



TOURNAMENT RULES & GAME FORMAT

By participating in Seattle Pride Classic 2023, all participants hereby agree to the following tournament rules & format:

1. At time of registering, all participants must be at least 18 years of age or older and be fully paid prior to any games.
2. All participants must be fully registered with USA Hockey, and participants acknowledge that there is an inherent risk of injury while playing ice hockey.
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 division.
5. Seattle Pride Hockey Association will staff each game with two (2) USA Hockey-certified referees (four (4) for the Alaska Airlines: 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 team with warm-up and game pucks.
7. Seattle Pride Hockey Association reserves the right to move participants if there is a clear lack of team parity. Seattle Pride Hockey Association also reserves the right to add a participant 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 participants' 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 participant(s) assessed a penalty under Rule 615 (Fighting) will result in immediate ejection from the tournament.

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 place.

Seattle Pride Classic Time Regulations:

1. In the interest of staying on schedule, all participants are encouraged to be ready 3+ minutes prior to their scheduled game time. The warm-up clock may begin once the ice doors are closed or at the scheduled game time, whichever is sooner (this means a warm-up may begin on-time even if the ice doors are still open to prevent delays).
2. There are no time-outs in round-robin play. One (1) time-out per team is allowed during regulation play of Consolation, Championship, and Alaska Airlines: All Stars of Pride games. There are no time-outs allowed during overtimes.
3. Game Lengths: See below tables for Primary and Secondary Game Lengths.
4. Any penalty(ies) remaining at the end of the second period will be reduced by $\frac{1}{4}$ the time and carry to the third period.
5. Total game times not to exceed 75-minutes total.
 - A. See Secondary Game Lengths below if the tournament falls five (5) or more minutes behind schedule.

Overtime in Consolation & Championship 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. One (1) 5-minute run-time 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 third period 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, 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 participant can take a second attempt until their team's entire roster has had a first attempt (excluding goaltenders).
 3. Total game time, including overtime and shootouts, if applicable, are not to exceed 75-minutes total.

Seattle Pride Classic 2023 Supplemental Rules:

1. Any participant 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 2023 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 participant must have played a minimum of one (1) regular game to be eligible to play in the Consolation or Championship game.
5. Any participant 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 participant'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. A refund is not guaranteed but may be available if a paying, replacement participant is available.
7. **FOR BOTH FRIENDLY DIVISIONS:**
 - A. **"Gretzky Rule"** applies in the tournament. Gretzky Rule states that no participant may score more than three (3) goals in a single game. If a participant 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.
 - B. **Blue Line Icing** applies in the tournament. This means that there will be no icing unless the puck is shot from within a team's defending zone, and it crosses the opposing team's far red line.
8. Seattle Pride Hockey Association reserves the right to review all cases involving Major Penalties, Game Misconducts, and Match Penalties.

PRIMARY GAME LENGTHS

It is imperative that we collectively work together to ensure all scheduled ice times remain on-time and on-schedule to maximize our use of these 75-minute ice slots. Scorekeepers may start the warm-up clock earlier than a scheduled game time if the ice cut is completed early. To that end, always be ready and waiting to take the ice for your game a few minutes early.

ROUND-ROBIN GAMES	CONSOLATION/CHAMPIONSHIP GAMES	ALASKA AIRLINES: ALL STARS OF PRIDE
<ol style="list-style-type: none"> 1. 3-minute warm up. 2. Two (2) 18-minute, run-time periods, plus an 18-minute, stop-time, third period. 3. The final 30-seconds of each period will be stop time. 4. 60-seconds between periods. 5. No time outs given. 	<ol style="list-style-type: none"> 1. 3-minute warm up. 2. Two (2) 16-minute, run-time periods, plus a 16-minute, stop-time, third period. 3. The final 30-seconds of each period will be stop time. 4. 60-seconds between periods. 6. Each team receives one (1) 60-second timeout during regulation only. 7. If the score is tied after three (3) periods of play, there will be a 5-minute, run-time, "sudden death" period. 8. 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 participant may shoot twice until everyone on the team has shot at least once. 	<ol style="list-style-type: none"> 1. 3-minute warm up. 2. Two (2) 18-minute, run-time periods, plus an 18-minute, stop-time, third period. 3. The final 30-seconds of each period will be stop time. 4. 60-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 ends in a tie.

⚠ BE READY EARLY! To stay on schedule, the warm-up clock may begin once the ice doors are closed.

PENALTY TIMES

Minor: 3:00 minutes (Third Period: 2:00 minutes)

Major: 7:00 minutes (Third Period: 5:00 minutes)

SECONDARY GAME LENGTHS PLAN

If, at any time, the tournament falls behind schedule greater than five (5) minutes on one or more ice sheets, Seattle Pride Hockey Association reserves the right to enact the Secondary Game Lengths plan for any duration, on one or more ice sheets, as seen necessary to bring the tournament back on schedule and ensure proceeding programming after ours is not impacted.

LEVEL ONE

If the start of any scheduled ice slot is five (5) minutes or more behind schedule, Seattle Pride Hockey Association will enact Level One. This escalation consists of maintaining the times itemized in Primary Game Lengths > Round-Robin Games but will change to **no time stoppages** in the final 30-seconds of periods one and two, and the **third period shall be either partially or wholly run-time**, as deemed necessary.

LEVEL TWO

If the start of any scheduled ice slot is 10 minutes or more behind schedule, Seattle Pride Hockey Association will elevate to Level Two outlined below, depending upon the type of game(s) impacted. All impacted teams will be informed when this occurs.

ROUND-ROBIN GAMES	CONSOLATION/CHAMPIONSHIP GAMES	ALASKA AIRLINES: ALL STARS OF PRIDE
<ol style="list-style-type: none"> 1. 3-minute warm up. 2. Three, 16-minute, run-time periods. 3. There will be no time stoppages. 4. 60-seconds between periods. 5. No time outs given. 	<ol style="list-style-type: none"> 1. 3-minute warm up. 2. Three, 15-minute, run-time periods. 3. There will be no time stoppages. 4. 30-seconds between periods. 6. No time outs given. 7. If the score is tied after three (3) periods of play, there will be a 5-minute, run-time, "sudden death" period. 8. 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 participant may shoot twice until everyone on the team has shot at least once. 	<ol style="list-style-type: none"> 1. 3-minute warm up. 2. Three, 15-minute, run-time periods. 3. There will be no time stoppages. 4. 30-seconds between periods. 5. No time outs given. 6. If the score remains tied after three (3) periods of play, the game ends in a tie.

PENALTY TIMES

Minor: 2:00 minutes

Major: 5:00 minutes

LEVEL THREE

If the start of any scheduled ice slot is 15 minutes or more behind schedule, Seattle Pride Hockey Association will elevate to Level Three, which will involve skipping the ice cut entirely for that upcoming ice slot. With approval from Kraken Community Iceplex, participants may be permitted to perform a shovel sweep of the ice. Level Three should only consist of skipping an ice cut for one (1) game. After completion of the impacted match up, the scheduled ice time should be back on schedule for the proceeding game, at which time we will return to standard game operations.

Please understand that it is a collective effort to maintain ice times and prevent the use of these Secondary Game Lengths. While there are unavoidable delays (i.e., injuries, repairs to boards or ice), here are some helpful tips to prevent unnecessary delays:

1. Start clearing the ice of warm up pucks approximately 30 seconds prior to the end of warmups.
2. After warmups, promptly line up for the face-off drop.
3. During stoppages of play or after a goal, quickly prepare for the face-off drop.

There are no account credits or refunds for participants and/or teams impacted for using the Secondary Game Lengths plan.

Thank you for your understanding.