



@11.19.2025

BAUER WINTER CHAMPIONSHIPS

RULES SUPPLEMENT 2025

INTRODUCTION:

The Bauer Winter Championships are governed by a set of rules and regulations tailored to ensure fair play, safety, and a positive competitive environment for all participants. It is important to note that these rules serve as a **supplement** to the respective Rulebooks designated for the different divisions/leagues participating in the Event.

DIVISIONS AND APPLICABLE RULES:

a. 14U AAA, 15U AAA, 17U AAA and 18U AAA Divisions:

The rules and regulations for these divisions are in accordance with the then-current ***JPHL Rulebook***. These rules act as an extension to the recognized Rulebook for the 14U AAA, 15U AAA, 17U AAA and 18U AAA Divisions and provide detailed guidelines and regulations specific to this group.

b. 2013 AAA & 2014 AAA Divisions:

The 2013 AAA & 2014 AAA divisions will adhere to a separate set of rules tailored specifically to the then-current ***HSL Rulebook***. These rules act as an extension to the recognized Rulebook for the 2013 AAA & 2014 AAA divisions and provide detailed guidelines and regulations specific to this group.

c. Supplementary Discipline & Suspensions:

The SISE Referee Academy Department of Player Safety (DOPS) will oversee all supplementary discipline and suspensions in accordance with the recognized Rulebooks of each respective division as noted in Clause A and C. Any appeal processes will also follow the standardized governing policies of the FSL, HSL and JPHL, including appeal costs and timelines.

It is important to note that any incoming player serving an ongoing suspension that has not been fully served in their respective league, may not participate in any Bauer Winter Championship games (including round robin and/or playoff rounds) until their suspension is fully served.



PURPOSE OF SUPPLEMENTAL RULES:

a. Clarification and Adaptation:

This supplemental rules document aims to clarify any tournament-specific guidelines or variations that may not be explicitly outlined in the standard Rulebooks for the respective divisions.

b. Ensuring Fairness and Integrity:

Our primary goal is to uphold the integrity of the game and ensure a level playing field for all teams and participants, fostering an environment conducive to spirited competition and sportsmanship.

c. Complementary Nature:

These rules are supplementary and intended to complement the existing Rulebooks for the specified divisions, providing additional insights and regulations pertinent to the Bauer Winter Championships.

COMPLIANCE AND INQUIRIES:

a. Compliance:

All participating teams, coaches, officials, and stakeholders are expected to adhere to the rules outlined in the supplemental document alongside the established Rulebooks for their respective divisions.

b. SISE Referee Academy + Department of Player Safety:

The Department of Player Safety (DoPS) will oversee all disciplinary matters pertaining to suspendable infractions. Unless a suspension is *eligible* for appeal, all decisions are firm and final. All appeals will follow the standard process and terms as provided within the Rulebook. League executives and the tournament committee are NOT involved in these decisions and/or processes other than confirming bonds have been received or otherwise in cases where an appeal is applicable and being exercised.

c. Inquiries:

For any questions, clarifications, or further information regarding these rules, teams are encouraged to reach out to the JPHL League Office and/or Commissioner.

CONCLUSION:

The Bauer Winter Championships Rules and Regulations aim to ensure a harmonious and competitive environment for all divisions participating in the tournament. These supplemental rules are designed to complement the existing Rulebooks, providing additional guidance and specificity to the unique requirements of this tournament.



JPHL DIVISIONS

14U AAA | 15U AAA | 17U AAA | 18U AAA

GAME PROTOCOLS

Warm-Up:	5 minutes
Period Length:	20 minutes; Stop-Time
Floods:	Between every period and game; No floods after warm-up and/or before Overtime.
Notes:	All teams must wait for Officials to be on the ice prior to taking the ice for warm-ups. Repeated negligence could result in a minor penalty being assessed to the offending team(s).

OVERTIME PROTOCOLS

Duration: Sudden Death

Sudden Death:

Overtime is played in a sudden death format, meaning the first team to score a goal wins the game. The game ends as soon as a goal is scored.

