



## ELITE PROSPECTS (EP) DRAFT SERIES GAME PROTOCOLS 2025-26

The Junior Prospects Hockey League's game protocol policy for the Elite Prospects (EP) Draft Series 2025-26 demonstrates its commitment to promoting a safe, fair, and enjoyable environment for all participants. By upholding these policies, the JPHL aims to foster the development of aspiring junior hockey players and provide a memorable experience for athletes and families throughout the season.

**These Game Protocols apply to all Round-Robin Games and Elimination/Championship Games in the Event.**

### Game Protocols

**Warm-Up:** 3 minutes (warm up will be on dirty ice and then flood before the game)

**Period Length:** 15 minutes Stop-Time x 3 periods

*If tied after regulation:*

**NEW! Overtime Format:** 3v3 (5 minutes Stop-Time) with No Return Format (music played the entire duration of overtime)

This new idea being that the “**No Return**” rule will prohibit teams in control of the puck in the attacking zone from retreating into the neutral zone during overtime. Attacking teams cannot carry the puck or pass the puck out of the offensive zone *intentionally*. It will be the responsibility of the attacking team to keep the puck in the attacking zone. Note that officials will use their best discretion to determine “intention” and that of an errant pass and/or a fumbled reception of a pass by the offensive team. For example, a tipped pass would *not* constitute an intentional regroup/retreat, however officials will need to determine if an errant pass was intentional to create a retreat opportunity or if it was unintentional. If it is deemed unintentional, the play will be permitted to continue without stoppage.

Should the rule be infringed, play will be stopped by the referees and the ensuing face-off will take place in the offending team's defending zone. The rule helps to counteract the recent trend of regrouping under minimal pressure, which has reduced the intensity of 3-on-3 play.

The team that caused the stoppage (attacking team), will have the face-off in their zone. They will also not be allowed a line change, where the attacking team on this faceoff would be allowed to change.

This will only apply to 3-on-3 during overtime. It will not apply if there is a powerplay or if 4-on-4 occurs during overtime.

### **Defending Zone/Net:**

Teams switch ends *after* Regulation Play/Before Overtime starts.

### **Shootout:**

In this format, if the game is still tied after overtime, there is a standard sudden-death 3-player shootout to determine the winner.

No repeat shooters until all players have shot once.

Players that have penalties left unserved from overtime may NOT shoot in the shootout.

Teams do NOT switch ends again after the OT.

### **Notes:**

All teams must wait for Officials to be on the ice prior to taking the ice for warm-ups.

- Minor Penalties can be assessed at the discretion of the Officials.

## Floods

Floods after Warm-Ups and between 2<sup>nd</sup>/3<sup>rd</sup> period; No floods before or between OT/Shootouts.

## Intermissions

Intermissions with Floods = 10 minutes

Intermissions without Floods = 1 minute

Intermission between Regulation/Overtime = 1 minute

Intermission between Overtime/Shootout = Go when ready with an emphasis of no wasted time.

## Mercy Rule

After the 1<sup>st</sup> period, if the score is a goal differential of 7 goals or more, the remaining time in the game will be *run-time*.

All penalties remain the same as stop time, no changes.

The remaining time will change back to stop time if the goal differential is closed to 5 goals thereafter.

Stoppages due to injury on the ice will result in stop time until the play resumes and run time is in effect again.

Regardless of the goal differential, the 1<sup>st</sup> period is *always* stop time.

## Handshakes

All players and coaches must hold the Benches at the buzzer/completion of the game. Officials will release the teams to permit them onto the ice.

- Suspensions can result otherwise to players and/or coaches.

All teams (players AND coaches) will shake hands after every game. This includes Coaches.

Officials will reserve the right to have teams bypass this scenario if they feel the game is too heated.

## Pucks

Warm-Up and Game Pucks will be supplied/provided by the League.

All teams are expected to pick up their own warm up pucks prior to the game commencing – warm up puck bags are to be brought back to the scorekeeper/penalty box area.

## Rosters

All teams are required to have a coach and/or manager input the active roster for every game *prior to*. The league's scorekeepers and broadcast teams require these *prior* to warm-up.

All staff and/or injured players on the bench **MUST** be included in the active roster within the RAMP Gamesheet App for that respective game. If not, that personnel is considered ineligible to remain on the bench and will be requested to leave immediately.

Teams are only permitted to have (5) five non-playing personnel on the bench at any time. This includes athletic trainers, injured players and/or coaches and managers. Note that the back-up goalie is not included in this quantity (they are considered an active player and need to be included as such in the Roster within the RAMP Gamesheet.

Providing accurate Starting Line-Ups to 4Vengeance Media and League Personnel prior to the respective games is **MANDATORY**.

## Media Timeout

**There will be NO media timeouts in any of the games.**

## TEAM TIMEOUTS

All teams are permitted (1) one team timeout per game.

- Team timeouts are 30-seconds in duration.
- Team timeouts are NOT permitted in OT.
- A team is permitted to call a team timeout during a *no line change* scenario, however they cannot change their lines during that timeout.
- Team timeouts may not be taken back-to-back (stacked). For clarity, if the visitor team calls a timeout, the home team cannot call a timeout immediately after in the same stoppage.

# TOURNAMENT FORMAT

### Round Robin:

- Regulation Wins will be worth three (3) points.
- OT Wins will be worth two (2) points.
- OT Losses will be worth one (1) point.
- Losses in regulation will result in zero (0) points.

### Goal Differentials:

A *maximum* of +5 or -5 for goal differential per game will be recorded in the standings for tie-breaker situations, regardless of final score (ie: a 8-1 win by Team A will result in a +5 for Team A and -5 for Team B).

### Round Robin & QF/SF/Finals Seeding Tie Breakers:

2. Head-to-Head result.

3. Most wins.
4. Highest decimal rating, based on total GF (goals for) divided by GF (goals for) + GA (goals against)
  - $GF / (GF + GA)$
  - A maximum of +5 or -5 per game in Round Robin.
5. Lowest Total PIMs as a team in Round Robin.
6. Least amount of total GA, after the maximum of +5 or -5 (per game) has been netted out.
7. **NEW** - Total Goal Differential. This is the true amount (does not include the maximum of +5 or -5 per game).
8. **NEW** – Lowest Total PIMs as a team in current league standings. This will be calculated on a per game basis whereby Total PIMs / Total Games Played.
9. Coin Flip.

**\*\*\*Note** that IF three (3) or more teams are tied, all teams will run through the above-mentioned Tie Breaker formula until one (1) team is pulled out as the highest seed. The remaining teams will restart the Tie Breaker formula over again from the start (item #1). The formula is not calculated one singular time and then teams are seeded or qualify/eliminated thereafter.

## PLAYOFF GAMES

Higher seed will always be the home team (i.e./ Higher seed = 1<sup>st</sup> place; Lower seed = 2<sup>nd</sup> place).

Tiebreaker formulas listed above will be used if necessary to determine home and away designations in Playoff and/or Placement Games.

**\*\*\*Note** that the seeding for all Playoff and/or Placement games are based on Round Robin games only.

**THE LEAGUE RESERVES THE RIGHT TO MAKE CHANGES TO THIS POLICY AT ANY TIME AS NECESSARY.**