



## **ARENA RESTART PROTOCOLS 2020/21**







# **GAME PRESENTATION PROTOCOL**

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# GAME PRESENTATION PROTOCOL



## INTRODUCTION

This Game Presentation Policy is aimed to promote the health and safety of the individuals involved in presentation of NHL Games, through the adoption of measures intended to minimize the risk of contraction and spread of COVID-19. This document is a supplement to, not a replacement of, the 2020/21 Season Training Camp and Regular Season COVID-19 Protocol (the “COVID-19 Protocol”)<sup>1</sup>. If there is conflict between the terms and conditions of this document and the COVID-19 Protocol, the Protocol shall govern, unless expressly stated in this document. The National Hockey League, or its designee, (“NHL” or “League”) reserves the right to change, supplement or revoke the requirements set forth in this document and/or the COVID-19 Protocol and will notify all individuals involved in Game Presentation, (“Game Presentation Personnel”), as appropriate.

In the COVID-19 Protocol, all participants are assigned to “Groups” based on their roles and responsibilities, and their level of access to: (a) Player areas, (hereafter “Restricted Areas”), and which include without limitation, locker rooms, team benches, penalty benches, on-ice, training rooms, rehabilitation areas, exam/procedure rooms, weight rooms, hydrotherapy rooms, equipment rooms, coaches rooms, strength and conditioning areas, laundry rooms, dressing rooms, areas of ingress and egress into the Club Facilities (including to and from the parking area), General Managers’ work spaces and seating areas, On-Ice Official rooms, Off-Ice Officials work spaces and seating areas, and the corridors and paths of travel connecting each of the foregoing (to the greatest extent practicable); and (b) other areas (hereafter “Non-Restricted Areas”).

This Game Presentation Policy applies to all Game Presentation Personnel, all of whom: (i) are included in Group 3; (ii) are never permitted in a Restricted Area or at Team practices; and (iii) are only permitted in Non-Restricted Areas. Game Presentation Personnel includes, without limitation, the following:

- PA Announcers
- Game Presentation Personnel
- Promo Teams
- Mascots
- Cheer Crew
- In-Arena Hosts
- Game Presentation Camera Operators

All Game Presentation Personnel during the 2020/21 NHL Season are required to comply with this Policy (and related documents), as well as all applicable regulations, including further restrictions (if any) by local, provincial/state and federal health authorities.

<sup>1</sup> Unless otherwise defined in this document, defined terms have the meaning ascribed to them in the COVID-19 Protocol.

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## FACE COVERINGS

All Game Presentation Personnel are required to properly wear a face-covering (cloth or surgical type mask).

- Face coverings shall completely cover the mouth and nose, fit snugly against the sides of the face, and shall be secured under the chin.
- Acceptable face coverings include medical grade masks or 3-layer cloth coverings (or at least two cloth layers with a filter).
- Gaiters are not permitted to function as face coverings.
- Bandanas are not permitted to function as face coverings.
- Use of a face shield does not eliminate the requirement to wear a face covering underneath.
- Face coverings which have exhalation valves or vents are prohibited.

To determine if there are any additional health agency requirements relating to what qualifies as an approved face-covering, consult the applicable local, provincial/state and federal health authority, including:

- CDC: [Coronavirus \(COVID-19\)](#)
- PHAC: [Non-Medical Masks & Face Coverings](#)

## PROGRAMMING AND PERSONNEL

### SUSPENSION OF ON-ICE PROGRAMMING (PRE-GAME & INTERMISSION) //////////////////////////////////////

Until further notice, no on-ice activities and programming are permitted — either pre-game or during intermissions (other than Permitted Intermission Programming and Pre-Game Ceremonies, as described in this Policy). For example, the following on-ice programming activities are not permitted:

- Sponsorship activations
- Exhibition hockey games (youth, adult, alumni or otherwise)
- Concerts
- Contests/T-Shirt Tosses
- Cheerleaders/Promo Teams
- Mascots
- Riders on Ice Resurfacers/Fanboni Riders
- Fan Visits to the Team Benches and Penalty Boxes

### PERMITTED INTERMISSION PROGRAMMING:

Recognizing the entertainment value associated with on-ice activities and programming, many of which are also sponsorship activations, Clubs are encouraged to review the Guest Experience Protocol for alternative activation concepts and executions (e.g., increased use of center-hung scoreboard/LED for promotions, branded in-game presentation and digital content, etc.) in

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order to provide associated replacement offerings that can be conducted in a safe manner (see Guest Experience Protocol).

