



**Nashville Predators
2019-2020
1 on 1 Competition Rules**

Basic Format

Participants of the Preds 1 on 1 competition will compete individually to become the top shooter or top goalie in the Nashville Predators market. The top 2 shooters and goalies from each age division will face-off in a thrilling shootout in front of thousands of fans at Bridgestone Arena during the first intermission of a Preds game.

The tournament will be conducted in four youth hockey age divisions mite (8U), squirt (10U), peewee (12U), and bantam/midget (14U/16U). The tournament is broken into three rounds: a preliminary and semifinal round held at the Ford Ice Center and final competition held at Bridgestone Arena.

Preliminary Round

Participants in each age group will be broken down into two groups of skaters and goalies. Each shooter will take three (3) shots on each of the goalies in their group. The six (6) shooters with the most goals scored and the four (4) goalies with the highest number of total saves will advance to the semifinal round held during the same ice slot.

***Participating number of shooters and goalies may vary depending on the registration status for the event date*

Note: statistics from the preliminary round **will not** carry over to the semifinals.

Semifinal Round

Semifinals will be held immediately following the preliminary round during the same ice slot. This round will determine the top two shooters and top two goalies from each age group. Each shooter will take three (3) shots on each of the goalies that are left. The two (2) shooters with the most goals scored and the two (2) goalies with the best save percentage will advance to the finals.

If a winning participant is unable to attend the final round at Bridgestone Arena the first runner-up will be asked to take the vacant spot.

Note: statistics from the semifinal round **will not** carry over to the finals.

Final Round

Finals will take place during the first intermission of a Nashville Predators home game. The final, unlike the preliminary and semifinal rounds, will have shooters and goalies pair up and compete as a team. The shooter with the most goals will be teamed up with the goalie with 2nd best save percentage from the semifinal round. The shooter with the second most goals and goalie with the best save percentage will be teamed up. Each shooter will take a total of three shots on the other team's goalie. Shooters will alternate taking shots until all three attempts are completed. The team who scores the most goals will be declared the champion. A sudden victory tiebreaker system will be used if necessary.

Rules

Shooters will take each shot from center ice. In the preliminary and semifinal round shooters will take each shot from the blue line. Shooters will take three (3) consecutive breakaways versus the same goalie. Three pucks will be lined up on the blue line. Each shooter will be required to take their first shot, come back to the blue line for their second shot, and then return to the blue line a final time to take their third shot. Shooters will take all three shots consecutively. No whistle will be blown between shots. Only after the shooter finishes their three shots will the next shooter have their turn. Goalies must face all shots from all

participating shooters before it is the next goalie’s turn. In the final round, the shooters will alternate taking each of their three shots.

In the course of the shot attempt, the shooter may try any variety of dekes, maneuvers, or shots to put the puck past the goalie and into the net. However, doing any of the following actions will result in a “miss” for the shooter and a “save” for the goalie:

- Shooters cannot score on a rebound attempt. Once the puck leaves the shooter and is **touched by the goalie**, the shooter cannot touch the puck again.
- Shooters cannot come to a full stop or skate back towards center ice. Participants must be moving towards the goal at all times during their attempts
- Shooters cannot go behind the net. Once the shooter **crosses the goal line** with the puck, the attempt is over, and will be scored a “miss”.
- Shooters cannot interfere with the goaltender. Any deliberate attempt to interfere with the goaltender (e.g. skating into goalie) will result in a “miss” for the shooter.
- Shooters cannot use anything other than their stick to score. This includes kicking, throwing, and any other redirection of the puck not made by the stick. Deliberately kicking or throwing a puck into the net will be scored as a “miss” for the shooter. Shooters may kick the puck as part of a deke or maneuver, however all shots on goal must originate from the shooter’s stick. Shooters cannot pick up or hold the puck with their hand at anytime during their attempt.
- Shooters cannot play the puck with a high stick. Directing the puck with a stick held above the crossbar of the net will result in a “miss” for the shooter’s attempt.

Goalies are permitted to do anything to prevent the puck from entering the net, except for the following actions:

- Goalies cannot deliberately interfere with a shooter. Goalies may not **trip, slash, or hold** a shooter during their shot. Doing this will result in an automatic “goal” for the shooter, regardless of whether or not the puck goes in the net.
- Goalies cannot throw equipment. Goalies may not throw their **sticks or any other piece of equipment** to stop the puck or interfere with a shooter. Doing this will result in a “goal” for the shooter regardless of whether or not the puck goes in the net.

Scoring

Below is a sample of the type of scorecard that will be used at each stage to evaluate shootout participants. A scorer positioned near center ice will be responsible for filling out this sheet. On the scorecard, each matchup between a shooter and goalie is notified by three circles. Each circle represents a shot attempt. When a goal is scored during an attempt, the appropriate circle is filled in. This credits both the shooter with a “goal” and the goalie with a “goal against”. When a goal is not scored during an attempt, the circle is left blank, indicating a “miss” for the shooter and a “save” for the goalie.

State _____ Age Group: _____

Scorer Name:	Official Signature:
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Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 1		○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	

Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 2		○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	

Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 3		0 0 0	0 0 0	0 0 0	0 0 0	

Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 4		0 0 0	0 0 0	0 0 0	0 0 0	

Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 5		0 0 0	0 0 0	0 0 0	0 0 0	

Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 6		0 0 0	0 0 0	0 0 0	0 0 0	

Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 7		0 0 0	0 0 0	0 0 0	0 0 0	

Player Name	Club	Goalie 1	Goalie 2	Goalie 3	Goalie 4	Total Goals
Shooter 8		0 0 0	0 0 0	0 0 0	0 0 0	

Save %:	/24	/24	/24	/24
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Once all attempts have been made, the score keeper will total the amount of goals for each shooter on the right of the page. The scorer will also total the number of saves, and calculate the save percentage, for each goalie on the bottom of the page. Advancing participants will be chosen on the basis of most goals for shooters, and highest save percentage (total saves/total shots faced) for goalies.

Tiebreakers

Between Shooters – in the event of a tie in the preliminary or semifinal round, the tied shooters will participate in a “sudden victory” shootout. In the event there is no tie between goalies as well shooters will alternate taking shots against a goalie (or goalies) that did not advance. They will continue to alternate taking shots until one player scores and the other player doesn’t. The scoring player will advance.

Between Goalies – in the event of a tie in the preliminary or semifinal round, the tied goalies will participate in a “sudden victory” shootout. In the event there is no tie between shooters as well goalies will alternate facing shots from a shooter (or shooters) that did not advance. They will continue to face shots until one goalie lets in a goal while the other doesn’t. The goalie that makes the save will advance.

Finals – in the event of a tie in the final round, the competition will enter a single overtime round. The single round will consist of one shot attempt. A coin flip will take place prior to the competition to determine which team will shoot and which team will defend. The shooter will take one (1) shot on the goalie from the other team. If the shooter scores his/her team will be declared the winner if the goalie makes a save his/her team is declared the winner.

Diagram of Setup

