



TOURNAMENT RULES & GAME FORMAT

By participating in Seattle Pride Classic 2022, all players hereby agree to the following tournament rules:

1. All players must be at least age 18 years of age or older and be fully paid prior to any games.
2. All players must be fully registered with USA Hockey, and players acknowledge that there is an inherent risk of injury while playing ice hockey, or any sport.
3. All 2021-25 USA Hockey Official Rules of Ice Hockey apply. See Supplemental Rules below for variations.
4. All teams are guaranteed a minimum of three (3) round-robin games plus one (1) Consolation or one (1) Championship game, depending upon standings in their respective conference.
5. Seattle Pride Hockey Association will staff each game with two (2) USA Hockey-certified referees (four (4) for the All Stars of Pride game) and one (1) scorekeeper and provide the scorekeeper with rosters for each game.
6. Seattle Pride Hockey Association will supply every game with warm-up and game pucks.
7. Seattle Pride Hockey Association reserves the right to move players if there is a clear lack of team parity. Seattle Pride Hockey Association also reserves the right to add a player to a team that is obviously overmatched.
8. Both the Empowers Cup & Symetra Cup trophies will be temporarily issued to the first (1st) place teams within the Trailblazers & Queer Icons Conferences. Each trophy is to be returned to Seattle Pride Hockey Association after a period of 30 minutes. At the conclusion of the tournament, the winning team's players' names will be produced on a plaque and placed on the trophies and will be utilized again in future tournaments.
 - A. Trophy Assignments: Symetra Cup – Trailblazers Conference | Empowers Cup – Queer Icons Conference
9. Fighting is NOT welcomed and WILL NOT be tolerated. Any player(s) involved in a fight will result in ejection/expulsion from the tournament and future Seattle Pride Hockey Association tournaments.
10. For players in the All Stars of Pride game, all jerseys must be returned to Seattle Pride Hockey Association at the conclusion of the game. The jerseys will be available for auction if you wish to purchase.

Seattle Pride Classic Game Format:

1. Standings positions: win in regulation: 2 points; tie: 1 point to each team; loss: 0 points.
2. If two (2) or more teams are tied in points, their position in the standings is determined by:
 - A. Head-to-Head record (two team tie only, if more than two tied, go to B).
 - B. Least goals allowed in all three (3) games.
 - C. Most goals for in all three (3) games.
 - D. Fewest penalty (PIM) minutes in all three (3) games.
 - E. Coin toss – heads or tails selected and agreed upon by both teams prior to toss.
3. Any team that forfeits a game cannot play in the 1st Place vs. 2nd Place (Championship) game and is awarded last (4th) place.

Seattle Pride Classic Time Regulations:

1. **All players are encouraged to be ready at least 5-7 minutes prior to their scheduled game time. The warm-up clock will begin once the Zamboni doors are closed or at the scheduled game time, whichever is sooner.**
2. There are no time-outs in round-robin play. One time-out per team is allowed during regulation play of Consolation, Championship, and All Stars of Pride games. There are no time-outs allowed during overtimes.
3. Game Lengths are as follows:
 - A. Three-minute warm-up.
 - B. Three (3) run-time periods, where the final 30 seconds of each period will be stop time.
 - i. 17 minutes for round-robin games.

- ii. 15 minutes for Consolation, Championship, and All Stars of Pride games.
 - C. 45-second intermission between periods.
4. Total game time, including overtime, is not to exceed 60 minutes total.

Overtime in Consolation, Championship, and All Stars of Pride Games:

1. In the event of a tie at the end of regulation in Consolation or Championship games, a winner will be determined using the following rules:
 - A. A 4-minute runtime overtime period of 5 on 5 (plus a goaltender) will be played.
 - B. The first team to score wins.
 - C. There are no time-outs permitted during overtime.
 - D. Any penalties remaining at the end of regulation will be carried over into the overtime period.
2. In the event of a tie at the end of overtime in Consolation and Championship games, and in the event of a tie at the end of regulation in All Stars of Pride games, a winner will be determined using the following rules:
 - A. Five skaters per team will take alternating penalty shots against the opposing goaltender.
 - B. If still tied after five shots, "sudden-death" shots will be taken to reach a decision.
 - C. No player can take a second attempt until their team's entire roster has had a first attempt (excluding goaltenders).

Seattle Pride Classic 2022 Supplemental Rules:

1. Any player who receives any combination of three (3) Penalties in one (1) game will be immediately ejected from that game. However, this will not result in a Game Misconduct or ejection/expulsion from the tournament.
2. No checking. Seattle Pride Classic 2022 is to be played under the competitive contact category.
3. Team captains may not perform any roster changes. All roster changes will be conducted only by Seattle Pride Hockey Association.
4. A player must have played a minimum of one (1) regular game to be eligible to play in the Consolation or Championship game.
5. Any player currently suspended by any USA Hockey sanctioned adult league is not eligible to play in the tournament. Any suspensions levied in the tournament will carry over to any player's regular adult league team sanctioned by USA Hockey.
6. If you are currently suspended by USA Hockey or any of its leagues, please contact Seattle Pride Hockey Association so that you may be replaced.
7. "Gretzky Rule" applies in the tournament. Gretzky Rule states that no player may score more than three (3) goals in a single game. If a player scores a fourth (4th), it will be disallowed, and the play will resume in the offending teams' defensive zone (much like icing). No penalty will be assessed.
8. Seattle Pride Hockey Association reserves the right to review all cases involving Major Penalties, Game Misconducts, and Match Penalties.

GAME TIMES		
ROUND-ROBIN GAMES	CONSOLATION/CHAMPIONSHIP GAMES	ALL STARS OF PRIDE GAME
<p>Not to exceed 60-minutes. *</p> <ol style="list-style-type: none"> 1. 3-minute warm up. 2. Three (3) 17-minute, run-time periods. 3. The final 30-seconds of each period will be stop time. 4. 45-seconds between periods. 5. No time outs given. <p>*These times are subject to modification if games are consistently exceeding the allotted time. The change will occur once all teams have played one (1) game.</p>	<p>Not to exceed 60-minutes.</p> <ol style="list-style-type: none"> 1. 3-minute warm up. 2. Three (3), 15-minute, run time periods. 3. The final 30-seconds of each period will be stop time. 4. 45-seconds between periods. 5. Each team receives one (1) 60-second timeout. 6. If the score is tied after three (3) periods of play, there will be a 4-minute, run-time, "sudden death" period. 7. If the score remains tied after four (4) periods of play, the game will move onto an alternating 5-person shootout, then a 1-person sudden-death shootout. No one player may shoot twice until everyone on the team has shot at least once. 	<p>Not to exceed 60-minutes.</p> <ol style="list-style-type: none"> 1. 3-minute warm up. 2. Three (3), 15-minute, run time periods. 3. The final 30-seconds of each period will be stop time. 4. 45-seconds between periods. 5. Each team receives one (1) 60-second timeout. 6. If the score remains tied after three (3) periods of play, the game will move onto an alternating 5-person shootout, then a 1-person sudden-death shootout. No one player may shoot twice until everyone on the team has shot at least once.
<p>▲ The warm-up clock will begin once the Zamboni doors are closed or at the scheduled game time, whichever is soonest.</p>		
PENALTY TIMES		
1. Minor: 3:00 minutes	2. Major: 7:00 minutes	