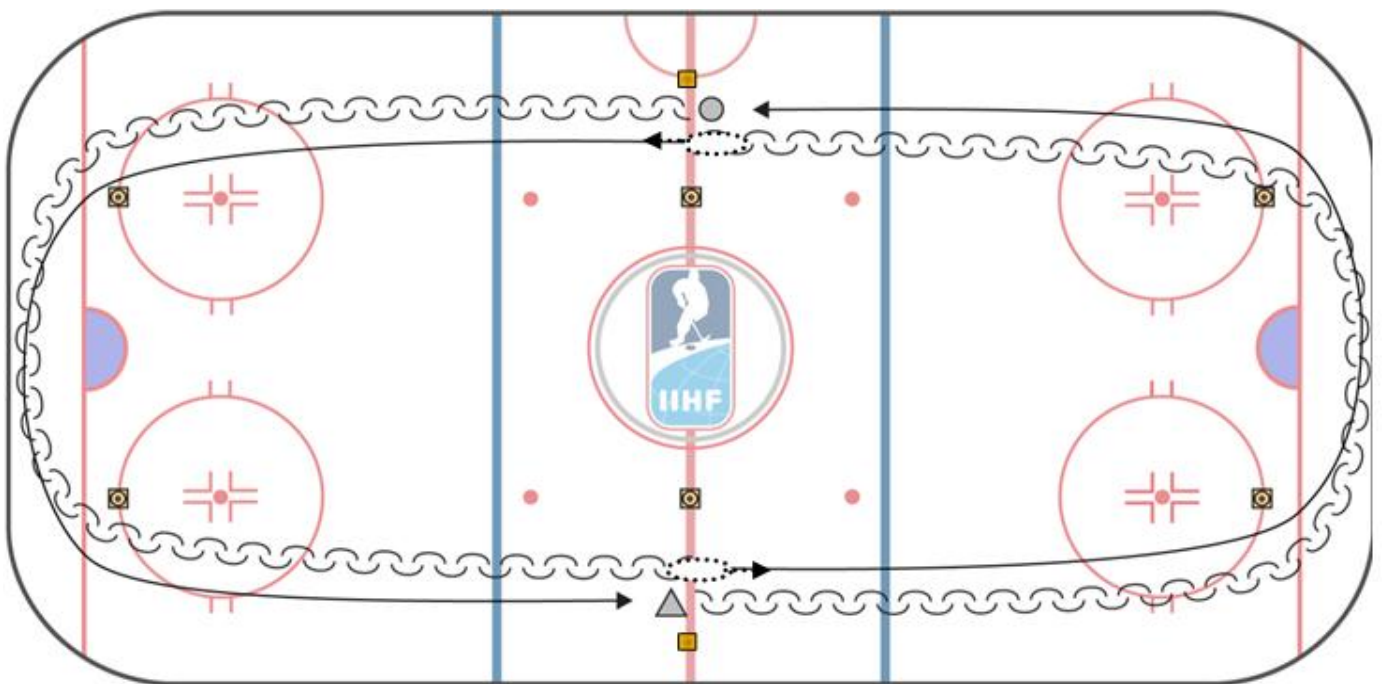


# 2012 WINTER YOUTH OLYMPIC GAMES



## SKILLS CHALLENGE TESTS OPERATIONS



# National Association Edition

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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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## National Association Edition

### YOG Skills Challenge Competition

The Skills Challenge Competition at the 2012 Youth Olympic Games will feature advanced skill evaluations (tests) that are based on the original skills used during the Skills Challenge Qualification System. The competition format and structure has been adjusted to increase the skill level and competitiveness for the 2012 Youth Olympic Games.

#### Skills Challenge Protocol

1. The Skills Challenge will take place from 13<sup>th</sup> – 22<sup>nd</sup> January 2012, during the 2012 Youth Olympic Games in Innsbruck Austria
2. Participants will consist of the 15 qualified female and 15 qualified male players along with 1 male player and 1 female player from the host nation
3. The YOG Skills Challenge Competition will be made up of two phases; Qualification and Grand Final
4. The boys and girls competitions will be operated during the same ice session for both the Qualification and Grand Final phases
5. Both phases 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
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 be disqualified from the competition.

