

2020 Youth Olympic Games National Skills Challenge Operations Manual

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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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1 2020 Winter Youth Olympic Games 3-on-3

The 3-on-3 aims to raise awareness of ice hockey and to encourage more youth to start or to continue to play the game. The 3-on-3 format, which is played cross-ice, offers the opportunity to teams, clubs and associations to make the most out of ice availability and to further develop players' technical and tactical skills. In a smaller area with fewer players, each player is more involved in the game which shows, for example, in the number of shots taken or passes made.

The 3-on-3 Tournaments of the 2020 Winter Youth Olympic Games (YOG) in Lausanne, Switzerland will provide 208 athletes (104 male and 104 female) the opportunity to compete in the Games and take part in the Olympic experience.

2 3-on-3 Tournament Qualification System

All of the details concerning the qualification of players and goaltenders are outlined in the "Qualification System" document which is available at <https://www.iihf.com/en/static/5444/youth-olympic-games>

In brief, each National Olympic Committee (NOC) willing to participate in the 3-on-3 tournament must, in co-operation with the IIHF Member National Association (MNA), organize a National Skills Challenge competition. The best player from each NOC will be allocated a quota place. The remaining quota places will be allocated according to the next best ranked players in the global overall Skills Challenge final results ranking until all quota have been used. As the Qualification System shows, the cap per country is three in the men's category and four in the women's category. Switzerland, as the host, will automatically be entitled to send athletes as per the caps to the 3-on-3 tournaments.

The goaltender qualification will be done based on the Youth Ranking and therefore there is no Skills Challenge to be organized for goaltenders.

3 Skills Challenge Test

The Skills Challenge consists of just one simple test in which the players will need to skate back and forth, stickhandle and shoot the puck in order to score over an obstacle. The test combines several technical skills, speed, stamina and agility while the rules also allow room for tactics, decision-making and risk-taking.

The players are allowed to perform the test **twice**. The **better result** out of the two attempts will remain as **the final result**. The results of the best 10 players (10 male and 10 female) are to be sent to the IIHF to form the IIHF global Skills Challenge Ranking.

All National Skills Challenge events will need to be **filmed** for possible control and verifications. If the NOC does not submit the video material along with the results, the results of those athletes cannot be considered valid. Practically in such case, all of the athletes from the respective country will be disqualified.

4 Operations

This section provides details on the setup and the operation of the Skills Challenge competition.

4.1 Equipment Required

Equipment required to run in one end:

2 Tape Measures	Test – Setup
At least 2 Markers	Test – Setup
1 Water-based paint	Test – Setup
2 Cubes or Pylons	Test – Setup
1 Ice drill	Test – Setup
1 Camera to film the whole test	Test – Setup
2 Stop Watches	Test
2 Display Boards for timing – Optional	Test
8 Pucks (as per IIHF Rulebook)	Test
2 Goals (as per IIHF Rulebook)	Test
2 Wooden boards/planks/benches at least 30cm high	Test