Showcasing a vehicle on-ice during intermission is permitted, so long as all windows and doors are closed for the entirety of the programming, including during the time when the vehicle moves through any back-of-house path of travel in order to enter the ice. Clubs who desire to program intermission showcasing a vehicle shall submit their request in writing for approval at least five (5) days in advance, to John Bochiaro [REDACTED]. The submission shall include a video of the programming rehearsal. The video shall have the game clock in picture along with the full ice surface.

Intermission programming cannot begin until the last official is off the ice and must be completed and exit the ice surface prior to the fourteen (14)-minute mark on the clock.

## **FAN EXPERIENCES AND GIVEAWAYS** //////////////////////////////////////

Fan experiences that require close proximity between fans and Group 1 and/or 2 individuals are not permitted. This includes, but is not limited to, the following:

- Penalty Box Visits
- Bench Visits
- Player High-Five Lines

In order to reduce common touchpoints and limit interactions that require close proximity between Club/Arena personnel and fans, mass quantity fan giveaways should be contactless (e.g., pre-game placement of premiums on seats, in cup holders, at physically distanced distribution tables in concourse areas, etc.). These include, without limitation, what would typically be offered as turnstile and in-game giveaways, and the distribution of printouts of game rosters.

## **NATIONAL ANTHEM PERFORMANCES & HONOR GUARD** //////////////////////////////////////

Live, in-arena national anthem performances and Honor Guards will only be permitted to perform from a location other than the ice (e.g., a platform or stage erected over unused seats, vomitory entrances, etc.) at a significant distance (at least twelve (12) feet) from the ice/glass, fans and arena personnel. If there are multiple individuals in a performance, they shall adhere to social distancing guidelines from one another. Face coverings are not required to be worn by National Anthem performers during performances, but shall be worn by Honor Guards during performances.

## **PA ANNOUNCERS** //////////////////////////////////////

If a Club's PA Announcer, or other Game Presentation Personnel execution position(s), are located in or in-between the Penalty Boxes/Scorers' Table, or within twelve (12) feet or less of the glass, the position must be relocated to a new position at least twelve (12) feet away from the glass and fan seating.

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## IN-ARENA HOST //////////////////////////////////////

If a Club utilizes in-arena host(s), such host(s) may interact with fans provided that health and safety protocols (e.g., relating to physical distancing and face coverings) can be maintained when the elements are executed. If the host is executing a promotion involving prize, the prize awarded is encouraged to be touchless (e.g., redeemed online via promo code, picked up at a distribution location on the concourse, etc.). The in-arena host must properly wear a face covering at all times.

## PROMO TEAMS, MASCOTS & ENTERTAINERS //////////////////////////////////////

Clubs wishing to utilize promo teams, mascots and/or outside entertainment must submit a plan which details the proposed locations and logistics to John Bochiaro [REDACTED] for review and prior written approval. If approved, such entertainers will only be permitted to perform from a location that is at least twelve (12) feet away from the glass and fans, and such entertainers shall be distanced from one another at all times. Promo Teams/Entertainers must properly wear a face covering at all times.

The location of any locker rooms, and the path of travel from any such locker room to the dedicated performance location, must not be in, or include, any Restricted Areas.

## ICE CLEANING / MAINTENANCE CREW //////////////////////////////////////

There will be twelve (12) individuals in the ice cleaning/maintenance crew who are part of the cleaning formation.

- All members of the ice cleaning/maintenance crew, including the Zamboni driver(s), are required to properly wear a face covering over their mouth and nose, at all times.

To the extent possible, the location of the ice crews' locker rooms and the path of travel from any such locker room to the ice shall be distanced from any area(s) that Group 1 individuals, including Players, coaches, On-Ice Officials, and team staff would be expected to congregate and pass through.

Once on the ice, two (2) ice crew members must be dedicated to the team benches. They should start at the hash marks before the first gate closest to the ice entrance and push the snow to the hash marks past the farthest bench. The next two (2) crew members shall precede, one to each goal crease area with a scoop shovel and plastic bucket to remove any snow. Extra care should be taken to make sure ALL snow is removed from inside the goal posts and along the red goal line. They shall not leave snow in the goal crease. All snow from this area should be picked up or pushed to the end boards behind the net. Once each goal crease area has been completed, each crew member should move to the end boards where the snow is being pushed and pick up the snow and place it in a plastic bucket. This area is highlighted in the diagram below. While cleaning the ice, and at all times, ice crew members shall avoid close contact with the On-Ice Officials, Players and team staff.