## Test 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.

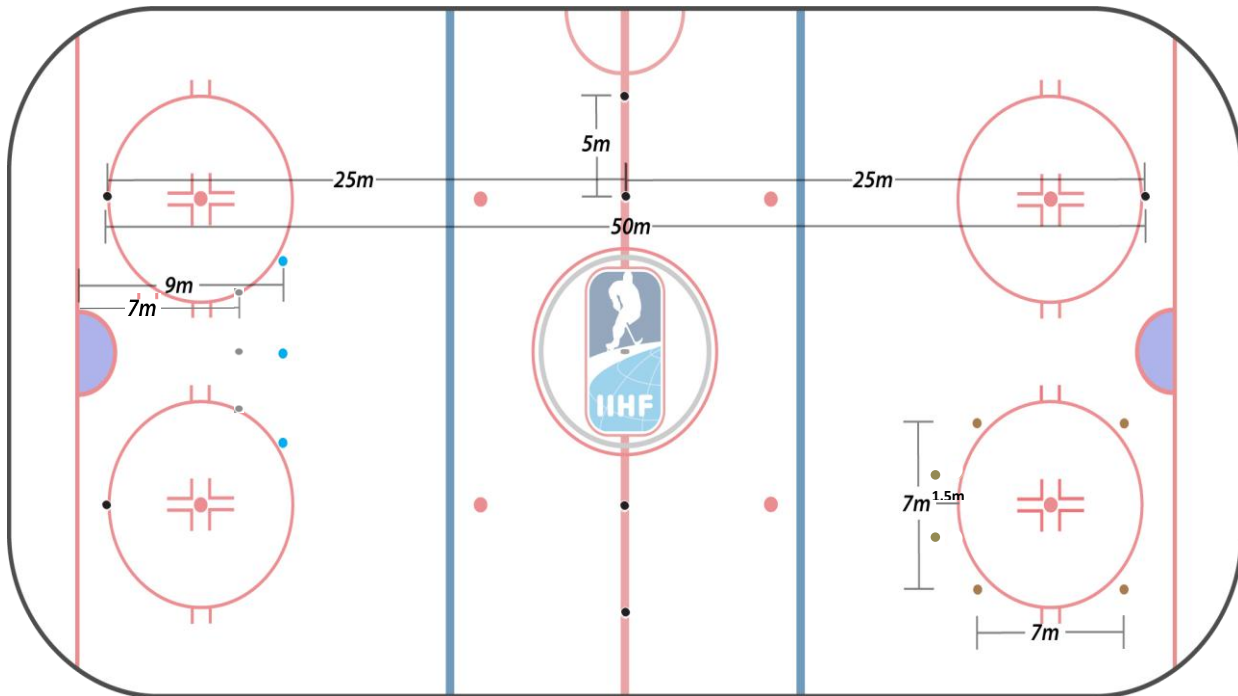
The following two pages diagrams show the approximate locations of test markings and describe the individual measurements and markings for all 6 tests. These diagrams are meant to be an overview of the pre-competition ice set-up and are not an exact to scale model.

These markings are identified by the following colours:

### Legend

- Black: Test 1
- Grey: Test 2
- Brown: Test 3
- Blue: Test 4
- Green: Test 5
- Red: Test 6

## Tests 1-4



### 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 end zone 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 9 metres from the goal line
  - Mark Dot 2 of face off circle
- Repeat on the other side for Dot 3
- Duplicate at other goal

