop once any part of the player's body (not including stick) crosses the start/finish line from which they started

### Equipment

- A timing device that will time two players simultaneously
  - The timing will be measured in one hundreds of a second
- 4 Electronic Sensors
- 2 Display Boards



## On- Ice Personnel

ROLE	JOB DESCRIPTION	EQUIPMENT
1 Leader	<ul style="list-style-type: none"> <li>▪ Coordinates all on ice activities</li> <li>▪ Acts as Official Starter and Adjudicator</li> </ul>	<ul style="list-style-type: none"> <li>▪ Horn</li> </ul>
2 Timers	<ul style="list-style-type: none"> <li>▪ Manually time heats</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> <li>▪ Stop watch</li> </ul>
2 Transition Officials	<ul style="list-style-type: none"> <li>▪ Responsible for proper starting and finishing procedures</li> <li>▪ Correct backward to forward pivot execution</li> <li>▪ Assists Timing Heats</li> </ul>	<ul style="list-style-type: none"> <li>▪ Flag</li> </ul>
4 Pylon Officials	<ul style="list-style-type: none"> <li>▪ One located at each corner cube</li> <li>▪ Observe for pylon touching violations</li> </ul>	<ul style="list-style-type: none"> <li>▪ Flag</li> </ul>
2 Bench Managers	<ul style="list-style-type: none"> <li>▪ Organisation of players on bench</li> <li>▪ Preparation of next competitors</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> </ul>
8 Helpers	<p>Before</p> <ul style="list-style-type: none"> <li>▪ All 8 involved in test set-up</li> <li>▪ Cubes are placed over the Skill 1 Test dots</li> <li>▪ Assisting in placement of Light Sensors on the start/finish line</li> </ul> <p>During</p> <ul style="list-style-type: none"> <li>▪ 4 located on ice, one at each corner cube</li> <li>▪ Replacement of moved cubes</li> <li>▪ 4 off-ice by doors</li> </ul>	<ul style="list-style-type: none"> <li>▪ 8 cubes for placement on ice</li> <li>▪ 2 cubes each to act as replacements</li> </ul>

## Rules

Participants must perform the tests as described in the Testing Procedures. Any intentional breach of the rules will result in the participant being disqualified from this skill test. (see Skills Test Protocol on Page 5)

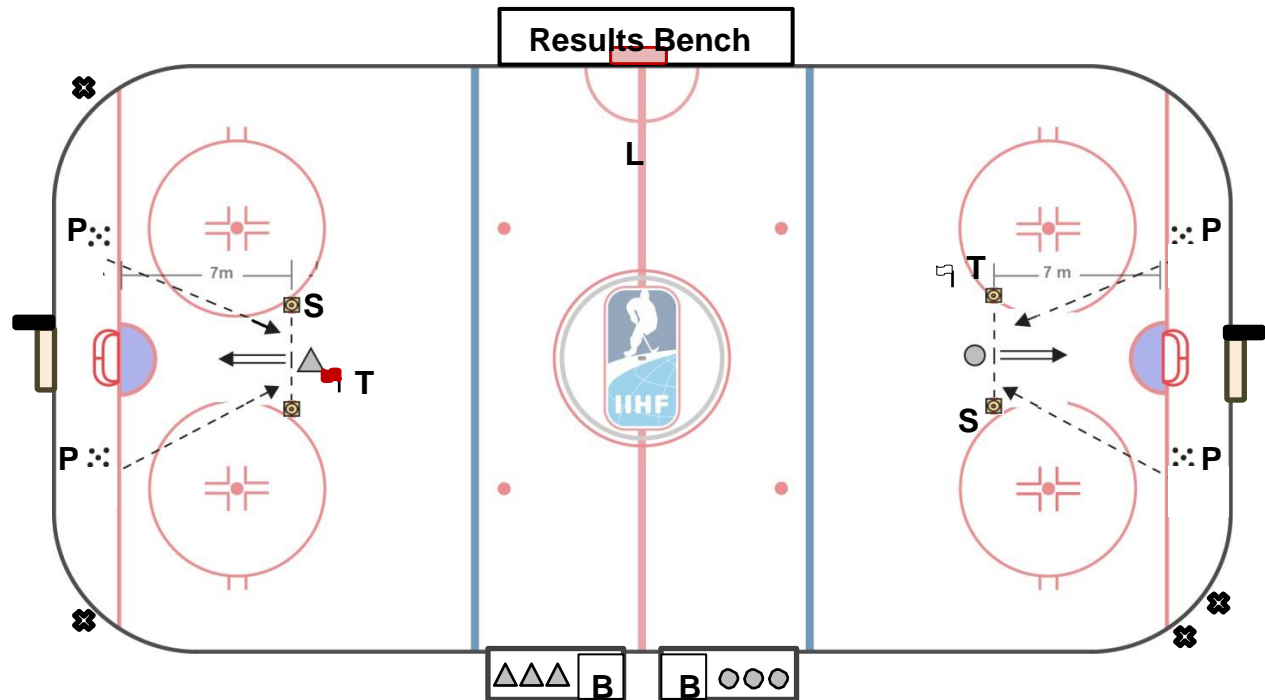
- The players will be given one warning for a false start, this will be identified by a marker placed on their start line
- A player will be disqualified from the test for a second false start
- The skaters entire body must go around the cubes
- Players will be penalized
  - half a second (0.5) for each cube they hit or do not go around
  - 1 second for a pivot that is done outside of the **transition zone**
  - Penalties will be identified by a flag raised by the officials
- The player with the fastest time after penalties have been applied will be declared the winner of the heat

