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 top goalies.
    3. If still tied, then continue down the goalie ranking until only one player scores against the next highest ranked goalie.
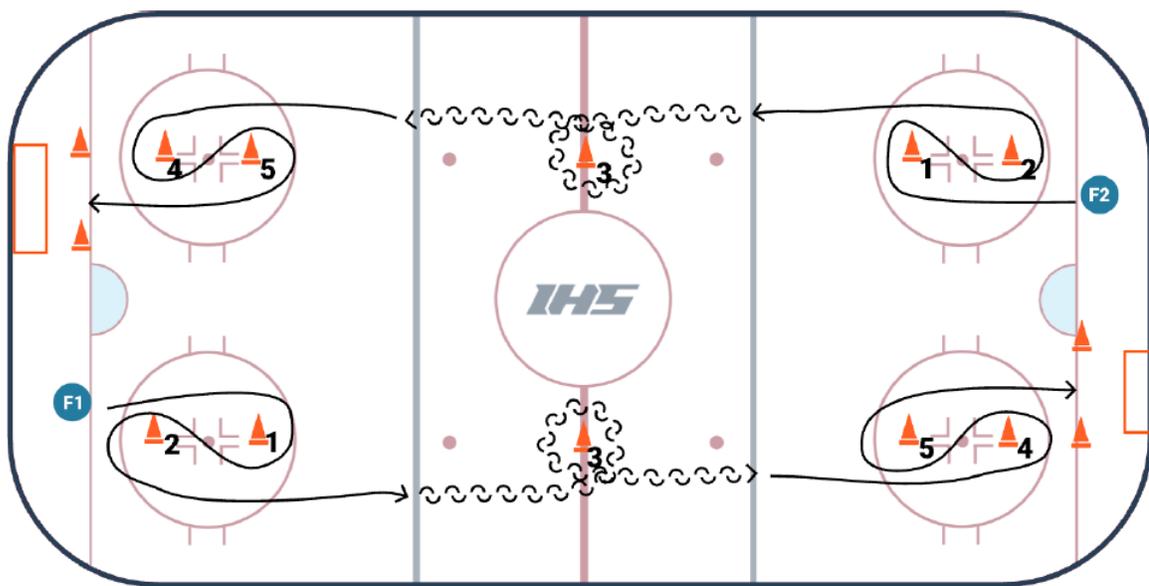
Fastest Skater

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 with skates behind goal line.
2. On whistle, time will start, and player will skate the agility course – see below.
3. Time will stop when players skate hits the goalline at the finishing gate:

Skills Agility Course

Description

On whistle players skate forwards around cones 1 and 2.
Player will pivot backwards at the blue line then skate backwards around cone 3.
Continue skating backwards until the far blue line then pivot forwards and around cones 4 and 5.
Time will stop when players skate hits the goal line