



# TOURNAMENT RULES & GAME FORMAT



Welcome to Seattle Pride Classic 2025 ("SPC25") produced and hosted by Seattle Pride Hockey Association ("SPHA"). By participating in SPC25, all players hereby agree to the following tournament rules & game format:

1. All players hereby agree to adhere to the Participant Conduct Policy.
2. At the time of tournament, all players must be at least 18 years of age and be fully paid prior to any games.
3. All players must be fully registered with USA Hockey, and players acknowledge that there is an inherent risk of injury while playing ice hockey.
4. All 2021-25 USA Hockey Official Rules of Ice Hockey apply. See Supplemental Rules below for variations.
5. All Competitive Conference 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. All Social Conference teams will play a total of four (4) round-robin games.
6. SPHA 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.
7. SPHA will supply every team with warm-up and game pucks.
8. SPHA reserves the right to move players if there is a clear lack of team parity. SPHA also reserves the right to add a player or pro player to a team that is obviously overmatched.
9. Fighting is **NOT** welcomed and **WILL NOT** be tolerated under any circumstances. Any players(s) assessed a penalty under Rule 615 (Fighting) will result in immediate ejection from the tournament.
10. Both the Empowers Cup & Symetra Cup trophies will be temporarily issued to the two first (1st) place teams within both the Stonewall & Victory Divisions of the Competitive Conference. Each trophy is to be returned to SPHA after a period of 30 minutes. At the conclusion of the tournament, the first-place team & players names will be produced on a plaque and placed on the trophies and will be utilized again for future tournaments.
  - A. Trophy Assignments: **Symetra Cup** – Stonewall Division | **Empowers Cup** – Victory Division

## SPC25 Game Format (Competitive Conference only):

1. Standings positions: win in regulation: 2 points; tie: 1 point to each team; loss: 0 points.
2. If a game is tied after three periods during round robin play, each team is awarded one (1) point. There is no tie-breaker.
3. 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.
4. Any team that forfeits a game cannot play in the 2<sup>nd</sup> Place @ 1<sup>st</sup> Place (Championship) game and is awarded last place.

## SPC25 Time Regulations:

1. In the interest of staying on schedule, all players are encouraged to be ready 5+ 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 1/3 the time and carry to the third period.
5. Total game times not to exceed 70-minutes total.
  - A. See Secondary Game Lengths below if the tournament falls five (5) or more minutes behind schedule.

### Overtime in Consolation & Championship Games (Competitive Conference only):

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 players may take a second attempt until their team's entire roster has had a first attempt (excludes goaltenders).
3. Total game time, including overtime and shootouts, if applicable, are not to exceed 70-minutes total.

### Competitive & Social Conference Expectations

#### Competitive Conference Expectations

- Gameplay & Structure: Fast-paced, competitive gameplay with structured team assignments and standings tracking.
- Final Game & Awards: Sunday games are determined by standings, with trophies and medals awarded to the top teams.
- Refereeing Standard: Standard USA Hockey or league-level officiating, with penalties called according to the rulebook but allowing for physicality within fair play.
- Skill Matching: Teams are formed based on competitive balance but are not necessarily even—stronger teams may emerge based on performance.
- Attitude & Approach: Players should expect intensity, strategic play, and a desire to win while maintaining sportsmanship.

#### Social Conference Expectations

- Gameplay & Structure: Emphasis on fun, camaraderie, and balanced play with no standings or awards.
- Final Game & Format: A round-robin format where all teams play an equal number of games, with full schedules shared upfront.
- Refereeing Standard: Stricter enforcement of penalties, especially regarding aggressive body contact, to maintain a safe and inclusive atmosphere.
- Skill Matching: Teams will be balanced as evenly as possible to ensure fair and engaging matchups.
- Attitude & Approach: Players should prioritize fun, teamwork, and positive interactions over competition.

