

2019 Vancouver TBirds Below Atom Tournament 5-Puck Shootout Rules

In order to hold 5-puck shootouts, we have reduced the combined warm up and game length prior to your allocated shootout time to 55 minutes.

Following each game, the teams will participate in a 5-puck shootout. Only players that participated in the preceding game are eligible for the shootout that follows.

We reserve the right to cancel the shootout for a particular game if it becomes evident that we cannot complete it in a timely manner and it begins to impact the overall tournament schedule. This eventuality is unlikely, but should this occur all remaining games will revert to the standard 60 minute length.

Process

- Begins immediately following completion of the game. Players should return to bench before competition starts
- Restructure 2 nets as if playing full ice with Home team and Away team on either end
- The competition will be referee led, with one on each end of the ice
- Each team fields one goalie. Choose 1 goalie for net and the other dressed goalie will participate along with his or her teammates
- Teams will shoot on opposing team's net
- Coaches will determine the order in which players shoot, but are expected to change the order from game to game in order to permit all players an equal chance to participate
- Five pucks will be lined up across each blueline
- Players line up on the benches
- Upon the referee's whistle, the first player comes off the bench and attempts to score with a puck
- If the first player scores, it is the next player's turn. If the first player does not score, the player must retrieve the puck and pass it to the next player in line, who will be standing at the blueline near the bench
- After their turn, players should return to their bench and get back in line
- The goalies who are not playing in net may, but are not required to, change their gloves and sticks in order to participate
- The first team to score all five pucks is the winning team