## Tie Breaking Procedures

If two players are tied in time after penalties have been added then the following tie breaking procedures are used:

1. The player that completed the course with the fewer number of penalties
2. The higher start seeding for this test

## SKILL TEST 2 – Shooting Accuracy



### Set-up Operations

- Use spray paint to draw a line on the ice connecting the two Skill Test 2 dots
- Cubes are placed on the ends of the line to form the shooting line
- The Target Boards are placed, one into each net
- Two (2) Puck Passers are positioned behind the goal line and 5 metres to either side of the net with pucks and are ready to pass

### Testing Procedures

- This test is a limited time test of 30 seconds and begins on the horn
- The first pair of players will be positioned behind the shooting line
- Two (2) players will shoot at the same time
- The athlete will indicate which side they want the first pass from
- The Puck Passers will pass the pucks alternatively to the athlete
- The athlete must make eye contact with the Puck Passer before the pass is made
- The athlete receives the passes one at a time and shoots at the targets
- If heat will finish either after the first athlete hits 4 targets or after the 30 seconds expire

### Equipment Required

- A timing device to time the two competing athletes simultaneously and measuring in one hundredths of a second
- 4 Target Boards plus 2 Light Display Boards



## On- Ice Personnel

ROLE	JOB DESCRIPTION	EQUIPMENT
1 Leader	<ul style="list-style-type: none"><li>▪ Coordinates all on ice activities</li><li>▪ Acts as Official Starter and Adjudicator</li></ul>	<ul style="list-style-type: none"><li>▪ Horn</li></ul>
2 Timers	<ul style="list-style-type: none"><li>▪ Manually time heats</li><li>▪ Responsible for proper shooting procedures</li></ul>	<ul style="list-style-type: none"><li>▪ Clipboard &amp; pen</li><li>▪ Stop watch</li></ul>
2 Puck Passers	<ul style="list-style-type: none"><li>▪ Manually passes the pucks to the athlete</li></ul>	<ul style="list-style-type: none"><li>▪ Sticks</li></ul>
2 Scorers	<ul style="list-style-type: none"><li>▪ One located at each net</li><li>▪ Verify target hitting</li></ul>	<ul style="list-style-type: none"><li>▪ Light display</li></ul>
2 Bench Managers	<ul style="list-style-type: none"><li>▪ Organisation of players on bench</li><li>▪ Preparation of next competitors</li></ul>	
4 Helpers	<ul style="list-style-type: none"><li>▪ Preparation of pucks for Puck Passers</li><li>▪ Place cubes onto the shooting line</li><li>▪ Two located at each net</li><li>▪ Removal of debris and pucks in shooting area</li><li>▪ Puck retrieval after test is completed</li><li>▪ Repositioning of pucks for next athlete</li></ul>	<ul style="list-style-type: none"><li>▪ Clipboard &amp; pen</li><li>▪ Cubes</li></ul>
4 Helpers	<ul style="list-style-type: none"><li>▪ Fixing of Target Board into the net</li><li>▪ Placement of net in place</li><li>▪ Preparing for next set-up</li></ul>	<ul style="list-style-type: none"><li>▪ Extra net</li><li>▪ Replacement Target Boards</li></ul>

## Rules

Participants must perform the tests as described in the Testing Procedures. Any intentional breach of the rules will result in the participant being disqualified from this skill test. (see Skills Test Protocol on Page 5)

- Passes that are not received by the shooter count as attempts
- Multiple hits to the same target do not increase the player's score
- Shots taken beyond the shooting line do not count and will be identified by a flag raised by the officials

