



Clark Cup Tournament Rules of Play

September 30 to October 2, 2016

Location

Greensboro Ice House, 6119 Landmark Center Blvd. Greensboro, NC 27407

<https://www.google.com/maps/place/Greensboro+Ice+House>.

Rules

Except as noted in these rules of play, all games are subject to the USA Hockey official rules: http://www.usahockey.com/Template_Usahockey.aspx?NAV=OF_02&ID=20072.

Rosters/ Sign-in

Initial deposit of 50% is due by July 1st. Final rosters and full payment is due by August 15 (names, numbers, date of birth). Microsoft .xls or .doc are the preferred formats. Roster changes are permitted up to the last day, but such players will not be listed in the program. Regardless, all players must sign in before playing their first game with proof of age (photo ID). Any deviations must be provided to the scorekeeper by the team captain before each game.

Number of Games

Each team is guaranteed three total games Friday - Saturday. Teams must be prepared to play by noon on Friday and will have one game on Friday and two games on Saturday. Championship games (4th game) will be played on Sunday morning (both divisions) between the top two teams in each division.

Tie-Breakers for the Championship Games (in order of application)

1. Most wins.
2. Period and overall game points (Buffalo System):
 - Games won: 2 points each game; Game ties: 1 point each game.
 - Periods won: 1.0 point each period; Period ties: 0.5 point each period.
3. Least goals allowed.
4. Net goal differential.
5. Most goals.

6. Team with least penalty points
7. Coin toss (Conducted by the Chief Off-Ice Official).

Player Eligibility

60s Division: Year of birth will be the age determining factor (i.e., age as of Dec 31, 2016). Except two players may be as young as 58.

65s Division: Year of birth will be the age determining factor (i.e., age as of Dec 31, 2016). Goalies for both divisions must be at least 55 years old by Dec 31, 2016. Goalie replacement due to emergency is authorized with approval.

In order to participate in a championship game, a player must have played in at least two regulation games with that team. Any team that feels their opponent has violated any of these eligibility rules must notify the on-ice officials any time during the game before it is over. The on-ice officials will immediately notify the off-ice officials, and the game will proceed. The off-ice officials will then verify the status of all players during and/or immediately after the conduct of the game. If the team is found to be in violation of player eligibility, the game will be forfeited (regardless of the final score), and the non-offending team will be given the win, the maximum five points, and a score of 3-0 unless the final score is more in their favor.

Length of Games

For each game, there will be one 4-minute warm-up before the game and three 12-minute stop time periods with 1-minute breaks between periods. The on-ice officials will still report all goals throughout the game for playoff tie-breaking purposes. Unless otherwise noted, there will be no overtime or shootouts except in the championship games. The scoreboard will show actual score.

Penalties

Individuals are allowed only three penalties per game. After the third penalty, the player will be ejected but still be able to play in the next game.

Any player getting a Misconduct Penalty will be ejected from the game, but he/she will still be eligible for any following game(s). Any player getting two Misconduct Penalties in the tournament will become ineligible for any other games in this tournament and subject to review for eligibility in future tournaments.

Any penalty resulting in a Game Misconduct or Match Penalty will result in that player losing eligibility for the rest of the tournament and subject to review for eligibility in future tournaments.

Misconduct, Game Misconduct, and Match penalties do not have to be served by anyone (player ejected). All minor (1 minute) and major (3 minute) penalties must be served by a

non-ejected player(s) unless such penalties are coincidental. Someone else on the team must serve any non-coincidental penalties in addition to the ejection.

The Clark Cup will allow waist-high on backswing slap shots. NO checking.

Timeouts

Each team will be granted one 30-second time-out. No additional timeouts will be authorized in a Championship overtime game, but a team may use their only timeout in overtime.

Uniforms and Equipment

Helmet shields or masks are not required, but highly recommended. Only jerseys need to be similar (not exact jersey matches, helmets, socks, pants, etc...). Jerseys need to be of the same color (preferably the exact same type of jersey) with unique numbers on the back of each one. All teams should be prepared to wear light and dark jerseys for the entire tournament. If any team has only one complete set of team jerseys, players need to bring other jerseys (i.e., if the team jersey is light, players need to bring a dark jersey and vice versa). When both teams have only one set and the colors are similar, the home team has jersey preference. If a team has to wear substitute jerseys, the team captain must inform the off-ice officials of any jersey number differences before the start of the game.

Substitute jersey numbers do not have to be the same as player basic jersey numbers, but individual players must be uniquely identifiable (color and/or number).

Championship Game

In case of a tie, there will be a four minute 4-on-4 sudden-death overtime with stopped time. If the game is still tied, there will be a 3x3 shootout. If still tied, the shootout will continue 1x1 until one team ends up ahead at the end of a round. The home team has the option of which team shoots first. Teams do not have to provide the order. If the team with fewer players needs to have a player shoot a second time, both teams can do so. The order for the second round does not have to be the same as the first round, but a player cannot shoot a third time until all players from the team with fewer players have shot twice. The scorekeeper will keep track of the numbers of the players shooting. Any player still in the penalty box at the end of the overtime cannot participate in the shootout unless that player is serving a non-player specific penalty (e.g., a penalty for the goaltender, a bench minor penalty, etc...) in which case he/she can participate in the shootout.