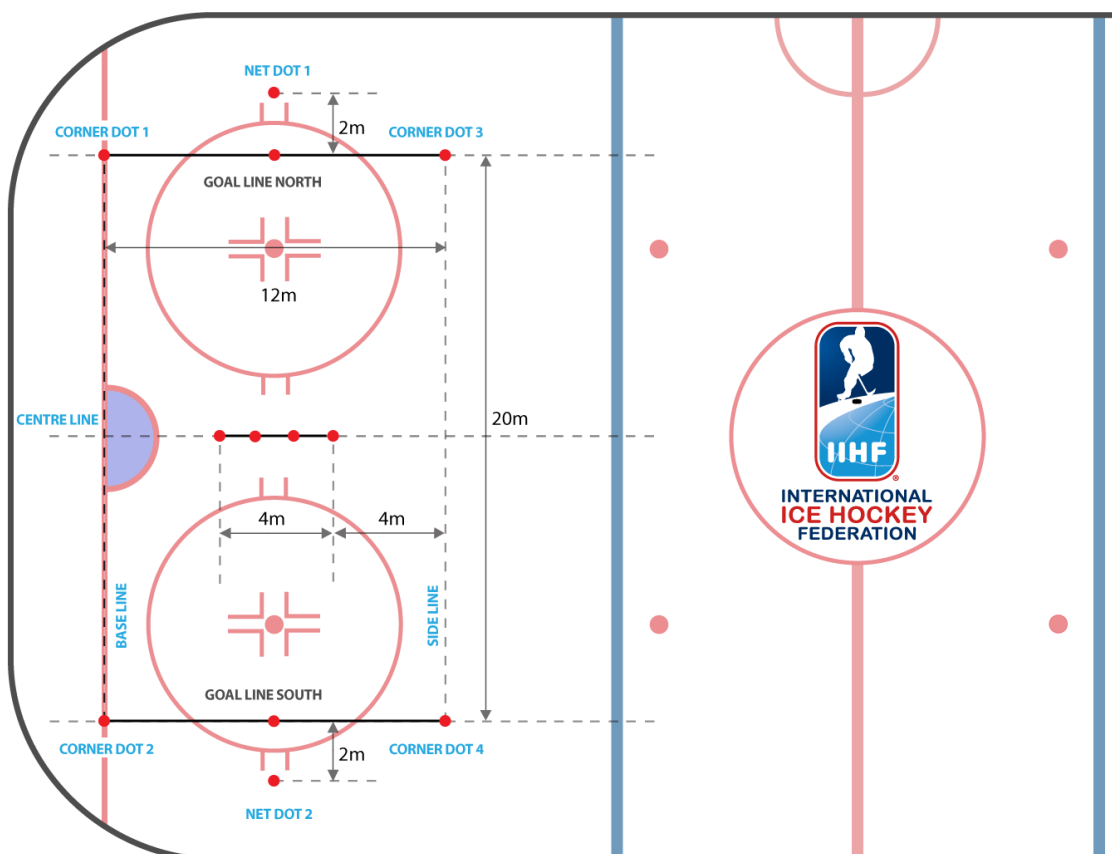
4.2 Setting up the Ice

To ensure the universal operation of the Skills Challenge and that the standards are the same everywhere in the world, the test must be measured to the correct size and marked out in advance. This will require the pre-measuring and marking of the ice surface prior to the beginning of the Skills Challenge Test.

The procedure consists of three main areas:

- Measure distances with the measuring tape
- Drill a 2cm wide hole at the measured point
- Fill in the holes with water-based paint and let it freeze

The following diagram shows the locations of the test ice markings. This diagram is meant to be an overview of the pre-competition ice set-up.



4.3 Setup Step-by-Step

It is highly recommended that the persons responsible for the setup of the competition carefully watch the video called *Setting up the ice for the skills challenge*. The video is available on <https://www.iihf.com/en/static/5444/youth-olympic-games>

Step 1:

- Measure the width of the ice from board to board (kick plate to kick plate)
- Mark the middle of the total width between the boards (this will be the CENTRE LINE)

Step 2:

- Repeat step 1 closer to the blue line
- Repeat step 1 on the goal line
- Mark the middle of the length each time

Step 3:

- Align a measure tape on the marks to create the “CENTRE LINE”
- Measure 4m from the end boards towards the middle of the goal crease
- Mark the ice at 4m to mark the “BASE LINE”

Step 4:

- On the right of the goal crease, measure 4m from the end boards towards the goal line and mark the ice at 4m to mark the “BASE LINE”
- Repeat on the left

Step 5:

- Place the measure tape on the BASE LINE marks, crossing the CENTRE LINE measure tape on the 10m mark
- On the BASE LINE, mark the 0m spot (CORNER DOT 1) and the 20m spot (CORNER DOT 2) on the ice

Step 6:

- Position the CENTRE LINE measure tape with 0m mark on the 10m mark of the BASE LINE measure tape on goal line
- Mark the ice at 4m (pylon dot), 6m (center ice), 8m (pylon dot) and 12m (SIDE LINE)

- Note: The marks at 4m and 8m will be the end points of the STARTING LINE for the skill (marked by the pylon icon on the drawing)

Step 7:

- Measure out 12m from the CORNER DOT 1 on BASE LINE towards the blue line
- Measure out 12m from CORNER DOT 2 on the BASE LINE towards the blue line

Step 8:

- Crossing the CENTRE LINE measure at the 10m mark, place the measure tape on the 12m marks on the ice to create the SIDE LINE
- Draw 20m mark on the ice

Step 9:

- Mark CORNER DOT 3 and CORNER DOT 4 where they cross the 12m marks on the ice (opposite ends of the SIDE LINE)
- Place the measure tape between CORNER DOTS 1 and 3
- Mark the ice at 4m, 6m, and 8m
- Place a measure between CORNER DOTS 2 and 4
- Mark the ice at 4m, 6m and 8m

Step 10:

