

APM Centre Arena

Covid 19 Rules and Regulations

Updated Nov 4, 2020

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General Rules

1. Anyone that is sick or feeling ill must not attend ice times.
2. If you have been outside the Atlantic bubble you must have completed 14 days of isolation before entering the building.
3. If anyone in your group has been in contact with any person that has tested positive for Covid 19 they are not permitted to enter the building.
4. Moving in, out and within the facility: please be respectful of all users allowing for 6ft distance whenever possible and if others are in a hallway please wait until this space is clear.
5. All games must run on time so the end of a game may have to run straight time to allow the building to remain on time for the next user group.

Officials

1. Officials are to exit by dressing room 1 and 2 please ensure you allow for 6ft distance when other groups are moving through this area.
2. No gear can be left in the officials' room.

Facility Cohort Numbers

1. The arena is divided as follows: each group 50 person max important that all groups stay separate at entrance, exit and during activities.
 - a. on ice group 1, (on ice, leaving or preparing for the ice)
 - b. on ice group 2, (on ice, leaving or preparing for the ice)
 - c. home spectators section 4, 5, and 6 of the seating area
 - d. away spectators section 1, 2, and 3 of the seating area

On Ice Groups 1 and 2

1. Moving in, out and within the facility: please be respectful of all users allowing for 6ft distance whenever possible and if others are in a hallway please wait until this space is clear.
2. Dressing rooms **when possible** will be a maximum of 11 people allowed in each dressing room to maintain 6ft distancing all spaces are marked in the room. Mask will be worn in the dressing rooms until you are going on to the ice and putting your helmet on for your ice time. (no more than 5 min before)
3. All Sticks must be taken into the dressing rooms as we are exiting people in the hallways.
4. On ice maintain 6ft distancing when possible with incidental contact only.
5. Participants cannot cross over from one group to the next. **No back to back ice times for skaters.** Coaches and officials must insure they are maintaining 6ft distancing if doing a back to back and if not possible they must wear a non-medical mask.
6. **Arrival Time** on ice users: **No more than ½ hour before Ice Time. On ice users should be in the facility 15 minutes prior to ice time.** Late arrivals will have to wait until it is safe to enter. You may be late for your ice time start time.
7. All on ice participants must stay in the dressing room until it is time to move to the ice. No one should be standing in by the glass. (Buzzer will sound)

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8. Participants in games with mid game floods must remain in the dressing room until the buzzer is sounded. Volunteers must ensure the walkways are clear to allow the group to move back to the ice surface without mixing with other cohorts.
9. On ice groups includes players, coaches, trainer, timekeeper and volunteers. Managers need to choose a group if they are in the dressing room with team and coaches they would need to stay with this group. People who tie skates and assist youth are to stay with their group as they move from the ice to dressing rooms.
10. The designated space for volunteers and others that have mixed with the on ice group is over by the official's room.
11. All coaches are to dress with the team. The officials' room is only to be used by the officials. (alternate sex coaches above U13 will need to use hallway or if possible a separate dressing room may be provided if we are given advance notice of requirement)
12. Players injured from a previous game, or suspended, must choose to be part of on ice group of 50 (if room) or be a spectator. If they choose to be a spectator they cannot join the team during the game or after the game.
13. Players injured during a game or ejected during a game must stay in the dressing room area or leave the building with parents/ambulance.
14. **Departure Time** for ice users: **Hold in the dressing room until all spectators have been exited from the building and the team volunteers advise it is safe to leave (About 10 to 15 min)**. All participants must be gone within ½ hour after ice time.
15. No spitting.
16. No Handshaking
17. No use of Showers allowed at this time.
18. All groups will complete warmup on clean ice.
19. Main Contact for each group must provide their name and number this person will be responsible to ensure contact tracing is completed for your group.
20. **Under 7 age group** will be one parent and one child at this time. Arrival 10 minutes prior and leaving 10 min after their ice time. When possible they should come dressed. Entrance will be by group as designated by NRMH some entering and exiting by dressing room 5 and some using the main entrance and exiting by dressing room 3 and 4. Volunteers will be available to assist with this group.

Spectator Groups (2 groups of 50)

1. We do not have a warm room so please come dressed for the arena as all participants must stay in the seating area for the duration of the game or practice this includes any flood times during games.
2. We request that spectators are to clean seats prior to use and after use.
3. Music Person should be entered as part of the away spectator group and should be entered prior to start of ice time or with the away spectators. (people need to be included in the spectator numbers)
4. Spectators should move to middle seats to allow other to enter the seating row. People are allowed to stand at the back behind the standing rail. Three seats is 6ft distance for family cohorts.

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5. Please remain in your vehicles until it is time to enter. We do not want people grouping for entrance and while entering we request that you maintain 6ft distance.
6. **Spectator groups entrance**
 - a. All spectators must wear a non-medical mask to be allowed entrance to the facility.
 - b. **home team** (Open Sign Turned On Steady on) section 4,5 and 6 (first 50 entering the building) enters **3 minutes after start of** ice time Contact tracing will be completed in the far end of the arena by dressing room 3 and 4 to speed up the time moving through the lobby area.
 - c. **away team** (Open Sign Turned on Flashing open) Section 1, 2,and 3 (second 50 entering the building) enters **7 minutes after start of** ice time (or once the lobby area is cleared) Contact tracing will be completed in right inside the arena doors and they move to the stands via the first set of stairs.
 - d. Groups must be counted as entered to ensure the groups do not go over 50 people.
 - e. If spectators miss the time window they can only be moved in after all other groups are entered. If they jump in line with the wrong group **they must** be seated with that group.
7. **Spectator groups exit**
 - a. Please remain seated until the end of the game so all can enjoy the game. Clean seats only after the buzzer rings to mark the end of the game.
 - b. home team section 4,5 and 6 (first 50 entering the building)
 - i. Exit while zamboni is cleaning the ice by dressing room 3 and 4 once the game is over and the teams have cleared the hallways. Each team must have a designated volunteer to assist in the exiting of the spectators.
 - c. away team Section 1, 2,and 3 (second 50 entering the building)
 - i. Exit while zamboni is cleaning the ice by dressing room 1 and 2 once the game is over and the teams have cleared the hallways. Each team must have a designated volunteer to assist in the exiting of the spectators.
8. We do have designated area for wheelchairs and those that cannot climb stairs. Please see a volunteer or let the home team covid volunteer know before the game.
9. All spectators must be in the building
 - a. 1 hour games - 15 minutes after the start of the ice time or sold out. Doors to arena will be locked after this time.
 - b. 1.5 and 2 hour games - 30 minutes after the start of the ice time or sold out Doors to arena will be locked after this time.
10. Spectators please use the Washrooms in the Arena (1 person at a time) if need for larger crowds the lobby washroom may be used (3 people at one time) must be monitored by user group volunteers.

Payment for Rec Teams and One Time Bookings

1. Payment to be received in advance by e-transfer to apmcentre@bellaliant.com (ensure **centre** is spelled correctly) or make a payment arrangement with General Manager.