



# NUSE COVID Protocols

**Players** may enter the rink **10 minutes** prior to the game start time and are able to bring in a small bag with them. No large hockey bags are allowed. Players should arrive as close to fully dressed as possible.

**Goalies** may enter the rink **15 minutes** prior to the game start time, and may bring in the same bag/gear as with practices.

**Locker Rooms.** New Ulm is currently not allowing locker rooms. Sleepy Eye locker rooms are open.

- Only skates, helmets and gloves are allowed to be put on inside the arena.
- Goalies - Only large pads, skates, helmets and gloves are allowed to be put on inside the arena.
- Player must enter designated bench area to complete fitment of skates, helmet, and gloves.

**Mouth guards** are required but need not be tethered to the helmet.

**Masks.** Players, coaches, officials, spectators, ect. **MUST** properly wear a mask at all times when in the arena, including while on ice.

- Cloth, disposable, and gator type facemasks are all acceptable.
- A medical exemption to mask-wearing is honored with a doctor's note required.

**Spectators:** For all levels of play, each active player is allowed to have 2 spectators in attendance.

- **Children** do not count as spectators and while they are allowed to attend, must stay with a parent at all times. They should not be allowed to play or move freely around the arena by themselves.
- **MUST** wear Facemasks at all times while in the facility.
- **MUST** physically distance from other non-family spectators at all times.

**Roll Call.** Spectators will need to check in with the Roll Call Monitor and are able to enter the arena 10 minutes prior to the start of the game, the same as the players. Be prepared to tell them who your player is and a contact phone number.

- All Spectators **MUST** exit the arena immediately following the game.

**Concession stands** will be open.

- Individuals must wait until they are seated to eat their purchases.
- The concession stands will not be serving pizza or food that is not pre-packaged at this time.