- Draw a line crossing the marks at 12m, 8m, 6m, 4m to 0m
- This is the new GOAL LINE
- Repeat on the other side
- Mark the CENTRE LINE between the 8m, 6m and 4m marks
- This is the STARTING LINE of the skill

Step 11:

- Drill holes on the CENTRE LINE at the 4m and 8m mark and fill it with water-based paint
- Cover with a pylon

Step 12:

- Drill a hole at each CORNER DOT
- Fill the holes with colored water
- Place a puck next to the spots in the corners of the square



Step 13:

- Drill a hole on the GOAL LINE at 6m (center of the goal line) and fill with colored water
- The dot indicates the center of the goal
- Repeat for the other goal

Step 14:

- Measure 2m from the center goal dot towards the boards and mark the ice
- This is the spot for the puck behind the net

Step 15:

- Position the goals on their respective GOAL LINES and put the obstacle in front of the goals
- Use plywood, a wooden plank or a bench as an obstacle
- Obstacle height needs to be **at least 30cm**
- The obstacle should be just on top of the center goal dot

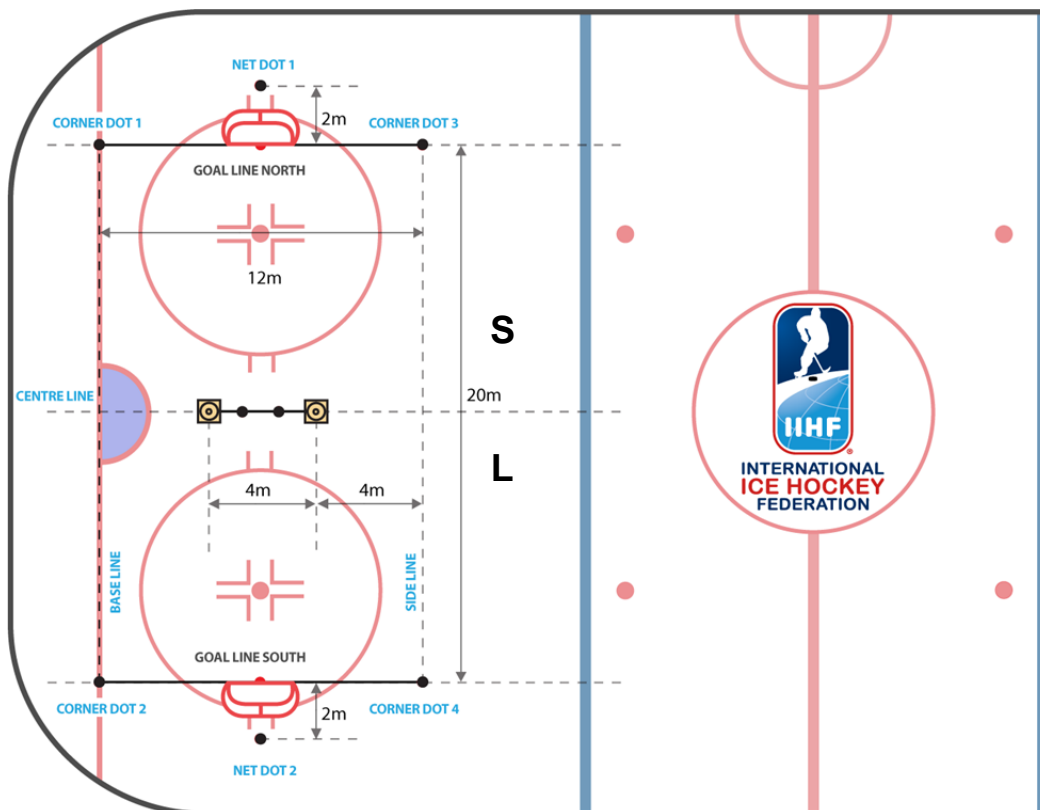
Step 16:

- Place a puck on each CORNER DOT
- Place 1 puck behind each net
- Place 2 pucks with approximately 1m distance apart on the STARTING LINE

4.4 Roles and Responsibilities

Role	Symbol	Job Description
On-Ice Leader:	L	<ul style="list-style-type: none"> ▪ Coordinates and manages all on-ice activities ▪ Follows and pays attention to the player at all times ▪ Counts penalties ▪ Collects the time from the Starter ▪ Informs Results Bench of penalties and the result ▪ Adjudicator on any disputes
Starter:	S	<ul style="list-style-type: none"> ▪ Acts as an Official Starter ▪ Responsible for proper starting and finishing procedures