Defending Zone/Net:

Teams switch ends after Regulation Play/Before Overtime starts.

Overtime Format:

Player Reduction - At the beginning of the overtime period, each team has five skaters on the ice (5-on-5) and one (1) goalie each. After every minute of play, the buzzer will sound and one (1) player from each team is removed from the ice, creating a 4-on-4 situation, and then eventually a potential 1-on-1 situation, if necessary. Here is an example:

1st minute = 5v5
2nd minute = 4v4
3rd minute = 3v3
4th minute = 2v2
5th minute = 1v1

After that, if the game is still tied, the scorekeeper will add 1-minute onto the scoreboard and the game will resume 1v1 until a goal is scored. If it still remains tied, another 1-minute will be placed on the scoreboard and play will resume at 1v1. This will continue until a goal is scored and a winner is declared.



Face-Off Locations:

After each buzzer, the puck will be dropped closest to where the puck was, at the buzzer/whistle. For example, if the puck was in the offensive zone, it will be dropped in the offensive zone on the side closest to where it was at the stoppage.

Goaltenders:

A team is permitted to pull its' goalie at *anytime* and substitute him/her with a player. Standard regulations apply as to the distance a goalie must be to the bench when the substitute player is entering the ice (if a goalie is being pulled during the play and not at a stoppage).

No Shootout:

In this format, there is no shootout to determine the winner. The game continues until a goal is scored.

Penalties:

Minor Penalties will be 1-minute in duration; for minor infractions only. Major penalties will be 5-minutes (and include the same in-game or game misconduct protocols as per the Rulebook). Here are the penalty scenarios:

1 Minor Penalty	Add Minor Penalty	Add Minor Penalty
5v5 = 4v5	4v5 = 3v5	3v5 = 3 rd minor is stacked
4v4 = 3v4	3v4 = 2v4	2v4 = 3 rd minor is stacked
3v3 = 2v3	2v3 = 1v3	1v3 = 3 rd minor is stacked
2v2 = 1v2	1v2 = 1v3; 1v2	1v3; 1v2 = 3 rd minor is stacked
1v1 = 1v2	1v2 = 1v3; 1v2	1v3; 1v2 = 3 rd minor is stacked

Indicates after next whistle after 1st penalty expires and that player comes out of penalty box.

Stacked means that the new penalty does not start until the 1st minor penalty has expired. All subsequent minor penalties after the 3rd minor are also stacked.

Penalties carryover from one segment to the next. They do not expire simply because the buzzer went and a player reduction is occurring.

Coincidental Penalties will be served without removing any players on the ice. The penalized players will serve their allotted time in the penalty box and be released upon the next whistle after their penalties have expired. Their penalty times will not be displayed on the scoreboard.

Penalty Shots may be awarded in Overtime as per the Rulebook.

TOURNAMENT FORMAT

Round Robin:

- Wins will be worth three (3) points.
- OT Wins will be worth two (2) points.



- OT Losses will be worth one (1) points.
- 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 Tie Breakers:

1. Head-to-Head result.
2. Most wins.
3. 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.
4. Lowest Total PIMs.
5. Least amount of GA.
6. 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 = 1st place; Lower seed = 2nd 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.

MERCY RULE

After the 1st 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 1st period is always stop time.

Team timeouts are permitted during run time scenarios.

No media timeouts will occur during run time scenarios.



HANDSHAKES & JPHL PLAYERS-OF-THE-GAME (POG)

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.

All teams will shake hands after the game, this includes Coaches. Officials will reserve the right to have teams bypass this scenario if they feel the game is too heated.

After the handshake, both teams will line-up on their respective bluelines. Each Head Coach will inform the Scorekeeper of their JPHL POG Selection for their own respective team. The Scorekeeper or JPHL Representative onsite will announce the award recipients for both teams so each player can come up and receive their award. Coaches or Team Managers may take photos if they wish. Note that the JPHL Social Media and Photography teams may or may not be present for photos at this time as there are simply too many games occurring at the same time in a variety of venues/locations.

