The purpose of the skills competition is to test the various skills of individual members of each of the teams participating in the Showcase Tournament.

1. The spirit of the competition is to have every player involved.
2. Teams will be awarded 20 points for every player present to participate in the skills competition up to a maximum of 200 points per team. Coaches will be required to verify all players present are members of their team. (see note following re goaltenders)
3. Each team must have a goaltender. Goaltender substitution will be allowed in accordance with the procedures of Aurora Minor Hockey, otherwise no goaltender points will be awarded for that team.
4. Coaches must be on the ice with their team and will be responsible for team discipline and for participation as required.
5. All players must participate in the numerical order from lowest to highest as indicated on the Aurora Minor Hockey Association House league roster lists during skills drills. The only exception is when the goaltender is participating in another drill. All sweaters must show the number allocated by Aurora Minor Hockey(no unnumbered sweaters). All shirts must be outside of pants, not tucked in.

All skills competitions, including relay races, will be run in one half hour segments for either two or three teams depending on the age division. Detailed information on the time for each team participating in the skills competitions is outlined in the attached skills schedule.

All skills drills will be 5 minutes in length plus 1 minute for explanation at the start of each drill. All timing will be done by the time clock and with the use of the buzzer to start and finish each drill.

1. In the 6 team divisions, 1st place gets 6 points, 2nd place gets 5 points, 3rd place gets 4 points, etc.
2. In the 4 team divisions, 1st place gets 4 points, 2nd place gets 3 points, 3rd place gets 2 points, etc.

Points earned by each team in the skills competition will be included in the overall standing of each age division. **Skills results will be posted as soon as possible after tabulation.**

**Teams**

Tyke - Black 4 teams PeeWee Black 4 teams

Tyke Gold 4 teams PeeWee Gold 4 teams

Novice 4 teams Bantam Black 4 teams

Atom Black 4 teams Bantam Gold 4 teams

Atom Gold 6 teams

Total: 38 teams

**All decisions of the Skills Committee of the Optimist Club of Aurora are final.**

*Items in italics, bold, underlined and colour blocked are changes in skills competitions from the previous year.*

### Skating

#### Tyke, Novice and Atom

The skating segment of the skills competition will utilize the two cones, one on each side of the rink. Players will forward skate, in a figure 8, as shown below, around the two end cones. All skaters will start from behind the designated starting line and skate as fast as possible around the cones as shown below. Each player will make one complete circuit. Once the player has completed the circuit, the next player then starts and makes a complete circuit. Players will continue in numerical sequence and will move to the back of the line after their turn. This will continue until the allocated time has expired. As many players as possible will skate during the allocated time and each skater must remain in the sequence in which he /she started. Scores will be based on one point for rounding each cone successfully. If the cone is moved or knocked over, no points will be given for that cone. No points will be scored for a player going out of numerical sequence. **Goaltenders will not take part in this skill**, but will participate in the shooting competition while the skating competition is going on.

**Total skating time per team: 5 minutes**

###### Maximum points for each successful circuit: 2

 Cone **x Starter Cone**

 (Face-off Dot) (Face-off dot)

 **Start & Finish**

 **Line**

### Stick-handling

#### Tyke, Novice and Atom

Five cones will be placed in a straight line across the ice surface. All players, including goaltenders, will be skating and stick-handling with a puck. Goaltenders may use the stick of their choice and must wear protective hockey gloves.

Each player will make one circuit across the rink and back as shown below. Once the player has completed the drill, the next player then starts and completes the drill. Players will continue in numerical sequence and will move to the back of the line after their turn. This will continue until the allocated time has expired. The total time for actual skating will be 5 minutes for all age divisions. As many players as possible will skate during the allocated time. Scores will be based on **one** point for rounding each cone successfully. If a cone is moved or knocked over, no points will be given for that cone. No points will be given for players going out of numerical sequence.

**Total stick-handling time per team: 5 minutes**

**Maximum points for each successful circuit: 10**

 **Starter x** Finish

### Shooting

#### Tyke, Novice and Atom

The members of each team will take turns in numerical sequence shooting on the goaltender who will be from another team. Each shooter including the goaltender of the shooting team will have 4 shots on the net per turn, then go to the end of the line. ***The four pucks will be stationary in a line across the ice at the designated distance.***  Each player shall take two forehand shots, then two backhand shots from a standing position at a designated distance for each age group. Goaltenders must be allowed a reasonable amount of time to reset their ***regular standing*** position before the next shot. The skill runs continuously for the full five minutes regardless of the number of shots by each player. One point will be awarded to the goaltender for each shot that does not result in a goal and will count towards his team total. **One** point will be awarded to the player on the shooting team for each goal scored. Goaltenders being shot upon must remain within the goal crease. No points will be awarded if a player shoots out of numerical sequence. Goaltenders must participate in this shooting skill. **Coaches are required to assist in puck retrieval.**