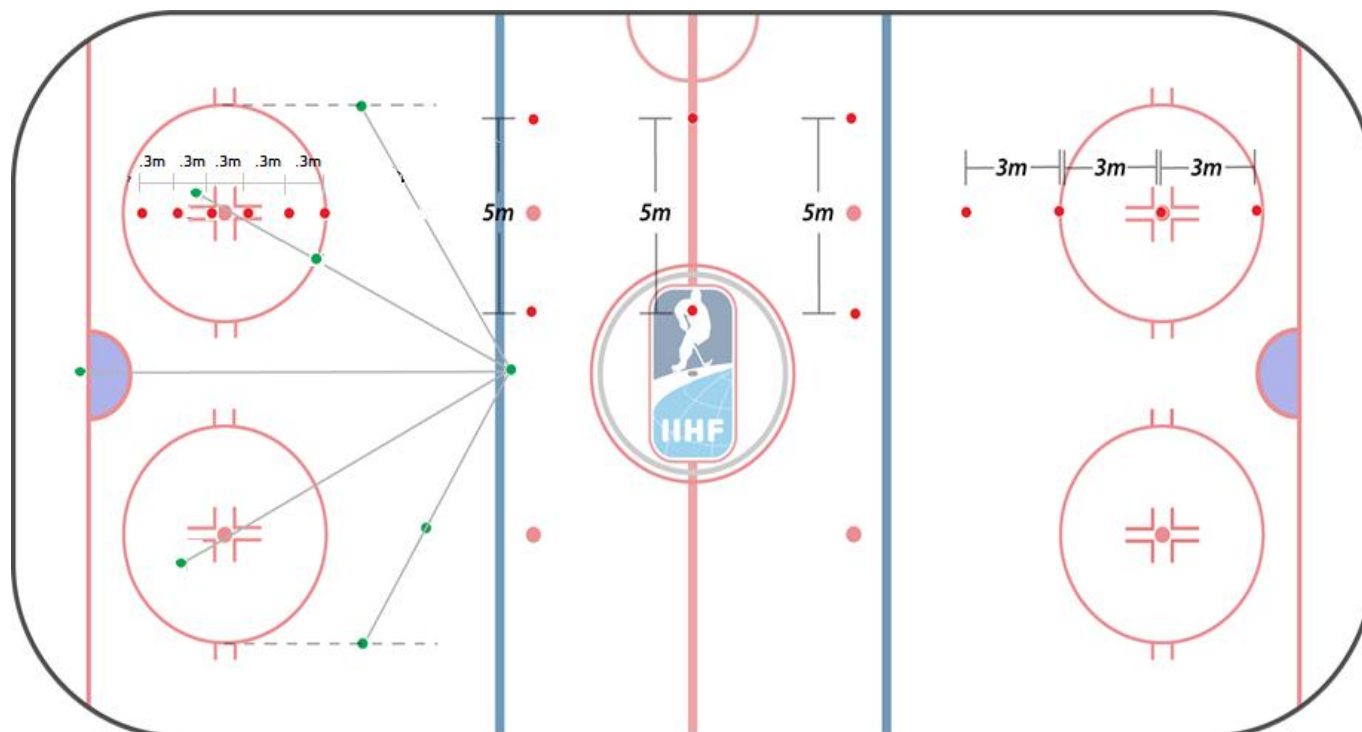
### Test 3 Brown Dots

- 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



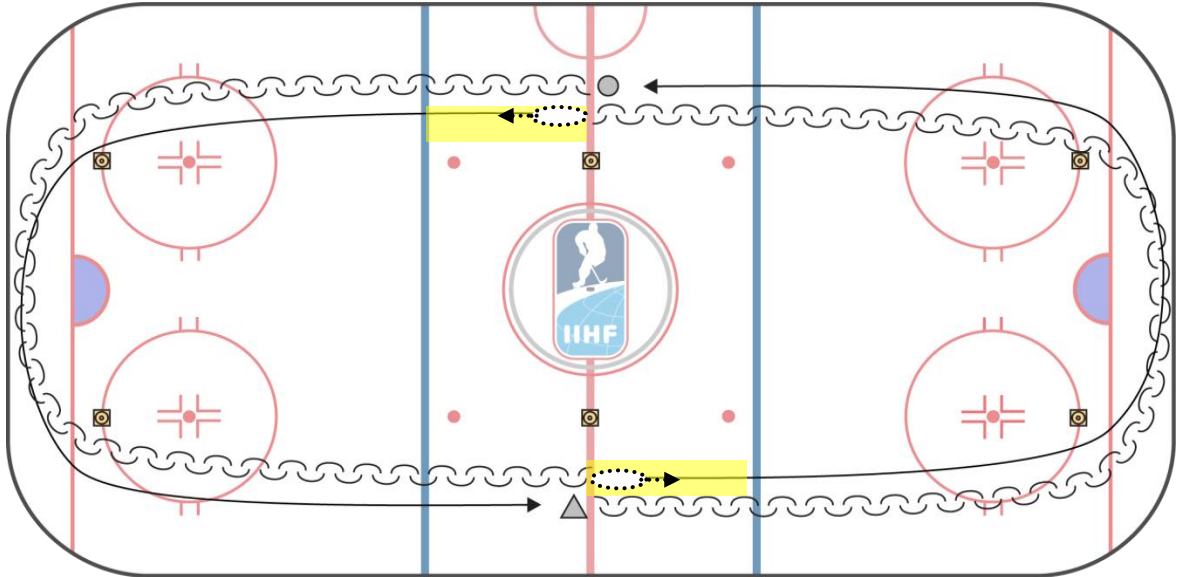
### Test 5 Green Dots

- 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 1 metre behind the faceoff dot
  - Repeat for Target 4's dot in 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 face-off 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 the faceoff circle inside the far Blue Line, measure out 6 dots
  - Each is 0.3 metres apart in line with the face-off dot

## SKILL TEST 1 – Fastest Lap



### Set-Up Operations

- Pylons are placed on the ice over the Skill Test 1 dots
- The centre red line, on both sides of the rink, forms the start/finish line

### Testing Procedures

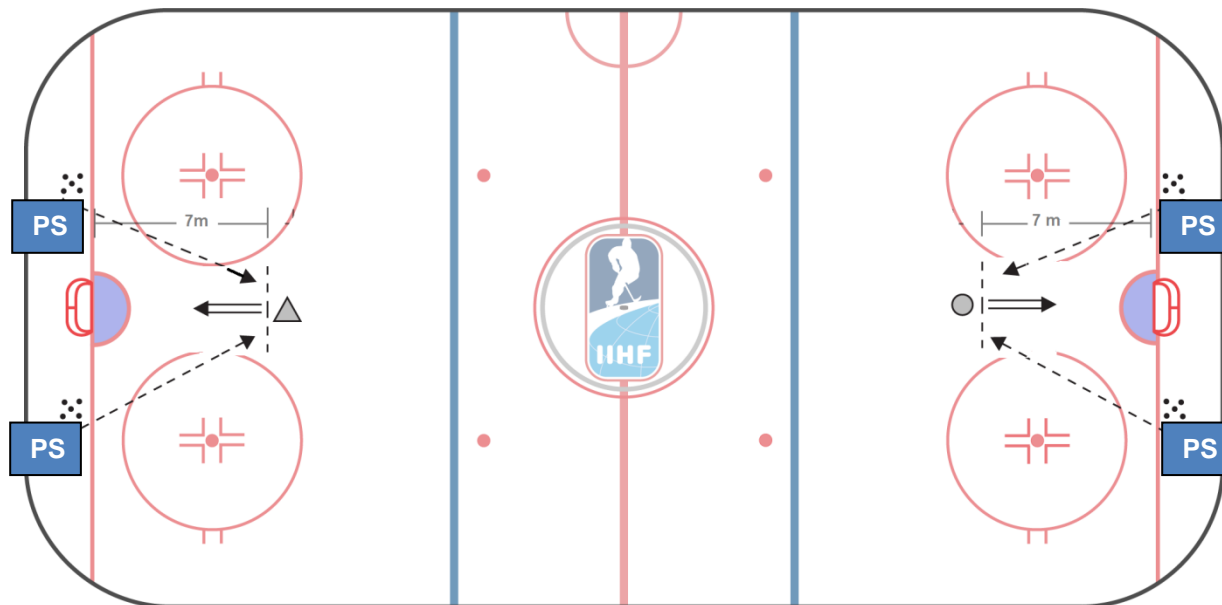
- This test is timed and begins on the horn
- The first pair of players will start at the same time from behind the start/finish line
- The players will begin skating backwards in a counter-clockwise direction
- When the player has completed half a lap they will pivot from backwards to forwards
- The 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

### Rules

- 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 pylons
- Players will be penalized
  - half a second (0.5) for each pylon they hit or do not go around
  - 1 second for a pivot that is done outside 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



## SKILL TEST 2 – Shooting Accuracy



### Set-up Operations

- Use spray paint to draw a line on the ice connecting the 2, Skill Test 2 dots
- Pylons are placed on the ends of the line to form the shooting line
- The Target Boards are placed into each the net
- Two (2) puck passing machines, filled with pucks, are positioned behind the goal line and 5 metres to either side of the net