		<ul style="list-style-type: none"> Manually times the test – at the end stands at the GOAL LINE NORTH Replaces pucks on their proper positions after they have been moved by the player or a deflected puck Provides the time to the On-Ice Leader
Other Staff:		<ul style="list-style-type: none"> Sufficient number of personnel to work in the Results Bench to collect all results On-Ice assistant(s) to be a back-up timer (see Starter) and to re-position the pucks



5 Player Performing the Test

The following figures show an example of how a player can perform the test. Except for the start and the finish, there is no specific order in which the pucks need to be picked up and shot. What matters is that the players always pick up a puck from the correct end. After shooting the first puck

to the North end, the player must pick up a puck from the same end, carrying it and shooting it to the net of the South end. The player then skates back and forth until all six pucks placed to the ends have been picked up and shot. The player then picks up the last puck from the middle to score to the North end. The test, and the respective time, stops when the player crosses the Goal Line North.

For more clarity, it is highly recommended to watch the video *Player Performing the Skills Challenge* of a player performing the test. It can be found from <https://www.iihf.com/en/static/5444/youth-olympic-games>

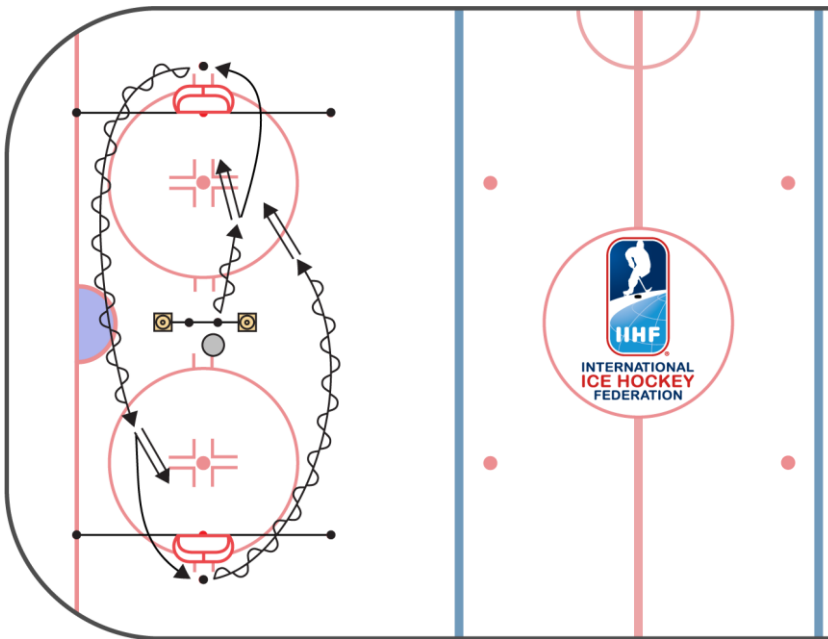
Below is a breakdown of one example performance:

Summary of the test:

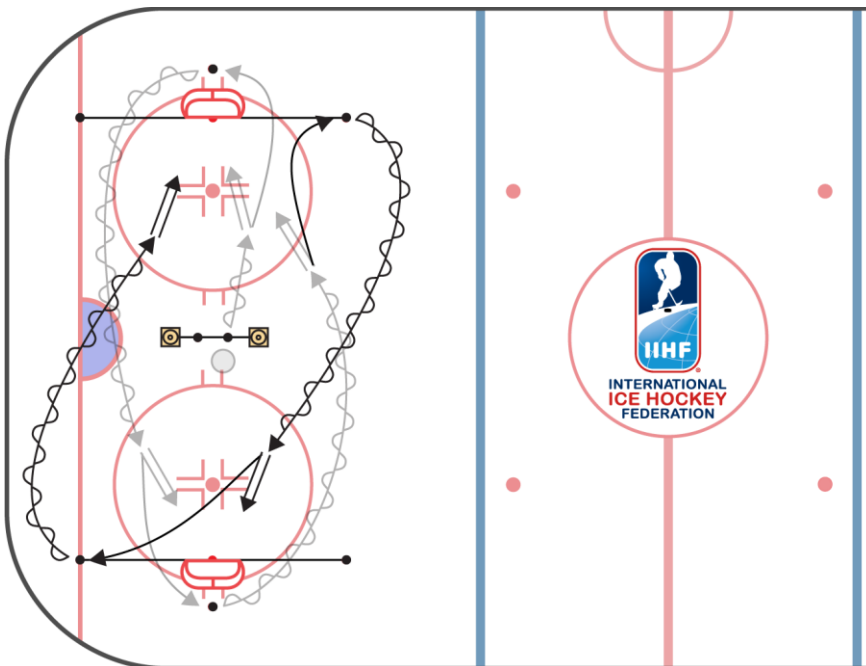
- Player stands behind the CENTRE LINE (skates, stick and whole body behind the line) between the cones, facing GOAL LINE NORTH
- After the start signal, player picks one of the pucks from the CENTRE LINE and shoots at net of the North end
- After player has shot the puck, the player continues to skate towards the North end and picks up one of the three pucks
- Player then skates to the opposite net (South) and shoots at that net
- After the shot the player picks up one of the three pucks of the South end and skates with the puck towards the net of the North end
- Player proceeds to picking pucks up and shoots at the nets in alternating fashion until all of the pucks in the corners and behind the net have been played
- The last puck, placed on the CENTRE LINE, can be picked up from any direction and the player does not need to skate through the gate formed by the two pylons/cubes. It is mandatory that the player shoots the last puck to the same net (North) as the first puck. The player may shoot the puck from far and pick the puck on his way towards the last net or to skate closer, shoot and come back to get the last puck.
- The test finishes only when one skate crosses the GOAL LINE NORTH. The stop watch is to be stopped when the skate is completely over the GOAL LINE NORTH.