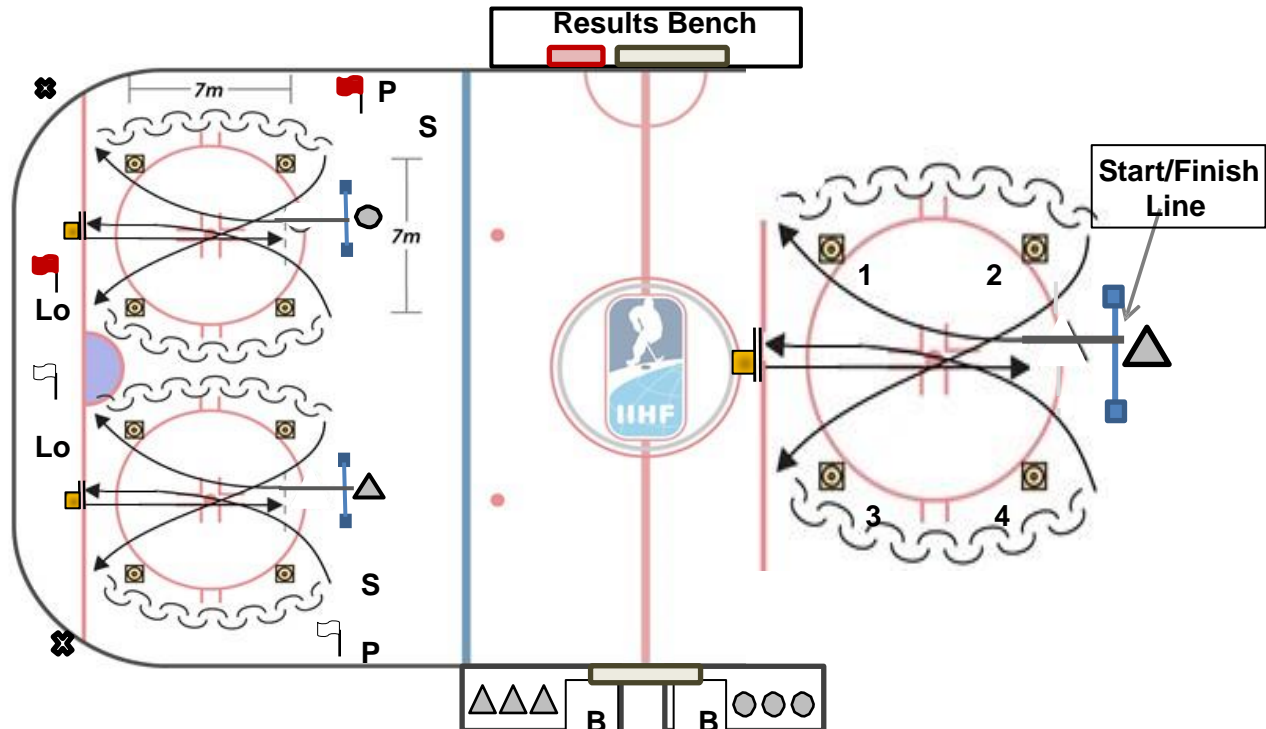
## Tie Breaking Procedures

If shooters are tied, then the following tie breaking procedures are used:

1. The player completing in the shortest amount of time
2. Player using the least amount of attempts (pucks)
3. If they are still tied they will both try to hit the same target with one shot
4. They continue until one shooter hits the target and the other misses

The initial number of targets hit, time and pucks are registered for the results

## SKILL TEST 3 – Skating Agility



### Set-Up Operations

- Cubes are placed on the ice over the Skill Test 3 dots
- Paint the start/finish line between the two dots across the top of the face-off circle
- Players will start from behind the start/finish line

### Testing Procedures: Refer to Test Diagram on right side

- This test is timed and begins on the horn
- Both players compete at the same end of the ice \*\*
- The player skates forward towards the first cube
- At cube 1, the player pivots from forward to backward
- Then skates backwards along the outside to the second cube
- At cube 2, the player pivots from backward to forward
- The player skates diagonally towards the third cube
- At cube 3, the player pivots from forward to backward
- Then skates backwards along the outside to the fourth cube
- At cube 4, the player pivots backward to forward
- Then the player skates forward towards the goal line
- The player stops on or beyond the goal line
- The player then skates forward to the Start/Finish Line
- Heats will alternate from one end of the ice to the other \*\*

#### Footnote

\*\* The exact testing location is dependent upon the timing equipment that will be used

## Equipment Required

- A timing device to time for the two competing players simultaneously
  - The timing will be measured in one hundreds of a second
- 4 sets Electronic Sensors
- 2 Display Boards