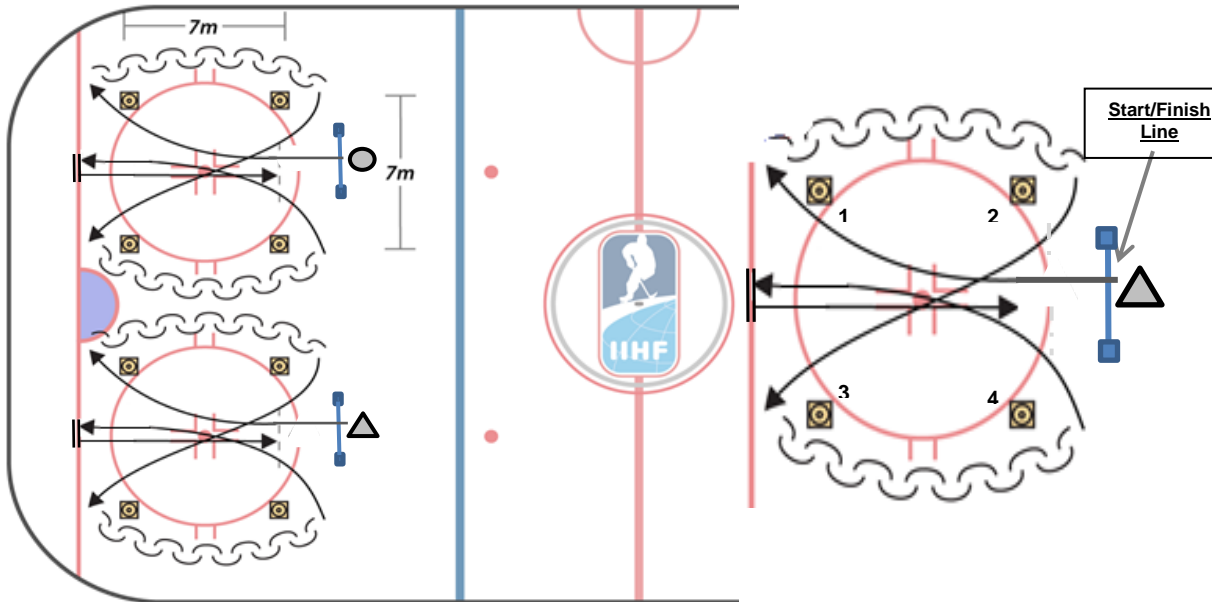
### Testing Procedures

- 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
- Pucks will be passed to the shooter alternatively from each machine at set interval
- The shooter receives the passes one at a time and shoots at the targets
- The shooter that hits all four targets in the shortest time is the winner
- If time limit is passed the number of targets and pucks will count

### Rules

- Passes that are not received by the shooter qualify as attempts
- Multiple hits to the same target do not increase the player's score
- Shots not taken behind the shooting line do not count

## SKILL TEST 3 – Skating Agility



### Set-Up Operations

- Pylons are placed on the ice over the Skill Test 3 dots
- Draw a line between the two pylons that form the start/finish line

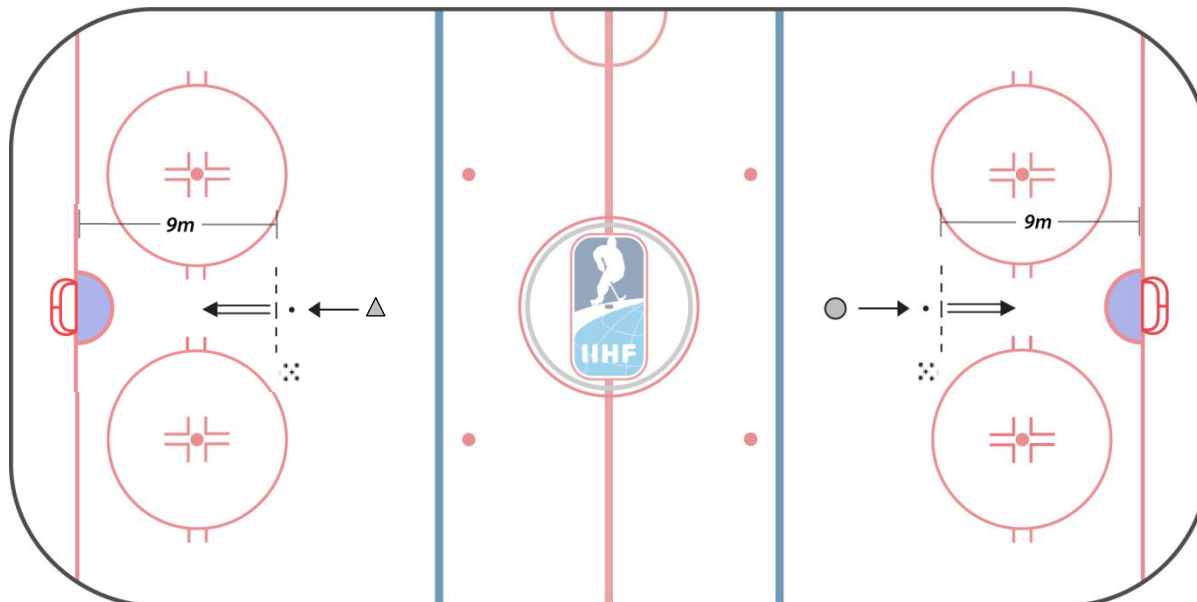
### Testing Procedures: Refer to Test Diagram on right side

