

WELCOME TO YOUR CITY OF LONDON ARENA

Please read the enclosed information



London
CANADA

1. **Teams are NOT permitted in dressing rooms until 25 MINUTES before scheduled start time.** This allows all previous groups 25 minutes to leave and allows our staff to clean the rooms.
2. **NO running through the building to warm up.** This not only becomes a distraction for other groups, it is also a safety concern. You may only use your dressing room or park areas for stretching and warm ups.
3. **Dressing rooms** are scheduled as follows: **ONE room** per practice and **TWO rooms** per game.
** If coaches require a second room during practices, **PLEASE SPEAK TO THE ARENA OPERATOR.** Accommodations will be made only when extra rooms are available.*
4. **Sticks (including mini sticks), ALL types of balls, pucks, etc. are to be used ONLY on ice surfaces.** These items are not to be used at sides of rink, lobbies OR dressing rooms. RATIONALE: To avoid injuries to patrons when hit by or stepping on these objects. To avoid fire alarm activation due to fire safety equipment/sprinkler systems being struck by these objects. To avoid damage to the facility. To avoid disruption to hockey games when these objects go onto the ice surface.
5. **Chewing Tobacco and sunflower seeds are NOT permitted in our facilities.**
6. **Alcohol is not permitted in the facility without an approved permit from the LLBO.**
Smoking is not permitted in the facility or within 5 meters of entrances/exits or under canopies.

7. **Extension cords are NOT permitted in dressing rooms.** The risk of electrocution is higher due to wet floors and the possibility of being stepped on by skates.
8. **When the Zamboni gates are OPEN, no one (and no objects) are to be on the ice.** This ensures YOUR safety. Our Operators cannot maintain the ice with objects in the way (pucks, pylons, etc.) Players and coaches **MUST** wait until the gates **CLOSE** before entering the ice.
9. **Pick up pucks, pylons, etc. THREE MINUTES prior to the end of your practice.** This ensures you are **OFF** the ice **IMMEDIATELY** after the gates open. This allows ice maintenance to stay on schedule.
10. **INFORM your Arena Operator of your flood schedule.** Sometimes floods deviate from normal scheduling. Informing our staff will help to avoid disruptions to you and other user groups.

FLOOD SCHEDULE CONFLICTS (EXAMPLE)

- Two different organizations playing at Kinsmen Arena
- There is a 1 hour practice on the A pad running on time with a flood at 10 minutes to the hour. This Association gets priority as they are running on time for their normal flood
- The B pad has an 1.5 hour game and the 2nd period is running late
- It takes 15 minutes to flood the rink, dump the snow and fill the Zamboni with water
- The last possible time that the B pad can start a flood is 25 minutes to the hour

Options

1. Stop the game before the end of the period and take a flood earlier
 2. Wait until 5 minutes after the hour, burn up to 30 minutes of ice and risk not completing the game
- Floods are scheduled after the 2nd period for a 1.5 hour game. This usually means a flood at the hour mark. The next flood will be after the 1st period of the next game. This means that the 2nd game goes on the ice without a flood for 1 period. The reason for this is so the floods don't conflict with the other pad.
 - Teams damaging ice as a result of a 1.5 hour practice will be required to have floods after 50 minutes. Ice convenors will be notified by arena staff when teams damage ice and will schedule flood times accordingly.