## On- Ice Personnel

ROLE	JOB DESCRIPTION	EQUIPMENT
1 Leader	<ul style="list-style-type: none"> <li>▪ Coordinates all on ice activities</li> <li>▪ Acts as Official Starter and Adjudicator</li> </ul>	<ul style="list-style-type: none"> <li>▪ Horn</li> </ul>
2 Timers/Starters	<ul style="list-style-type: none"> <li>▪ Manually time heats</li> <li>▪ Responsible for proper starting and finishing procedures</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> <li>▪ Stop watch</li> </ul>
2 Pylon Officials	<ul style="list-style-type: none"> <li>▪ One located between cubes 1 and 3</li> <li>▪ Observe for cube touching violations</li> <li>▪ Correct backward to forward pivot timing</li> </ul>	<ul style="list-style-type: none"> <li>▪ Flag</li> </ul>
2 Line Officials	<ul style="list-style-type: none"> <li>▪ One located between cubes 1 and 3</li> <li>▪ Observe for cube touching violations</li> <li>▪ Correct backward to forward pivot timing</li> <li>▪ Check stop at goal line</li> </ul>	<ul style="list-style-type: none"> <li>▪ Flag</li> </ul>
2 Bench Managers	<ul style="list-style-type: none"> <li>▪ Organisation of players on bench</li> <li>▪ Preparation of next competitors</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> </ul>
8 Helpers	<p>Before:</p> <ul style="list-style-type: none"> <li>▪ All 8 involved in test set-up</li> <li>▪ Cubes are placed over the, Skill Test 3 dots</li> </ul> <p>During:</p> <ul style="list-style-type: none"> <li>▪ 4 - 1 located at each corner on the goal line</li> <li>▪ Replacement of moved cubes</li> <li>▪ 4 - 1 located next to each Timer/starter</li> <li>▪ Replacement of moved cubes</li> </ul>	<ul style="list-style-type: none"> <li>▪ 16 cubes for placement on ice</li> <li>▪ 2 cubes each for replacements</li> </ul>

## Rules

Participants must perform the tests as described in the Testing Procedures. Any intentional breach of the rules will result in the participant being disqualified from this skill test. (see Skills Test Protocol on Page 5)

- The players will be given one warning for a false start and his will be identified by a marker placed on their start line
- A player will be disqualified from the test for a second false start
- The skater's entire body must go around the pylons
- Players will be penalized
  - half a second (0.5) for each cube they hit
  - 1 second if they stop before the goal line
  - Penalties will be identified by a flag raised by the officials



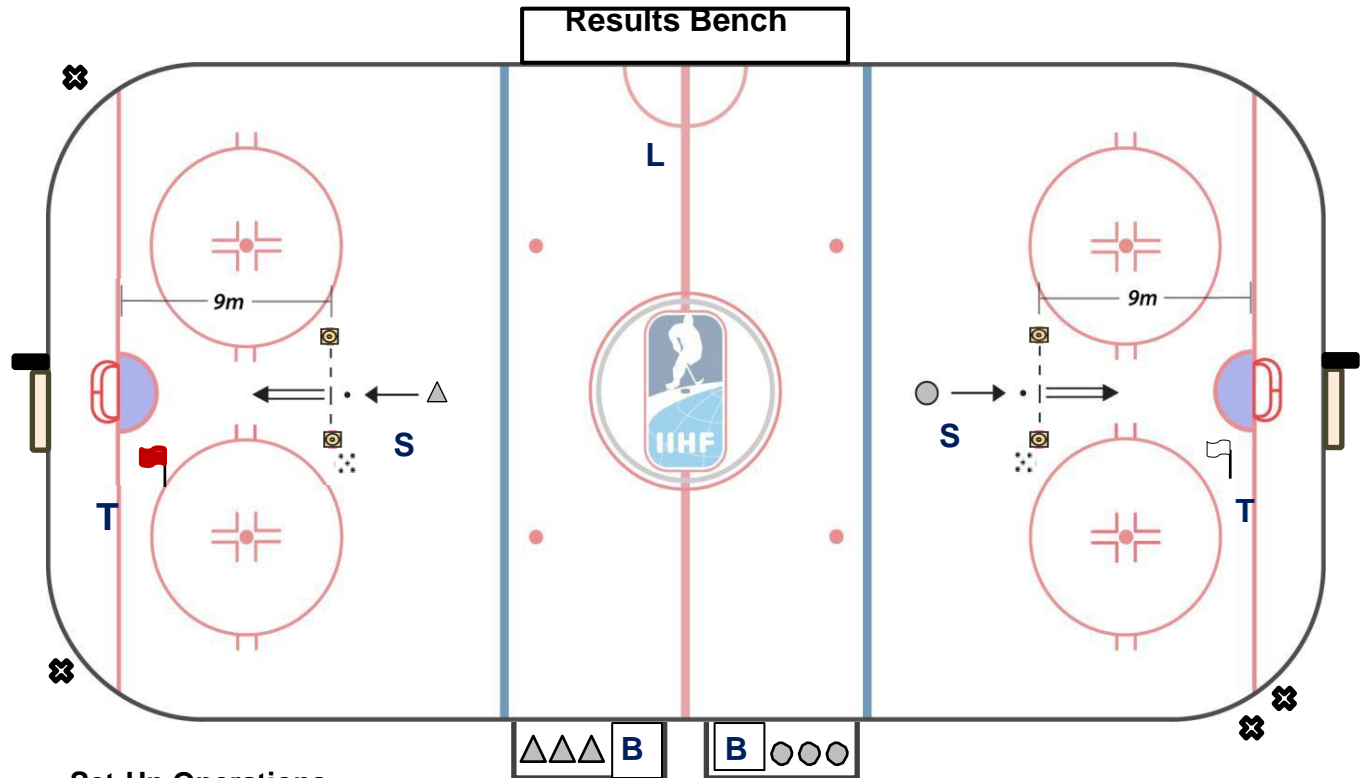
- The player with the fastest time after penalties have been applied will be declared the winner of the heat

