2022 Honky Tonk Showdown
Tournament Rulebook

Article 1
General Rules

1.1 Playing Rules. USAH requires that our tournament be registered and that all participating teams, players and coaches be USA Hockey registered. Tournament Sanction Number SETN222304. USA Hockey rules and penalties shall apply to all tournament games.

1.2 Tournament Rules. Referee’s will enforce tag-up offsides and red line no touch icing in each contest. Slapshots are allowed in every level of play. No body checking will be tolerated at any level.

1.3 Length of Games & Penalties. All games in all levels will be twelve (12) minute stop time periods. Warm-ups for all levels shall be three (3) minutes. No player shall step foot on the ice until Zamboni doors close. Penalties will consist of 2:00 Minor Penalties, 5:00 Major Penalties, and 10:00 Misconducts.

1.4 Running Clock: If a 5 goal or greater spread exists at the start of the 3rd period or at any time during the 3rd period, run time will commence. If the spread is reduced to less than 5 goals, stop time will be reinstated.

1.5 Home Teams/Jerseys/Start Times. For all games, the away team listed shall wear its white (light), away jerseys and the home team listed shall wear its colored (dark) home jerseys. Teams are asked to be at the rink 15 minutes prior to their scheduled game time.

1.6 Equipment. All games are operated under USAH Rules and Regulations. All USAH players are required to wear helmet, gloves, shin guards, hockey pants, skates, and elbow pads. Shoulder pads and mouthguards are not required but suggested.

1.7 Officials. All levels shall be officiated by two on ice referees. The Tournament shall also provide scorekeepers.

1.8 Tournament Directors. The tournament director for the 2022 Honky Tonk Showdown will be Tyler Chiodini (tchiodini@nashvillepredators.com). All questions and controversies shall be referred to the Tournament Director. The Tournament Director’s decision in any such matters shall be final.

1.9 Scoresheets. All scoresheets will be posted online to our TimeToScore database and can be accessed immediately following the game. No physical scoresheet will be presented.

1.10Timeouts. For all games at all levels, each team will be given one (1) timeout (30 seconds) per game to be used at the captain’s discretion.

1.11 Handshakes. Handshakes will take place at the conclusion of each game.

ARTICLE 2
Division Formats and Tiebreakers

2.1 Pool Play Games. In the pool play portion of the tournament two (2) points will be awarded for a regulation win, one (1) point for a tie, and zero (0) points for a loss. There will be no overtime in pool play.
B Division (Bellevue) will be comprised of one division of 4 teams. Each team will play three (3) games. At the conclusion of pool play, all teams will be ranked one through four within their division and top 2 teams from their division will play in the championship.

C Division (Antioch) will be comprised of two divisions of 5 teams. Each team will play four (4) games in their division. At the conclusion of pool play, all teams will be ranked one through five within their division and the top team from each division will play in the championship.

D Division (Bellevue) will be comprised of two divisions of 5 teams. Each team will play four (4) games in their division. At the conclusion of pool play, all teams will be ranked one through five within their division and the top two teams from each division will play in the championship.

Rookie Division (Antioch) will comprise of one division of 4 teams each. Each team will play three (3) games in their division. At the conclusion of pool play, all teams will be ranked one through four within their division and the top two teams from their division will play in the championship.

2.2 Tiebreakers for All Levels of Pool Play. In all tiebreaker situations, the Tournament Director’s decisions shall be final. If two or more teams are tied in points after Pool Play, the following tiebreakers in the following order shall be used to determine which team finishes higher for final seeding:

1. If two teams are tied, **Head to Head Competition**;
2. If two teams remain tied, **Most Wins** during Pool Play;
3. If two teams remain tied, **Goal Differential** (as defined below) shall be applied first counting only Games against common opponents, and if no winner emerges then counting all Pool Play Games;
4. If teams still tied, **Fewest Penalty Minutes**

2.3 **Game Format for Championship.** In result of a tie game at the end of regulation in a championship game, a five (5) minute 3v3 sudden death overtime will take place. If a team ended the first overtime with a 5 on 4 advantage the advantage will continue as 4 on 3. If no winner is determined from overtime, a 3-person shootout will take place. Teams must select a different player for each round of the shootout.