- This test is timed and begins on the horn
- Both players compete at the same end of the ice
- The player skates forward towards pylon 1 and pivots forward to backward
- Skates backwards along the outside to Pylon 2 and pivots at Pylon 2 from backward to forward
- The player skates diagonally towards Pylon 3 and pivots from forward to backward
- Skates backwards along the outside to Pylon 4
- At Pylon 4 the player pivots backward to forward and skates forward to goal line
- Stops on or behind the goal line and skates forward to the start/finish line

### Rules

- 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 pylon 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

## SKILL TEST 4 – Fastest Shot



### Set-Up Operations

- Use spray paint to draw a line on the ice connecting the 3 Skill Test 4 dots
- Pylons are placed on the ends of the line to form the shooting line
- The radar/speed gun is placed behind the net to measure the speed of all the players' shots
- Group of pucks located near the shooting line

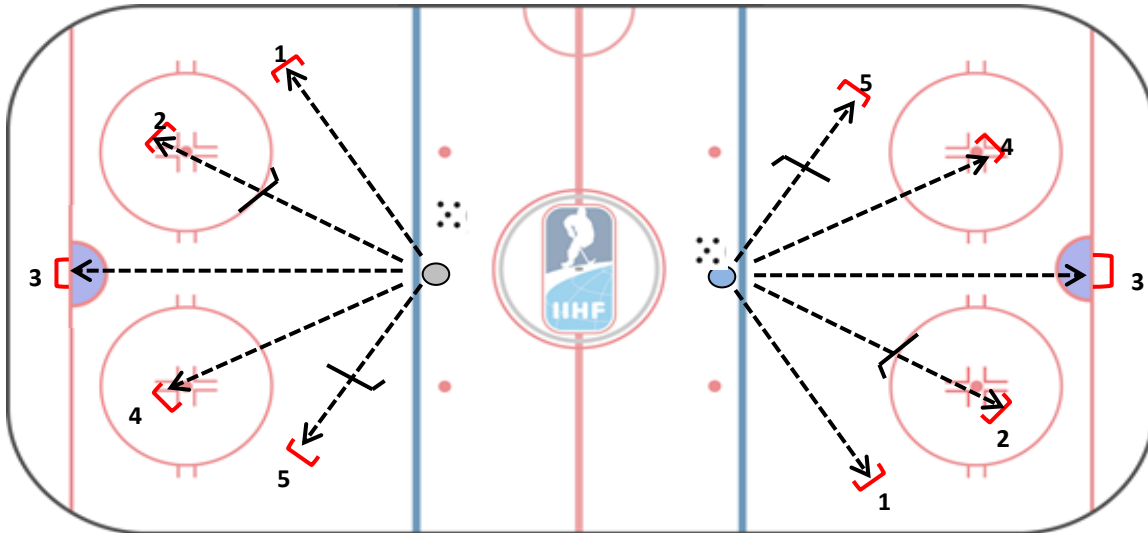
### Testing Procedures

- 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 towards the puck before shooting
- They must skate from inside the near blue line
- All shots must hit the net to count
- 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

### Rules

- 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 count as an attempt but the speed is not registered