### Supplemental Rules:

1. Any players who receive 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.** SPC25 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 SPHA.
4. All players must have played a minimum of one (1) regular game to be eligible to play in the Consolation or Championship game (Competitive Conference only).
5. Any players currently suspended by any USA Hockey sanctioned adult hockey league, or any other adult hockey league within the State of Washington, are not eligible to play in the tournament. Any suspensions levied in the tournament will carry over to any players' regular adult league team sanctioned by USA Hockey.
  - A. If you are currently suspended by USA Hockey or any of its leagues, please contact SPHA so that you may be replaced. A refund is not guaranteed.
6. **FOR BOTH COMPETITIVE & SOCIAL CONFERENCES – ALL DIVISIONS:**
  - A. 'Gretzky Rule' applies in the tournament. Gretzky Rule states that no players may score more than three (3) goals in a single game. If a player scores a fourth (4<sup>th</sup>) goal, it will be disallowed, and the play will resume in the offending team's defensive zone (like icing). No penalty will be assessed.
7. **FOR SOCIAL CONFERENCE ONLY – ALL DIVISIONS:**
  - A. 'Blue Line Icing' applies in the tournament. This means that there will be no icing unless the puck is shot from inside a team's defending zone, and it crosses the opposing team's far-red line.
8. SPHA reserves the right to review all cases involving Major Penalties, Game Misconducts, and Match Penalties.
9. Zero Tolerance Policy – SPHA will strictly adhere to and enforce USA Hockey's Zero Tolerance Policy.

## 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 70-minute ice slots. Scorekeepers may start the warm-up clock earlier than the 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	CONSOLATION/CHAMPIONSHIP	ALASKA AIRLINES: ALL STARS OF PRIDE
<ol style="list-style-type: none"> <li>3-minute warm up.</li> <li>Two (2) 17-minute, run-time periods, plus a 17-minute, stop-time, third period.</li> <li>The final 30-seconds of each period will be stop-time.</li> <li>60-seconds between periods.</li> <li>No time outs given.</li> </ol>	<ol style="list-style-type: none"> <li>3-minute warm up.</li> <li>Two (2) 15-minute, run-time periods, plus a 15-minute, stop-time, third period.</li> <li>The final 30-seconds of each period will be stop-time.</li> <li>60-seconds between periods.</li> <li>Each team receives one (1) 60-second timeout during regulation only.</li> <li>If the score is tied after three (3) periods of play, there will be a 5-minute, run-time, "sudden death" period.</li> <li>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 players may shoot twice until everyone on the team has shot at least once.</li> </ol>	<ol style="list-style-type: none"> <li>3-minute warm up.</li> <li>Two (2) 17-minute, run-time periods, plus a 17-minute, stop-time, third period.</li> <li>The final 30-seconds of each period will be stop-time.</li> <li>60-seconds between periods.</li> <li>Each team receives one (1) 60-second timeout.</li> <li>If the score remains tied after three (3) periods of play, the game ends in a tie.</li> </ol>

**⚠ 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, SPHA 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 the tournament is not impacted.

### LEVEL ONE

If the start of any scheduled ice slot is 5 - 9 minutes behind schedule, SPHA will enact Level One. This escalation consists of maintaining the times itemized in the applicable Primary Game Lengths swim lane 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, SPHA 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	CONSOLATION/CHAMPIONSHIP	ALASKA AIRLINES: ALL STARS OF PRIDE
<ol style="list-style-type: none"> <li>3-minute warm up.</li> <li>Three, 17-minute, run-time periods.</li> <li>There will be no time stoppages.</li> <li>60-seconds between periods.</li> <li>No time outs given.</li> </ol>	<ol style="list-style-type: none"> <li>3-minute warm up.</li> <li>Three, 15-minute, run-time periods.</li> <li>There will be no time stoppages.</li> <li>30-seconds between periods.</li> <li>No time outs given.</li> <li>If the score is tied after three (3) periods of play, there will be a 5-minute, run-time, "sudden death" period.</li> <li>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 players may shoot twice until everyone on the team has shot at least once.</li> </ol>	<ol style="list-style-type: none"> <li>3-minute warm up.</li> <li>Three, 15-minute, run-time periods.</li> <li>There will be no time stoppages.</li> <li>30-seconds between periods.</li> <li>No time outs given.</li> <li>If the score remains tied after three (3) periods of play, the game ends in a tie.</li> </ol>

## 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, SPHA will elevate to Level Three, which will involve skipping the ice cut entirely for that upcoming ice slot. With approval from Kraken Community Iceplex, players may be permitted to perform a shovel sweep of the ice. Primary Game Length timing will apply. In theory, Level Three should only consist of skipping an ice cut for one (1) game. At completion of the impacted match up, the time should be back on schedule for the proceeding game, at which time the tournament will return to Primary Game Lengths.

Please understand that it is a collective effort to maintain ice times and prevent the use of the Secondary Game Lengths contingency plans. While there are unavoidable delays (i.e., major 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 proceeding face-off drop.
4. At the end of the game, perform a handshake line and depart the ice.

There are no account credits or refunds for players and/or teams impacted by use of the Secondary Game Lengths plans as SPHA cannot predict when their uses must be enacted.

Thank you for your cooperation and understanding. Have a great tournament!