



## **2026 Honky Tonk Showdown Tournament Rulebook**

### **Article I – General Rules**

#### **1.1 Playing Rules**

All tournament games follow USA Hockey (USAH) rules and regulations. All participating teams, players, and coaches must be registered with USA Hockey.

#### **1.2 Tournament-Specific Rules**

- Tag-up offsides and no-touch icing (center red line) will be enforced.
- Slapshots are permitted at all levels.
- Body checking is strictly prohibited in all divisions.

#### **1.3 Game Format & Penalties**

- Each game will consist of three (3) 15-minute stop-time periods.
- Warm-up duration: 3 minutes. Players may not enter the ice surface until Zamboni doors are fully closed.
- Penalties:
  - Minor: 2 minutes
  - Major: 5 minutes
  - Misconduct: 10 minutes

#### **1.4 Running Clock Rule**

If a team leads by five (5) or more goals at any time during the third period, running time will be used. Stop time will resume if the goal differential drops below five.

#### **1.5 Jerseys & Game Readiness**

- The away team must wear white (light) jerseys; the home team must wear dark (colored) jerseys.
- Teams must be dressed and ready to play at least 15 minutes prior to their scheduled game time.

### **1.6 Required Equipment**

Per USAH regulations, players must wear a helmet, gloves, shin guards, hockey pants, skates, and elbow pads. Shoulder pads and mouthguards are optional but strongly recommended.

### **1.7 Game Officials**

Each game will be officiated by two referees. The tournament will also provide official scorekeepers.

### **1.8 Tournament Directors**

- **Nick Beaudette (Antioch)** – [nbeaudette@nashvillepredators.com](mailto:nbeaudette@nashvillepredators.com)
- **Clayton Pierce (Bellevue)**– [cpierce@nashvillepredators.com](mailto:cpierce@nashvillepredators.com)

All questions and disputes must be directed to the Tournament Directors. Their decisions are final.

### **1.9 Scoresheets**

Game results will be posted digitally via the GameSheets platform. No printed scoresheets will be provided.

### **1.10 Timeouts**

Each team is allowed one (1) 30-second timeout per game.

### **1.11 Handshakes**

Teams are expected to participate in a handshake line following the conclusion of each game.

### **1.12 Roster Size**

Each team may have a maximum of 15 skaters and one (1) goaltender.

## **Article II – Format & Tiebreakers**

## 2.1 Pool Play Format & Points System

- Regulation Win: 3 points
- Shootout Win: 2 points
- Shootout Loss: 1 point
- Regulation Loss: 0 points

All pool play games tied at the end of regulation will go directly to a shootout.

### Division Breakdown

- **A/B Division (FIC Antioch)** – 1 division of 6 teams. Each team plays 3 pool games. The top 2 advance to the Championship; remaining teams play consolation games.
- **Upper C Division (FIC Bellevue)** – 1 division of 6 teams. Each team plays 3 pool games. The top 2 advance to the Championship; remaining teams play consolation games.
- **Lower C Division (FIC Antioch)** – 1 division of 6 teams. Each team plays 3 pool games. The top 2 advance to the Championship; remaining teams play consolation games.
- **D Division (FIC Bellevue)** – 2 divisions of 4 teams. Each team plays 3 pool games. Placement games: 1v1, 2v2, etc.
- **Rookie Division (FIC Antioch)** – 1 division of 6 teams. Each team plays 3 pool games. The top 2 advance to the Championship; remaining teams play consolation games.
- **Women's Division (FIC Bellevue)** – 1 division of 4 teams. Top 2 play for the Championship; bottom 2 play a consolation game.

## 2.2 Tiebreakers

If teams are tied in points after pool play, rankings will be determined using the following tiebreakers in order:

1. Head-to-head result
2. Most total wins
3. Highest goal differential (capped at  $\pm 5$  goals per game)
4. Fewest total penalty minutes

5. Coin toss (by Tournament Director)

## **2.4 Round Robin & Consolation Game Overtime**

If a game ends in a tie, a best-of-three shootout will take place. If the shootout remains tied after three shooters, it will proceed to sudden-death rounds until a winner is determined.

## **2.4 Championship Game Format**

If tied at the end of regulation:

- A 5-minute 3-on-3 sudden death overtime will be played.
- If still tied, a 3-player shootout will follow (no repeat shooters).
- The visiting team will shoot first.