ARTICLE 3
Protests

3.1 A game, including its outcome, may not be protested based on the judgments or “calls” made by an on-ice official. A game, including its outcome, may be protested based on the opponent’s use of an ineligible player, or on a gross violation of rules or of protocol that clearly has an impact on the game and that is significantly detrimental to the tournament games.

3.2 Any such protest must be filed by the protesting team as soon as is reasonably possible, preferably immediately following the disputed game to the Tournament Director for his consideration.
If the Tournament Director determines that the circumstances warrant it, he may uphold the protest and assess the appropriate penalties against the offending team. The Tournament Director’s decision in any such matters shall be final.

ARTICLE 4
Suspension and Expulsion of Players, Fans, and Other Team Personnel

4.1 Players. Any player who receives a major penalty for fighting, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and the remainder of the tournament. USA Hockey Official Playing Rules shall govern the assessment of penalties.

ARTICLE 5
Sanctioning, Credentials and Forfeitures of Players, Coaches, Other Team Personnel

5.1 All teams will check in and register 30 minutes prior to their first scheduled game on Friday, June 24th, 2022.

5.2 All captains shall have submitted their team’s roster and any additional information to the Tournament Director at minimum one week before the start of the tournament.

5.3 No player is allowed to participate on more than one team.

5.4 Any team using an ineligible player(s) shall forfeit any and all games in which the individual player(s) has participated, and the player(s) will be suspended for the remainder of the tournament.

5.5 Any player(s) that participated at any time during the current season (after September 1st) at any elite professional level (NHL, AHL, Europe) or on an NCAA Division team are eligible for this tournament, but their team must register for the B Division at Bellevue.

5.6 Any player(s) who participated in any other professional leagues (ECHL, CHL, IHL, UHL, SPHL, and AAHA) after December 31st of the current season are eligible to play for this tournament, but their team must register for the B division at Bellevue.

5.7 Division Descriptions
B DIVISION DESCRIPTION: Teams are comprised primarily of experienced players 21 years of age and older with moderate to advanced skill level. Players may have up to high school playing experience, but most teams should have youth playing experience and at least several years playing as an adult. Some players may have played AAA, Junior, College, and Pro throughout their career. Players with experience, but
either older in age or slower than younger players may be within this division, as well. Games will have a moderate to fast tempo, as well as, moderate to advanced skill sets/hockey knowledge.

C DIVISION DESCRIPTION: Teams are comprised primarily of decently experienced players 21 years of age and older with novice to intermediate skill level. Players may have up to high school playing experience, but most teams should have youth playing experience and/or several years only playing as an adult. Some players maybe less experienced players 21 years of age and older making the jump from the D division or may be playing at the Upper/Lower C league at Ford Ice Center. Players with experience, but either older in age or slower than younger players may be within this division, as well. Games will have a moderate tempo, as well as, moderate to intermediate skill sets/hockey knowledge.

D DIVISION DESCRIPTION: Teams are comprised of players 21 years of age and older primarily with beginner to novice level. Although some players may have five or more years of playing experience (either as an adult or youth), this experience is not to have exceeded the adult novice level. Games will have a fun and positive environment while remaining at a slower pace with beginner skill sets and knowledge of the game.

ROOKIE DIVISION DESCRIPTION: Teams are comprised of players 21 years of age and older at a beginner level. Although some players may have five or more years of playing experience (either as an adult or youth), this experience is not to have exceeded the adult beginner levels. Games will have a fun and positive environment while remaining at a slow pace with beginner skill sets and knowledge of the game.

*THE TOURNAMENT DIRECTOR(S) RESERVES THE RIGHT TO MAKE ANY DECISIONS REGARDING TOURNAMENT RULES, FORMAT, ETC. FOR THE OVERALL GOOD OF THE EVENT*