### **Tie Breaking Procedures**

If two players are tied in time after penalties have been added then the following tie breaking procedures are used:

1. The player that completed the course with the fewer number of penalties
2. The higher start seeding for this test

## SKILL TEST 4 – Fastest Shot



### Set-Up Operations

- Use spray paint to draw a line on the ice connecting the three Skill Test 4 dots
- Cubes are placed on the ends of the line to form the shooting line
- The radar/speed gun is placed to measure the speed of all the players' shots\*\*\*
- Group of pucks located near the shooting line

### Testing Procedures

- Two players compete, one at each end of the ice, shooting alternately
- One puck is placed behind the shooting line
- One player at a time shoots the stationary puck from the shooting line
- Each player attempts 2 shots
- The player can 'skate into the shot' before shooting the puck
- If they choose to 'skate into the shot' then they must skate starting from inside the near blue line only
- All shots must hit the net to count
- Both shots are registered by radar in kilometres per hour
- The fastest registered shot of two (2) attempts will be counted
- The player with the fastest recorded shot wins

### Footnote

\*\*\* The exact testing placement is dependent upon the measuring equipment that will be used

## Equipment Required

- 2 radar/speed devices that measure speed in kilometres per hour
- 2 Display Board to show speed

## On- Ice Personnel

ROLE	JOB DESCRIPTION	EQUIPMENT
1 Leader	<ul style="list-style-type: none"> <li>▪ Coordinates all on ice activities</li> <li>▪ Acts as Official Starter and Adjudicator</li> </ul>	<ul style="list-style-type: none"> <li>▪ Horn</li> </ul>
2 Monitors	<ul style="list-style-type: none"> <li>▪ Responsible for proper shooting procedures</li> <li>▪ Puck Placement</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> <li>▪ Stop watch</li> </ul>
2 Scorers	<ul style="list-style-type: none"> <li>▪ One located at each net</li> <li>▪ Verify target hitting</li> </ul>	<ul style="list-style-type: none"> <li>▪ Light display</li> </ul>
2 Bench Managers	<ul style="list-style-type: none"> <li>▪ Organisation of players on bench</li> <li>▪ Preparation of next competitors</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> </ul>
8 Helpers	<p>Before</p> <ul style="list-style-type: none"> <li>▪ All involved in test set-up</li> <li>▪ Cubes are placed over the Skill Test 4 dots on the Shooting Line</li> <li>▪ Puck to shooting Line</li> </ul> <p>During - 4 Helpers</p> <ul style="list-style-type: none"> <li>▪ Two located at each net</li> <li>▪ Removal of pucks from net</li> <li>▪ Puck retrieval after the test is completed</li> </ul> <p>4 Helpers</p> <ul style="list-style-type: none"> <li>▪ Preparing for next test set-up</li> </ul>	<ul style="list-style-type: none"> <li>▪ Placement of cubes</li> <li>▪ 10 pucks at each end</li> </ul>

## Rules

Participants must perform the tests as described in the Testing Procedures. Any intentional breach of the rules will result in the participant being disqualified from this skill test. (see Skills Test Protocol Page 5)