For clarity, a shot attempt is treated the same as taking the shot. If the player, for example, falls while shooting the puck and therefore the puck never reaches the net, the player is to ignore the puck and continue to the next one.

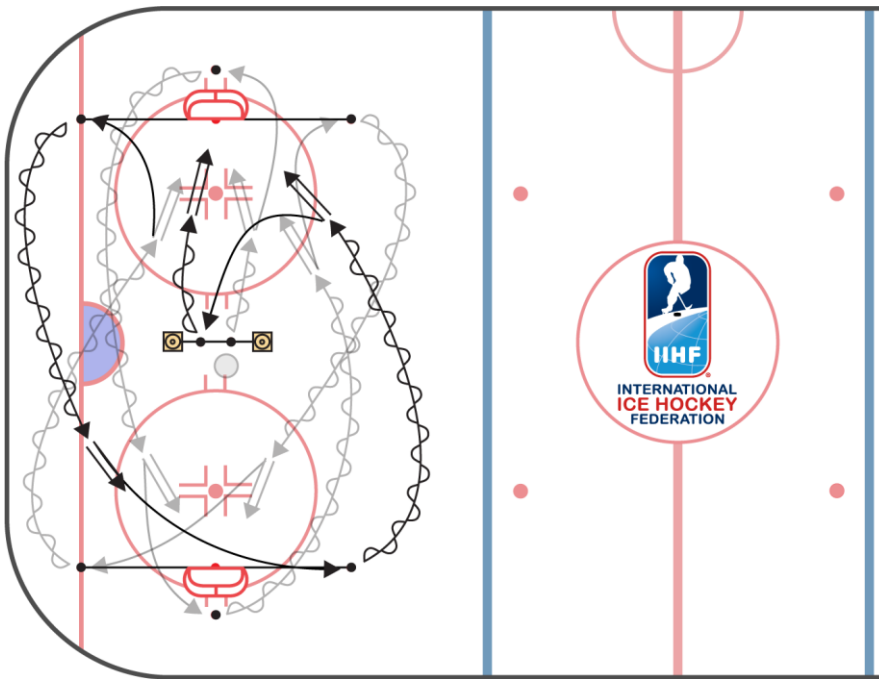
Example of playing the 1st, 2nd, and 3rd puck



