"USERS" Guide to " COVID-19" 2020-21 Winter use of Thaler/Pond Phase 5 – Updated January 21, 2021

The MDH/MN Hockey requires everyone entering Delano Area Sports Arena to wear a mask at all times.

PLAYERS/COACHES/REFEREES/MINOR OFFICIALS:

Players/coaches/referees with any risk factors or illnesses should not participate in any on-ice activity. Players must arrive at the arena fully dressed, with the exception of skates, helmet, and gloves wearing a mask at all times. 5 years and under masks are recommended but not required.

No hockey bags allowed – no undressing allowed

Goalies must arrive at least half dressed and must leave at least half dressed

Equipment bags are allowed for goalies

Coaches are required to wear a mask at all times. Maximum of 3 coaches on the bench during game play. Scrimmages/games are allowed at this time.

Whenever possible, players should use the restroom at home prior to leaving for the rink in an effort to limit bathroom use at the arena.

Players should be bringing their own water bottles to the rink in a clearly marked container with the player's identity and full of water, etc....NO drinking fountains will be available at the rink.

Players/goalies will only be allowed in the rink 10 minutes before their scheduled ice session and must leave within 10 minutes after their scheduled ice time ends.

Recommended: Scorers, announcers, and penalty box should be staffed by home team if possible and have a maximum of two people. If minor officials are not from the same household, they should maintain social distancing. Masks should be worn by minor officials at all times.

Maximum of 50 skaters including coaches allowed when two pods of 25 use ½ sheet of ice each (no mixing allowed).

Maximum of 25 skaters including coaches allowed when using the full ice sheet.

Players entering and exiting Delano Area Sports Arena will follow the designated path:

Changing areas West 1 and West 2 enter through the main door. West 1 exits through the main door and West 2 exits through North doors. Changing areas East 1 and East 2 enter through the North East doors(shooting area). East 2 can exit using the HS locker room doors or by returning to the North East doors.

Locker Rooms 1, 2, 3 enter through the West door and locker rooms 4, 5, 6 enter through the East doors.

At designated dressing area players will:

Stay 6 feet apart in their designated spot wearing their mask at all times Put skates, helmet and gloves on Stay seated until coach directs players to go on the ice When directed, go on the ice one by one staying 6 feet apart Social distance where possible on players bench Players must leave arena within 10 minutes or less of finished ice session Players should remove skates, helmet, and gloves only – no other undressing allowed Goalies must leave at least half dressed – no other undressing allowed NO off-ice interaction should occur following the conclusion of a practice/game Follow designated path back out of the arena

While at home, players/coaches should clean and disinfect gear after each use.

Delano Area Sports Arena meeting room, mezzanine, shooting area, and dryland training area will not be available to schedule at this time.

Concessions and drinking fountains will not be available.

PARENTS/GUARDIANS/SPECTATORS:

Only one parent/guardian per player are allowed if necessary, for PRACTICE. Must practice social distancing in the stands/arena. Must wear a mask everywhere in the arena and must leave the arena immediately after practice is over. 5 years and under recommended but not required to wear a mask.

Only two spectators per player are allowed for a SCRIMMAGE/GAME and are allowed in 5 minutes before scheduled SCRIMMAGE/GAME TIME or after all players from both teams have entered. Must wear a mask everywhere in the arena and must leave the arena immediately after the game is over. 5 years and under recommended but not required to wear a mask. NO waiting for players inside the arena. Siblings do not count toward the 2 spectators but are strongly encouraged to stay home when possible.