**GATEWAY ICE CENTRE ENTRY PROCEDUE (rev Aug. 26)**

**MASKS TO BE WORN UPON ENTRANCE TO GATEWAY**

Gateway Employees with the Team Trainer/Manager screen and control any entry and exit to and from the facility

**NUMBERS on the ICE**

Gateway will allow a max. of 25 on the ice

With a group of a max. of 25 people on the ice and a group of 25 people maximum entering the Ice Pad to start their ice slot after the flood will meet the 50 people for a gathering (Players + Coaches)

**MANAGER/TRAINER** may enter 20 minutes before ice slot to allow for set up in Front Lobby to allow for Player Check In.

Enter Arena dressed 15 min. before ice slot and leave within 15 min after ice session

NO PARENTS or SPECTATORS ALLOWED AT THIS TIME

**ENTRANCE (15 minutes before schedule Time Slot)**

For Younger Players who do not tie their own skates need to arrive with theirs Skates ties with Skate Guards is recommended.

Players who tie their own skates may entered dressed and tie their skates in the dressing room.

No Parents will be allowed past the Main Entrance

Gateway Reception and/or Team Trainer/Manager will control entry and direct players to the proper Rink Entrance and Dressing Room. **NOTE: Team Trainer/Managers have Check in Procedures and Documents that they need to follow as directed by their Governing Body and PHU**

Players would enter through the main entrance (Sliding Doors) and follow direction of the people at the front desk and be approved for entrance.

**DRESSING ROOMS**

Each Ice Session will have 2 Rooms allotted to their group meaning 10-12 per dressing room. **Seats will be marked with an X.** Once Player enters Dressing Room they do not leave the Dressing Room until notified by the Trainer/Manager that the ice is ready for the Team to enter the Ice Surface.

Coaches will have Chairs set up in Front of the Dressing Rooms 6 feet apart to allow them to tie their skates

**ENTERING ICE**

**TEAM TRAINER/Manager** will control when the Players are allowed on the ice. Players will remain in the Dressing Room until Trainer/Manager opens the door and notifies the Players that the Flood has been completed and the Zamboni Doors have been closed.

At that time the Group would enter the ice by leaving their dressing room observing socially distancing 6 feet apart.

**Face Masks stay on until Trainer/Manager informs Players that the ice is ready for them**. Players/Coaches will remove Face Masks and place in Plastic Bag and leave on their seat in the Dressing Room or if a Coach on the their chair then put their Helmet on and then leave the Dressing Room and enter the ice.

**WATER BOTTLES**

Players must have their own Water Bottle with their number of it.

Players Water Bottles to be filled by player before entry to the arena.

Water Bottles are to be placed on Boards of one of the Team Benches spaced 6 feet apart.

**AFTER PRACTICE**

Players will leave ice observing socially distancing 6 feet apart and return directly to their Dressing Rooms. Immediately upon return the Players will remove their Helmets and then remove their Face Masks from their Plastic Bag and place their Mask on their face. They will then remove their skates and collect their belongings then disinfect their hands with their own Hand Sanitizer and leave the Arena through the designated Exit Door through the Main Lobby.

**Teams have a maximum of 15 minutes to leave the Arena after exit from ice.**

**NOTE:** The Trainer/Manager for the Team coming off the ice and going on the ice will control the flow of traffic from their dressing rooms. Example: If the ice is ready the Trainer/Managers for each Group will make sure that there is no crossover of Players leaving the arena after their ice session or going on the ice by controlling the exits from the dressing rooms. If a Player is leaving the Arena and walking from their dressing room the Trainer/Manager of the team going on the ice would hold her group from exiting their dressing room until the Player leaving had cleared their area.

**4 ON 4 OR 3 ON 3 GAMES**

Visiting Manager would work with the SCGHA Manager who would supply the Visiting Team with the Check-In Procedures and Arena Procedures (as above). VT Manager would check in their Players only as they normally would for a Practice.

**IF SPECTATORS ARE ALLOWED (Not at Present Time) (A Full Separate Parent Entry Procedure will follow if Parents allowed in the Arena)**

SCGHA Manager would provide Parent/Guardian Check-In Sheet to the Visiting Team Manager before the Game Date so the VT would provide the Check-In Sheet with their Team Players Names and the VT Manager would have the Parent Sign In.

VT Manager would leave a copy of both the Players Check-In Sheet and Parent Check In Sheet with the SCGHA Manager to allow for tracing if required.

VT Manager would provide the Parents of the Gateway Procedure before the Game Date.

**DISINFECTING DRESSING ROOMS and High Touch Areas**

Gateway will have a designated Employee who is responsible for spraying and disinfecting each Dressing Room after a Team Leaves after their ice session. Any High Touch areas like Door Handles, Door Knobs, Push Bars will disinfected on regular Bases. With the extra Employee specific duties of disinfecting Dressing Rooms and High Touch Areas we feel that the Arena will be safe as Gateway will have enough time between floods and having 6 Dressing Rooms in each Ice Pad to allow for timely cleaning.

Teams leaving their Dressing Room after their ice session are expected to not leave any debris in the dressing room any debris is expected to be placed in the supplied garbage receptacles. If a team does leave a mess for the Arena Attendant who would have to clean the debris before starting to disinfect the room it will be reported to the Gateway Management. Gateway Management will report to the Association of what Team was involved and any further occurrences the Team could be banned from use of the Gateway facility.