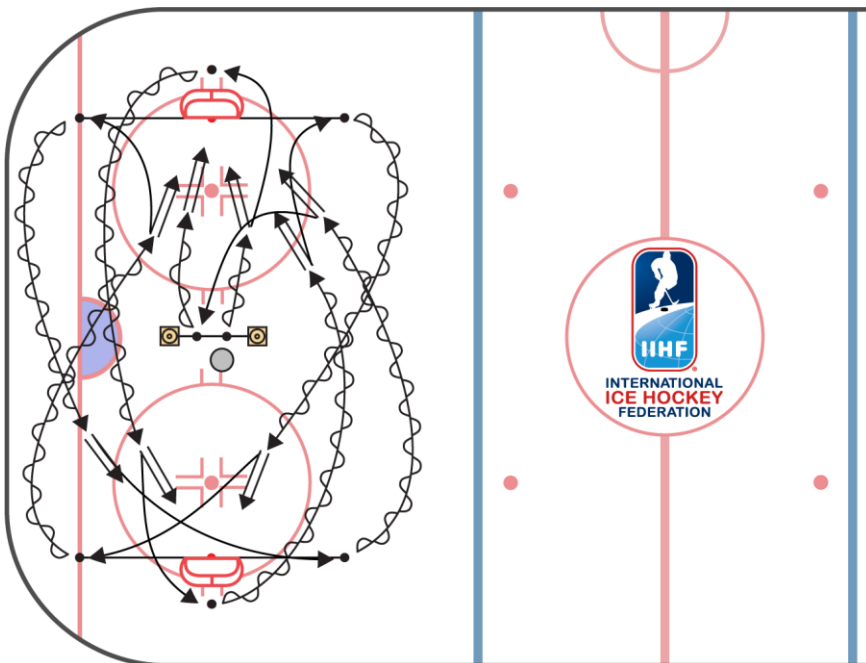
Example of playing the 4th and 5th puck



Example of playing 6th, 7th and 8th puck



Example of the complete performance of the test



6 Rules

The NOCs and MNAs must set up and the players must perform the Skills Challenge competition as specified in this Operational Manual. Any breach of the rules will result in the disqualification of the player(s).

6.1 Penalties

A penalty is given to the player whenever the following happens:

- Puck misses the net (no goal)
- Player touches any other puck than the one the player is carrying

No penalty is to be given if the player or the puck hits a pylon/cone.

If a player, for example, hits a post and the puck that has been shot hits another puck still to be played, then the Leader or Starters shall immediately move the puck to its original and correct spot or to replace it with another one. Thus, the players will always pick up the pucks from the spots dedicated to those.

6.2 Disqualification

The player will be disqualified if any of the following happens:

- The test has not been set up as described in this Operations Manual
- Player receives 5 or more penalties
- Player misses to play a puck
- Player shoots puck at wrong net
- Player picks up a puck from the wrong end
- Player shoots the same puck twice
- Player does not start from behind the CENTRE LINE (Parts of the players body, stick or skates cross the CENTRE LINE before the start signal is given)

6.3 Penalty Calculation – Time Additions to the Final Result

Each penalty will add time to the result in a cumulative manner. The first penalty is worth one second, the second two seconds, the third three seconds and the fourth four seconds. If the player reaches five or more penalties, the result is disqualification.

Given the cumulative calculation, below shows the total time to be added to the actual time in different scenarios:

1 penalty:	1 second is added to the finishing time
2 penalties:	3 seconds (in total) are added to the finishing time
3 penalties:	6 seconds (in total) are added to the finishing time
4 penalties:	10 seconds (in total) are added to the finishing time
5 or more penalties:	Disqualification

6.4 Tie-breaking Procedure

If two or more players have the exact same time, then the following tie breaking procedures are used:

1. Player with the least amount of penalties is ranked higher
2. If the players are still tied, then the player who performed the other attempt quicker will be ranked higher
3. If the players are still tied, they shall perform the test again to determine the faster player. In this case, the additional performances will just serve as tie-breakers and thus those attempts do not replace the earlier two.

7 Final Results and Final Ranking

In an attempt, a player's result is the time of the performance plus potential time to be added from the penalties. The player's final result is the better result of the two attempts.

It is crucial that the results of both attempts and the potential penalties are recorded. This information might be needed in the tie-breaking procedure as clarified earlier.

When the National Skills Challenge competition has been finished, the NOCs are to submit the results of the 10 best players of each category. The following information on each player is to be submitted to the IIHF:

- Full passport/identification card name of the player
- Date of birth
- Better result of the two attempts and the number of penalties in it
- Worse result of the two attempts and the number of penalties in it

The results shall be provided with the accuracy of one hundredth of a second, thus having the decimal two places to the left. An example is 35.47 seconds.

As clarified earlier, the NOCs and MNAs must film the National Skills Challenge competition and submit the video footage along with the final results.

The IIHF will gather all of the results globally and merge them into one large, global ranking. The IIHF will provide a platform to which the results and the video footage can be entered and uploaded to. The videos shall be submitted in MP4 (MPEG-4) video files.

8 Closing

If there are any questions about the operation and the rules of the National Skills Challenge or any enhancement suggestions to this Operations Manual, please contact IIHF Membership Development Manager Aku Nieminen at nieminen@iihf.com. Should the Operations Manual be changed, the date and the version number will be changed accordingly and the new version will be distributed to the respective NOCs and MNAs.