PUCKS

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

Teams/Players are expected to pick up their own pucks. Warm-Up Puck Bags will be provided to each team near the end of Warm-Up, players will pick up all of their respective pucks at their net and place them in the bag, all Warm-Up Puck Bags to be returned to the penalty box areas thereafter.

ROSTERS

All teams are required to have a coach and/or manager input the *active* roster prior to every game via the RAMP Gamesheet App. The scorekeepers and broadcast teams require these prior to warm-up.

Any player/personnel (including coaches, trainers and/or injured players) not noted on the Gamesheet/Roster is not permitted on the ice/bench. This includes Affiliate Players (AP). Please ensure jersey numbers are accurate and updated within the Roster.

JERSEY COLOURS

All Home Teams will wear LIGHT coloured jerseys; All Visitor Teams will wear DARK coloured jerseys. *Coaches are encouraged to touch base with the other team in advance of their game to ensure there are not any conflicts/wardrobe malfunctions (maybe a player forgot a jersey at home, etc).*

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 may call a team timeout during a *no line change* scenario, however they cannot change their line during that timeout.
- Team timeouts may not be taken back-to-back.

MEDIA TIMEOUT

At the 10-minute mark of the every regulation period, or closest to it thereafter, a 60-second media timeout will occur. Goalies are permitted to skate to the bench to join the team and line changes are permitted at this time. Players serving any penalties must remain in the penalty boxes and cannot join the team for the timeout.

Media Timeouts will be *delayed* to the next possible stoppage IF any of the following occur:

- If there is an *existing* powerplay situation ongoing. The media timeout will be delayed until it is an even-strength scenario. Note that Media Timeouts are *permitted* to occur if the teams are playing at even strength (5v5 or 4v4) and the timeout is occurring at the stoppage due to an *incoming* penalty.
- The media timeout will not occur after a No Line Change scenario (an icing, puck shot out of play by defending team, net knocked off the moorings by the defending team, defending team's goalie covers puck when shot in from over the centre line etc).
- Media timeouts will not occur immediately after a Goal is scored.
- Team timeouts cannot be called in the same stoppage as the media timeout.
- Media timeouts will not occur during run-time scenarios such as the Mercy Rule.
- Media timeouts will not occur during overtime (OT) period(s). For clarity purposes, Team Timeouts are also NOT permitted during overtime (OT) period(s).

The league retains the right to cancel all media timeouts if ice slot allotments are in peril.

THE JPHL RESERVES THE RIGHT TO MAKE CHANGES TO ANY AND ALL OF THE ABOVE-MENTIONED POLICIES AT ANY TIME AS NECESSARY.



2014 AAA | 2013 AAA DIVISIONS

GAME PROTOCOLS

Warm-Up:	5 minutes
Period Length:	15 minutes Stop-Time
Floods:	Between every game; No floods in-between periods, after warm-up and/or before Overtime.
Notes:	All teams must wait for Officials to be on the ice prior to taking the ice for warm-ups.

OVERTIME PROTOCOLS

Round Robin:

There is NO overtime during Round Robin games for the 2013 AAA & 2014 AAA Divisions. All Round Robin games will end in a Tie.

Playoffs:

Quarter-Finals, Semi-Finals and the Championship Games will include Overtime for any games that are tied at the end of regulation play as per below.

Duration: Sudden Death

Defending Zone/Net:

Teams switch ends after Regulation Play/Before Overtime starts.

Sudden Death:

Overtime is played in a sudden death format, meaning the first team to score a goal wins the game. The game ends as soon as a goal is scored.

Overtime Format:

Player Reduction - At the beginning of the overtime period, each team has five skaters on the ice (5-on-5) and one (1) goalie each. After every minute of play, the buzzer will sound and one (1) player from each team is removed from the ice, creating a 4-on-4 situation, and then eventually a potential 1-on-1 situation, if necessary. Here is an example:

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- 4th minute = 2v2
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After that, if the game is still tied, the scorekeeper will add 1-minute onto the scoreboard and the game will resume 1v1 until a goal is scored. If it still remains tied, another 1-minute will be placed on the scoreboard and play will resume at 1v1. This will continue until a goal is scored and a winner is declared.

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