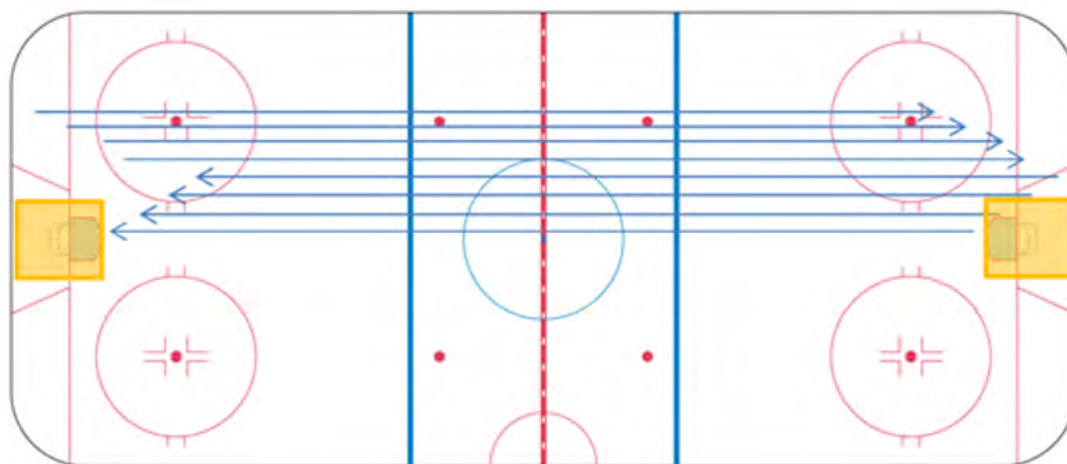
The entire rink shall be cleared of snow by working from end to end following the pattern in the diagram below. The ice crew shall start in the center of the rink and angle the wide shovels to work the snow toward the boards. Once the snow has been collected on the side boards, the shovel crew shall push the snow around the entire rink along the boards toward the ice resurfacer gate (or other gates where the ice crew enters the ice). All of the snow shall be removed from the ice



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surface from these locations. The same procedure shall be followed but the snow that is pushed to the side and to the end of the boards will remain in place. This will ensure that the entire ice surface is shoveled, and the ice crew is off of the ice in a timely manner in order to start the shoot out quickly.



The On-Ice Officials shall warn the ice clearing crew when there is only fifteen (15) or twenty (20) seconds remaining in the TV Timeout by blowing the whistle. This whistle will inform crew members that it is time to vacate the playing surface and this additional measure will ensure that the ice clearing crew is able to maximize the available time.

## INTERACTIVE VIDEOBOARD ELEMENTS //////////////////////////////////////

In the event fans are present for games, Clubs may execute certain interactive videoboard elements (e.g., fan cams, dance cams, etc.), provided that all applicable health and safety protocols (e.g., relating to physical distancing and face coverings) can be maintained when the elements are executed. Group camera shots should be limited to each group's pod members. Game Presentation cameras must only capture fan content for those maintaining physical distancing and wearing face coverings.

## GAME PRESENTATION STAFF/CAMERAS //////////////////////////////////////

Game Presentation camera operators may not be positioned or cross through in any Restricted Areas. All Game Presentation camera operators must wear a face covering at all times.

## BETWEEN THE BENCHES //////////////////////////////////////

Broadcasters who normally stand between the benches during television hits will only be permitted if the position is fully enclosed by shielding on the front, sides and top and if access to this position is through the back side of the bench, directly into the enclosure. Access to this location will not be permitted if the talent has to go on the ice, or through the visiting or home team's bench. See 2020/21 NHL Season Broadcast Protocol for rules and regulations regarding between the bench talent.



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## ENHANCEMENTS

All proposed enhancements by Clubs, applicable for a limited or no-fan scenario, such as those set forth below, and which are consistent with the Return to Play hub city executions by the League for the 2019/20 season in Toronto and Edmonton, must be submitted via an email to JR Boyle ([REDACTED]) and John Bochiaro ([REDACTED]) prior to the start of 2020/21 NHL Season for review and approval.

### ENHANCED CROWD NOISE //////////////////////////////////////

Clubs will be required to provide an operator who will be responsible for programming synthetic crowd noise in-arena during games as well as provide this feed to rightsholders. Additional information and policies regarding equipment, content and use of such audio will be distributed to Clubs at a later date.