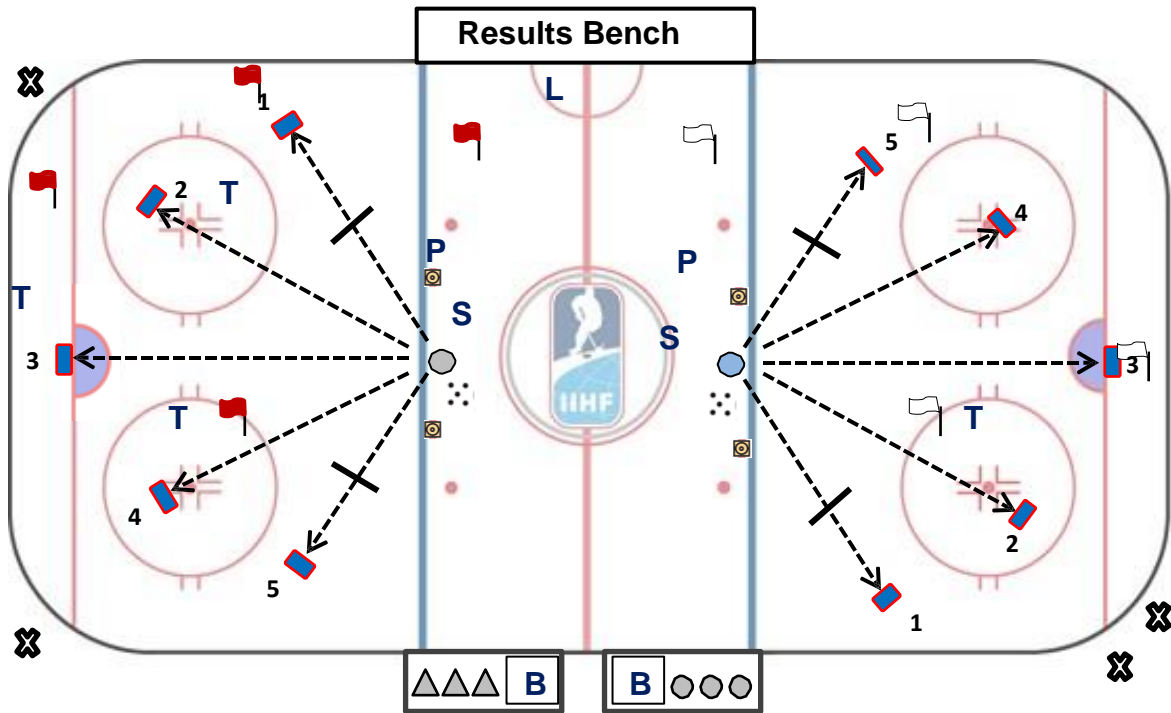
- Shots must hit the net to register a valid time
- Shots that don't hit the net count as an attempt but the speed is not registered
- Shots not taken from behind the shooting line will count as an attempt but the speed is not registered

## Tie Breaking Procedures

1. If shooters are tied, then they will have 1 more shot to determine the winner.

The fastest shot from the initial two shots taken is registered for the results

## SKILL TEST 5 – Passing Precision



### Set-Up Operations

- 5 targets, are placed on the ice over the Skill Test 5 dots at each end
- An obstacle is placed on the ice, over the Test 5 dots, between the passer targets 2 and 5
- Pucks are behind the blue line in the centre of the ice
- The blue line marks the passing line

### Testing Procedures

- This test is a limited timed test of 30 seconds and starts on the horn
- Two players compete - one at each end of the ice
- The player stands behind the passing line
- The athlete has to hit each of the targets in order 1 to 5
- The athlete must successfully hit a target with the puck before moving to the next
- At target 1 and 5 the passes must go over the obstacle
- The passer that hits all 5 targets in the shortest time is the winner
- If the 30 seconds has elapsed before a participant has hit 5 targets then the number of targets hit and passes made will count

## Equipment Required

- A timing device to time for the two competing players simultaneously
  - The timing will be measured in one hundreds of a second
- 10 Targets
- 4 Obstacles
- 2 Display Boards