## SKILL TEST 5 – Passing Precision



### Set-Up Operations

- The 5 targets, are placed on the ice over the Skill Test 5 dots
- An obstacle is placed on the ice, over the Test 5 dots, between the passer targets 2 and 5
- The blue line marks the passing line and 2 pylons are placed 6 metres apart to mark the passing area
- Pucks are behind the blue line in the centre of the ice

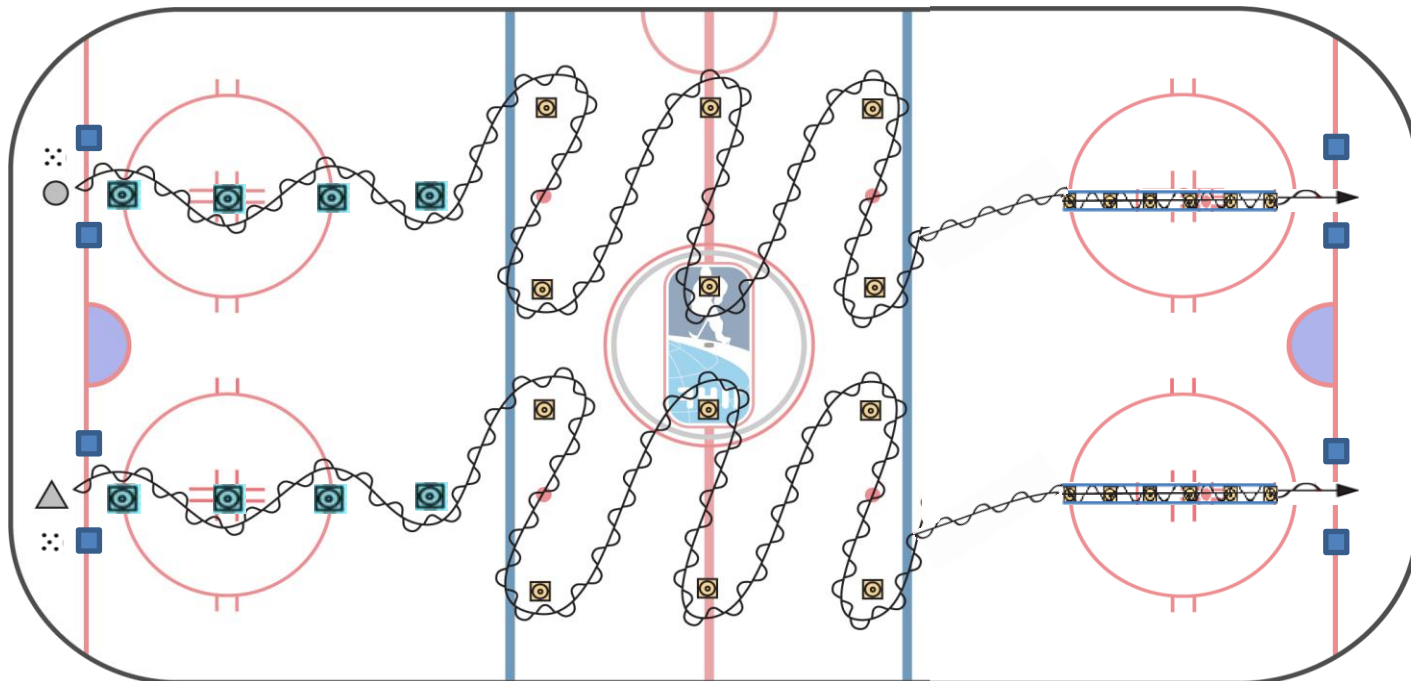
### Testing Procedures

- 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
- Player has to hit each of the targets in order 1 to 5
- The passer must successfully hit a target before moving to the next
- At target 2 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

### Rules

- The player can only move to the next target when one is hit
- At Targets 2 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

## SKILL TEST 6 – Puck Control



### Set up Operations

- Pylons 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
- Both players begin with their feet behind the start line

### Testing Procedures

- This test is timed and begins on 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 pylons
- Skates through the pylons in a slalom pattern

#### Zone 2:

- The player skates to the one pylon of the first pair The player weaves through the 3 pairs of pylons
- After the last pair of pylons, the player skates into Zone 3

#### Zone 3:

- The player skates to the 6 stickhandling obstacles(at the top of the face-off circle)
- While straddling the stickhandling obstacles the player stickhandles the puck through all 6
- The players then skates across the finish line to complete the test



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## Rules

- 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 pylons 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