### ENHANCED IN-ARENA VIDEO BOARDS //////////////////////////////////////

Clubs may utilize video panels to display video and graphics content, including sponsorship advertising, provided that the placement location(s) and utilization of such displays is not distracting to either team on the ice (e.g., does not cast reflections on ice surface), does not impact game telecast production, and/or other game operations considerations, as determined by the League. Proposed board placement is subject to review and approval by the NHL prior to installation and execution. In game usage and content is subject to approval by NHL and rightsholders. Additional information and policies regarding potential use of such displays will be distributed to Clubs at a later date.

### ENHANCED GAME LIGHTNING //////////////////////////////////////

Game lighting must comply with the existing NHL Lighting Standards. Clubs may utilize enhanced theatrical lighting, to both enhance the Player experience and the telecast production by lowering the lighting in any empty seating areas, provided that lighting levels on the ice remain consistent with NHL Lighting Standards, and any changes to the lighting do not have an impact on the Player experience on the ice.

### ENHANCED PYROTECHNICS & FLAMES //////////////////////////////////////

Pyrotechnics may be used only after the end of the game, and after all Players and On-Ice Officials have left the ice. Gas flame and CO2 effects are not considered pyrotechnics; however, their use must also be approved in advance by the NHL Hockey Operations Department. Care must be taken to protect the ice, boards and shielding, Players and fans by the proper positioning and insulation of gas flame devices. CO2 must not be used on the ice surface, and are not permitted to be used in the corners above the glass, and must be elevated at least twelve (12) feet above the glass in order to eliminate the need for operational personnel in Restricted Areas, including near Group 1 individuals. Gas flame may only be used at a height no lower than forty (40) feet above the ice surface.

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## PRE-GAME CEREMONIES POLICY

A Club wishing to conduct a Milestone, Player Honoring, and/or Jersey Retirement ceremony, as outlined below, must request permission in writing to John Bochiaro [REDACTED] no later than within two (2) weeks from the date of the proposed pre-game ceremony and any such request must include the proposed revised time for the puck drop.

Requests shall include the following:

- Day, Month, Day, Year | Opponent vs. Your Team
- Ceremony: include the title of the ceremony
- Ceremony Description: include the names of those who are participating & their title/reason why they are being honored
- A description of the health and safety measures the Club will adopt during the ceremony, as well as a description of how those involved will adhere to the health and safety protocols.
- Other in-Game elements that are relevant to the ceremony theme. Please include relevant concourse, media break, or whistle features that broadcast might be interested in covering.
- Requests shall include maps showing proposed carpet diagrams and stage setups.

Milestone Ceremonies will be permitted for the entire Regular Season. All other ceremonies must be completed no later than thirty (30) days before the end of the Regular Season.

For all ceremonies, only immediate family members of the Player being honored will be allowed on the ice. All participants in ceremonies must adhere to all health and safety protocols (e.g., relating to physical distancing and the wearing of face coverings), including for the duration of the ceremony.

## MILESTONE CEREMONIES //////////////////////////////////////

Milestone Ceremonies may take place after the warm-up and before the game begins. Milestone Ceremonies may not exceed eight (8) minutes in duration. Accordingly, Milestone Ceremonies may not delay the puck drop by more than eight (8) minutes. For example, if the originally scheduled time of the puck drop is set for 7:08 pm, then it may be delayed to no later than 7:16 pm as a result of a milestone ceremony.

## PLAYER HONORING CEREMONIES //////////////////////////////////////

Player Honoring Ceremonies (i.e. a ceremony honoring a Player, but not retiring his jersey) may take place after the warm-up and before the game begins. Player Honoring Ceremonies may not exceed fifteen (15) minutes in duration and will be followed by a three (3) minute “skate around”. Accordingly, Player Honoring Ceremonies may not delay the puck drop by more than eighteen (18) minutes (which time must include both the ceremony and the three (3)-minute “skate around”). For example, if the originally scheduled time of the puck drop is set for 7:08 pm, then it may be delayed to no later than 7:26 pm as a result of a Player Honoring Ceremony. The Visiting Team may, at its option, remain in the dressing room during a Player Honoring Ceremony.

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## **JERSEY RETIREMENT CEREMONIES** //////////////////////////////////////

Jersey Retirement Ceremonies must take place prior to the usual warm-up (subject to the required warm-up timing) and must not delay the scheduled time of the puck drop. In no case may the puck drop be delayed past 8:08 pm local time. The Visiting Team may, at its option, remain in the locker room during a jersey retirement ceremony.