## On- Ice Personnel

ROLE	JOB DESCRIPTION	EQUIPMENT
1 Leader	<ul style="list-style-type: none"> <li>▪ Coordinates all on ice activities</li> <li>▪ Acts as Official Starter and Adjudicator</li> </ul>	<ul style="list-style-type: none"> <li>▪ Horn</li> </ul>
2 Passing Line Officials	<ul style="list-style-type: none"> <li>▪ Manually times heats</li> <li>▪ Responsible for proper shooting procedures</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> <li>▪ Stop watch</li> </ul>
2 Scorers	<ul style="list-style-type: none"> <li>▪ Verify target hitting</li> <li>▪ Counts attempts</li> </ul>	<ul style="list-style-type: none"> <li>▪ Light display</li> </ul>
4 Target Monitors	<ul style="list-style-type: none"> <li>▪ Two located at each end between targets 2/3 and 4/5 - Monitor targets</li> </ul>	<ul style="list-style-type: none"> <li>▪</li> </ul>
2 Bench Managers	<ul style="list-style-type: none"> <li>▪ Organisation of players on bench</li> <li>▪ Preparation of next competitors</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, pen</li> </ul>
8 Helpers	<p>Before</p> <ul style="list-style-type: none"> <li>▪ All involved in test set-up</li> <li>▪ Placement and fixing of targets and obstacles over the, Skill Test 5 dots</li> <li>▪ Placing pylons &amp; pucks on the Shooting line</li> </ul> <p>During</p> <ul style="list-style-type: none"> <li>▪ One located in each corner</li> <li>▪ One located at blue line near the player benches</li> <li>▪ One next to Scorer</li> <li>▪ Retrieval and removal of pucks after test</li> <li>▪ Movement of pucks back to passing line</li> <li>▪ Replacement of obstacles and targets</li> </ul>	<ul style="list-style-type: none"> <li>▪ Cubes</li> <li>▪ 4 buckets of Pucks</li> </ul>

## Rules

Participants must perform the tests as described in the Testing Procedures. Any intentional breach of the rules will result in the participant being disqualified from this skill test. (see Skills Test Protocol on Page 5)

- The player can only move to the next target when one is hit with a puck
- At targets 1 and 5 the passes must go over the obstacle
- Multiple hits on the same target do not increase the score
- Passes not made from behind the blue line count as an attempt but a hit target will not be registered - This will be identified by a flag raised by the officials



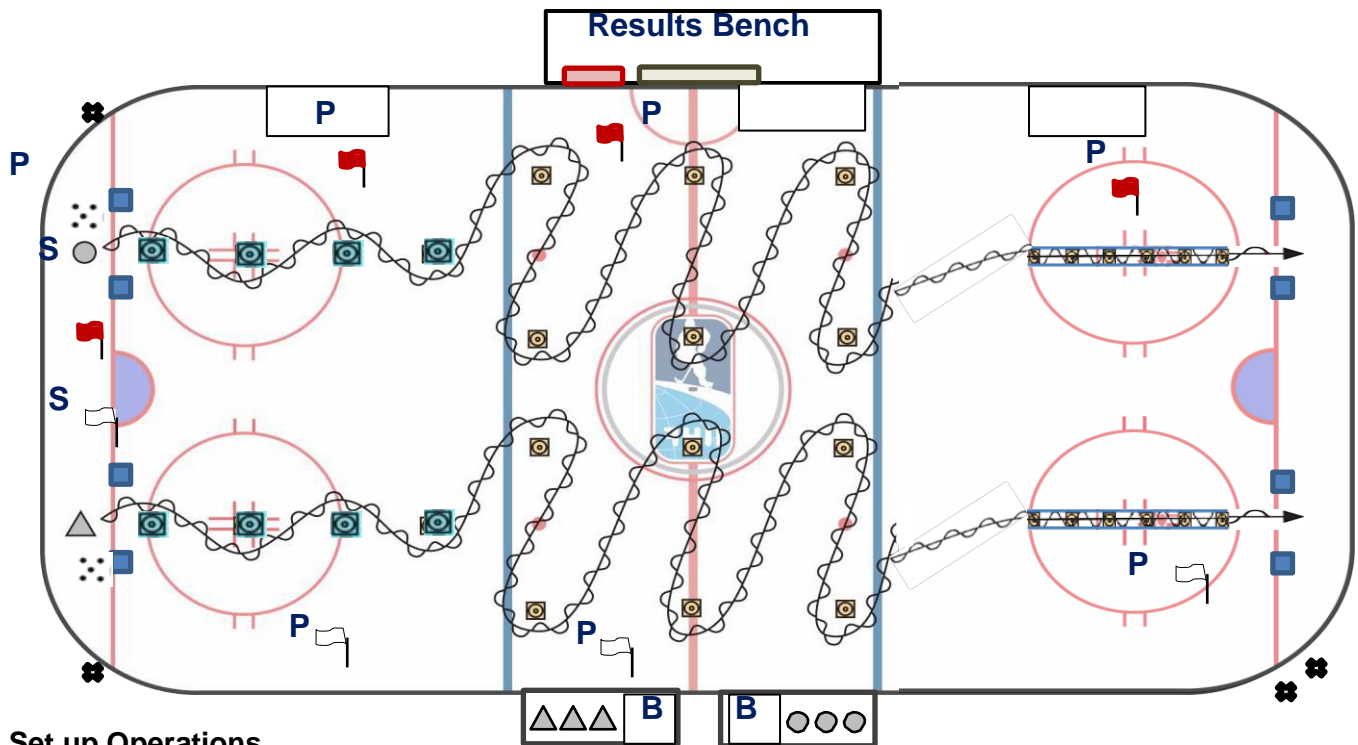
### **Tie Breaking Procedures**

If passers are tied, then the following tie breaking procedures are used:

1. The player completing in the shortest amount of time
2. Player using the least amount attempts (pucks)
3. If they are still tied they will both try to hit the same target with one pass
4. If they are still tied they will both try to hit the another target with one pass and they continue until one athlete hits the target and the other misses

The initial number of targets, time and pucks are registered for the results

## SKILL TEST 6 – Puck Control



### Set up Operations

- Cubes and stickhandling obstacles are placed on the ice over the Skills Test 6 dots
- The goal line at one end of the ice marks the start line
- Goal line at the opposite end of the ice is the finish line

### Testing Procedures

- This test is timed and begins on the sound of the horn
- Both players start at the same end of the ice, with their feet behind the start line
- Ice surface is broken into 3 zones
  - Zone 1:
    - Player skates forward with the puck towards the line of 4 cubes
    - Skates through the cubes in a slalom pattern
  - Zone 2:
    - The player skates to the one cube of the first pair The player weaves through the 3 pairs of cubes
    - After the last pair of cubes, the player skates into Zone 3
  - Zone 3:
    - The player skates to the 5 stickhandling obstacles
    - While straddling the stickhandling obstacles the player stickhandles the puck through all 5
    - The players then skates across the finish line to complete the test



## Equipment Required

- A timing device to time for the two competing players simultaneously
  - The timing will be measured in one hundreds of a second
- 4 sets of Electronic Sensors
- 4 Display Boards

## On- Ice Personnel

ROLE	JOB DESCRIPTION	EQUIPMENT
1 Leader	<ul style="list-style-type: none"> <li>▪ Coordinates all on ice activities</li> <li>▪ Acts as Official Starter and Adjudicator</li> </ul>	<ul style="list-style-type: none"> <li>▪ Horn</li> </ul>
1 Starting Line Official	<ul style="list-style-type: none"> <li>▪ Responsible for proper starting procedures</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard, stop watch</li> </ul>
1 Finishing Line Official	<ul style="list-style-type: none"> <li>▪ Responsible for proper finishing procedures</li> </ul>	<ul style="list-style-type: none"> <li>▪ Flag</li> </ul>
6 Zone Officials	<ul style="list-style-type: none"> <li>▪ Two located in each zone</li> <li>▪ Observe for pylon violations</li> </ul>	<ul style="list-style-type: none"> <li>▪ Flag</li> </ul>
2 Bench Managers	<ul style="list-style-type: none"> <li>▪ Organisation of players on bench</li> <li>▪ Preparation of next competitors</li> </ul>	<ul style="list-style-type: none"> <li>▪ Clipboard &amp; pen</li> </ul>
8 Helpers	<p>Before</p> <ul style="list-style-type: none"> <li>▪ All 8 involved in test set-up</li> <li>▪ Cubes and pucks are placed over the, Skill Test 6 dots on the ice</li> </ul> <p>During</p> <ul style="list-style-type: none"> <li>▪ Two located in each zone</li> <li>▪ Replacement of moved cubes</li> <li>▪ One at each end organising pucks</li> </ul>	<ul style="list-style-type: none"> <li>▪ 20 cubes</li> <li>▪ 2 spiked obstacles</li>   <li>▪ 2 cubes each for replacements</li> </ul>

## Rules

Participants must perform the tests as described in the Testing Procedures. Any intentional breach of the rules will result in the participant being disqualified from this skill test. (see Skills Test Protocol on Page 5)

- The players will be given one warning for a false start and this will be identified by a marker placed on their start line
- A player will be disqualified from the test for a second false start
- The skater's entire body must go around the pylons
- Players will be penalized
  - half a second (0.5) for each pylon they hit
  - 1 second for every pylon they miss
  - Penalties will be identified by a flag raised by the officials
- If a player misses 3 cubes in total they will be disqualified from the test



- Players will be awarded
  - a one second, bonus for each zone they complete without hitting or missing pylon (up to a total of 3 seconds)
- The players bonus time will be deducted from their finishing time
- The player with the fastest time after penalties have been applied and bonus time has been deducted will be declared the winner of the heat

### **Tie Breaking Procedures**

If two players are tied in time after penalties have been added then the following tie breaking procedures are used:

1. The player that completed the course with the fewer number of penalties
2. The higher start seeding for this test