4 shots per turn, 2 forehand, then 2 backhand with a total shooting time per team: 5 minutes

 Goal

 Line Cone

 Net Tyke Novice Atom

 Cone

 18’

 22’

 25’

### Shooting

#### PeeWee and Bantam

A radar device will be set up for the minor and major peewee, minor and major bantam and midget divisions. Each player, except the goaltender who will be participating in the breakaway passing drill, will shoot 5 pucks at the net. All shots, including slap shots, will be forehand shots. All players will shoot in numerical sequence as outlined in the general rules. The speed of all shots will be recorded. No points will be awarded for any player shooting out of numerical sequence. Points will be awarded for goals on the following basis:

 91+ Kph 5 points

 81-90 Kph 4 points

 71-80 Kph 3 points

 61-70 Kph 2 points

 51-60 Kph 1 point

 less than 51 0 points

The 10 hardest shots from each team will count*.* The 10 hardest shots from each team will be averaged. The team with the highest average of the 10 qualifying shots will be awarded 5 bonus points. In the event of a tie, the tied teams will each be awarded 5 points. **Coaches are required to assist in puck retrieval.**

**Total shooting time per team: 5 minutes**

 Goal

 Line Cone

**Radar**

**Device**

 Net PeeWee

 Bantam

 Midget

 Cone

 30’

### Shooting Accuracy

##### PeeWee and Bantam

A standard net will be set up with a sheet of plywood on the open face. The corners of the plywood covering the opening of the goal will be cut out.. Each player will shoot 4 pucks at the net per turn attempting to put a puck in any of the four corners. ***No puck can go in the same corner in any 4 shot sequence.*** All payers must shoot in numerical sequence. No points will be given to any player shooting out of numerical sequence. Goaltenders may use the stick of their choice and must wear protective hockey gloves. **Coaches are required to assist in puck retrieval.**

Points will be allocated on the following basis:

1. 1 point for each lower corner
2. 5 points for each top corner
3. 10 point bonus for each player shooting pucks in all four corners

**Total shooting time per team: 5 minutes**

 Goal

 Line Cone

 Plywood Sheet

 With Corners cut Out

 Net PeeWee

 Bantam

 Midget

 Cone

 30’

 Corner Cutouts Plywood Sheet Corner Cutouts

 Goal Net

### Breakaway Shooting

#### PeeWee and Bantam

Each team will line up behind the blue line. **The puck will be passed out from the corner by the coach or designated passer to the incoming player**. All coaches must be in the corneror behind the blue line. The incoming player then attempts to score on the goaltender in the manner of a breakaway. There will be no play on rebounds. Once the play is made, the shooting player than returns to his team behind the blue line. **Only after the previous shooter crosses back over the blue line can next shooter start.** The goaltender is not from the same team as the shooting player. Each goal counts one point for the shooting team and **one point will be awarded to the goaltender for each shot that does not result in a goal and will count towards his team total.** If any player commits any action that would constitute a penalty under normal game conditions, he shall not be awarded any points for that play and the non-offending player/team shall receive one point. (i.e. goaltender throwing stick). All payers must shoot in numerical sequence. No points will be recorded for any player shooting out of numerical sequence or any player starting prior to the previous shooter crossing back over the blue line. If a player misses a pass, he shall return to the end of the line as if the play had been completed. **Goaltenders of the shooting team will not participate in this skill.**

Total shooting time per team: 5 minutes.

 **Blue Line**

 **Goal**

 **Line**

 Player attempts to score on goaltender

 then returns to own team

 behind blue line Teams line

 up behind

 Net blue line

Puck pass out by Coach

 or Designated Passer toPeeWee

 Incoming Player Bantam

 Midget

Coach or

Designated

Passer

### Relay Race

#### All Divisions

Immediately following the end of the skills competition for each half hour group, a relay race will be conducted. There will be four (4) skaters from each team who will be selected by the coach and the team. All participants, including goaltenders, must wear full protective equipment at all times. The starting skaters must go all the way around the outside of the cones and pass the baton to the second skater within the baton passing area. This is repeated until all 4 skaters from each team have crossed the finish line. **Each team of skaters will be timed and all teams will be racing against the clock.**

##### Each violation (i.e. knocking over cones, cutting inside cones, failure to pass the baton within the designated passing area, deliberate bumping, losing gloves deemed to be deliberate by the judges, etc.) will result in the addition of 5 seconds to the time of the violating team. The timer for each team will keep track of cone violations.

Each team will be allowed 1 false start. Any subsequent false start will result in the disqualification of the team. A whistle will be blown to start each race.

Points will allocated in each division on the following basis:

1st – 10 points, 2nd – 7 points, 3rd – 5 point, 4th – 3 points.

