

MASCO CLASSIC XV

SKILLS COMPETITION RULES

This information is intended to explain the Skills Competition so that there is no confusion. Players who participate in the Relay Race are not eligible for the Shoot-Out and vice-versa. We want to encourage participation so all players should be assigned to a skills team. It is left up to the individual coaches to select the players for each skill. Coaches should register their players at the sign-in desk at the beginning of the tournament. New ice may not be made for the Skills Competition.

RELAY RACE:

The relay race will consist of six-player teams, with each player racing one complete lap of the ice. A hockey stick will act as a baton that must be passed from player to player. The nets will be moved and cones placed on the face-off dots to highlight the course. This will not be a timed event—the winner is the first to cross the red line at center ice. Winners of their respective heats will move on to the finals. Teams cannot change players between heats. Referees can disqualify teams for deliberately pushing an opponent or for cutting the cones. Their decision will be final. Teams will draw numbers so as to designate the teams as Team 1 through Team 4. In heat #1-Team 1 will race Team 2 and in heat #2-Team 3 will race Team 4. The winners of each heat will race head-to-head in the medal round.

The relay will start with the first player from each team in that heat lining up at the red line (center ice). The players will start on the referee's whistle. They will race one complete lap around the cones. If a cone is cut, the team will be disqualified. Bumping a cone does not necessarily count as cutting a cone, and the referee's decision in the matter will be final. The next player in order (as determined by the coach) will be positioned at the blue line by the skills official. As the first player with the stick nears the blue line, the second player should start skating so that he or she has a "head of steam" when the stick is passed. The stick can only be passed between the blue lines. The procedure will repeat until all six skaters for each team have each completed a full lap. A full Lap is defined as a player departing the neutral zone with possession of the baton and crossing the red line while still in possession of the baton (hand-offs may take place anywhere between the blue lines). Players are reminded to hold their lanes until the opposing players have passed in order to avoid collisions. Medals will be awarded to the six members of the winning team. Gloves do not have to be worn; however, be aware that hands and fingers are susceptible to injury should a fall occur.

SHOOT-OUT:

All non-relay skaters and goalies will participate. For teams with 2 goalies, the goaltenders will change "on-the-fly" at the 1 minute mark of the shoot-out round and receive a combined save percentage score. The goaltending order will be drawn from cards containing an ace, two, three and four with the goalie drawing the ace going first and his team will be designated as team 1.

Shooters will go in team order starting with team 2 and finishing with team 1 (i.e. 2,3,4,1). Shooters will not shoot on their own goaltenders. With the number one goalie in the net, team 2 shooters will line up at center ice and will have two minutes to shoot one at a time down the line and try to score a goal. The referee will signal the first player to go. After the first shot, the player will circle back to the blue line, once the initial shooter crosses the blue line, the next player in line may go and repeat the same, and so on down the line until time is up. The shooter should go to the end of the line so that he/she may shoot again when it is his/her turn. The goalie (or goaltending team) with the best save percentage (goals allowed/shots) will win the goalie portion, while the team scoring the most goals will win the shooter portion of the competition. Only one shot will be allowed per try—no second shots or rebounds (penalty shot rules). In the event of ties, a shoot-off between the tied teams or goaltenders will take place until a winner has been determined. Medals will be awarded to the winners.