*Note: Any power play advantage at the end of regulation will carry over to overtime (e.g., 5v4 becomes 4v3).*

## **Article III – Protests**

### **3.1 Game Outcomes**

Game outcomes may not be protested based on referee judgment calls. Valid protests may include:

- Use of an ineligible player
- Significant rule or procedural violations with material impact on the game

### **3.2 Filing a Protest**

Only team captains may file a protest. Protests should be submitted to a Tournament Director immediately following the game in question. Protests should not be filed until 1 hour post the conclusion of the game.

### **3.3 Review Process**

The Tournament Director will evaluate the protest and make a final ruling.

## **Article IV – Suspensions & Expulsions**

### **4.1 Player Ejections**

Any player receiving a major penalty for fighting or game misconduct will be suspended for the remainder of the tournament. All penalties are governed by USAH rules.

## **Article V – Eligibility, Forfeitures and Enforcement**

### **5.1 Team Check-In**

All teams must check in at least 30 minutes prior to their first scheduled game on **Friday**

### **5.2 Rosters & Player Registration**

- Captains must submit a roster by **May 1**. Roster changes can be submitted up to one (1) week prior to the tournament. Failure to do so may result in removal from the tournament without a deposit refund.
- All players must have a valid USA Hockey number.
- All players on the submitted roster must include contact information, USA Hockey number, jersey number, and highest level of playing experience.
- Players may participate on only one team in the tournament.
- Any team who drops after the May 1 deadline will not receive a deposit refund.

### **5.3 Ineligible Players**

Teams using ineligible players will forfeit all affected games. Those players will be disqualified from further participation.

### **5.4 Pro & NCAA Eligibility Restrictions**

- Players who have been rostered on an NHL, AHL, European Pro, NCAA, ECHL, CHL, AHL, FPHL, SPHL, or AAHA roster are only eligible for the **A/B Division**.

### **5.5 Division Eligibility Enforcement**

Tournament Directors reserve the right to remove individual players or entire teams from the tournament without refund if it is determined that they have misrepresented skill level or **intentionally entered a lower division** to gain a competitive advantage ("sandbagging"). All final decisions regarding division eligibility and enforcement are up to the Tournament Directors. The tournament directors reserve the right to make exceptions for specific players and circumstances.

### **5.6 Player Replacement**

In the event of an injury, a player may be replaced only with prior approval from the

Tournament Director. Once a player has been officially replaced, they become ineligible to return or participate in any remaining games for the duration of the tournament. If a team loses a player due to injury, the Tournament Director may assist in filling the vacancy with an appropriate substitute from within the tournament or from local leagues.

## **Article VI – Division Descriptions**

### **A/B Division (Advanced)**

- Players 21+ with advanced experience
- Typical backgrounds: varsity high school, junior (Tier II/III), AAA, collegiate club (ACHA), or semi-professional
- Tempo: Fast-paced with high skill and hockey IQ

### **Upper C Division (Upper Intermediate)**

- Players 21+ with intermediate-to-advanced experience
- May include varsity high school or ACHA-level players (non-elite)
- Tempo: Moderate pace with sound fundamentals

### **Lower C Division (Core Intermediate)**

- Players 21+ with solid intermediate skills
- Most have youth or high school experience, transitioning from D Division or adult leagues
- Restrictions: No former junior, collegiate, or professional players
- Tempo: Moderate, with developing team play

### **D Division (Lower Intermediate)**

- Players 21+ with novice to intermediate experience
- Typically, 5+ years of adult league play with minimal structured youth experience
- Restrictions: No former junior, collegiate, or professional players
- Tempo: Fun, recreational, and intermediate-paced

### **Rookie Division (Beginner)**

- Players 21+ new to hockey or with fewer than 2 years of organized play
- Designed for those transitioning from Learn-to-Play or just beginning
- Tempo: Slow-paced with emphasis on development, safety, and enjoyment

### **Women's Division**

- All players must identify as female and be 21+
- Open to all skill levels
- Restrictions: No former junior, collegiate, or professional players
- Tempo: Recreational to intermediate, focused on inclusion and fun

### **NOTE:**

The Tournament Directors reserve the right to adjust any tournament rule, format, division classification, or participant eligibility in the best interest of competitive balance and the overall success of the event. The tournament schedule is subject to change to make any necessary accommodation for the tournament.