

General rules for all drop-in hockey activities:

- **Players must pay prior to getting on the ice.** Anyone skating without paying first may be banned from the facility
- **Every player must have a waiver on file in order to play.** Unsupervised minors must be at least 7 years old. Minimum age for supervised minors is 4.
- **Checking and fighting are not allowed** and may result in being banned from Skatetown.
- **Players must wear full gear;** which includes a HECC-approved helmet, hockey gloves, hockey pants, shin pads, elbow pads and hockey skates. Full face cage/ shield and shoulder pads are required for players under 18. Recommended equipment includes chest protector, neck guard, athletic cup and mouth guard. Skatetown coaches and instructors must wear HECC-approved helmet but do not need to wear full gear.
- **Locker rooms will be available.** They will remain unlocked and unsupervised during hockey sessions—leaving your valuables will be at your own risk. We advise renting lockers for wallets and other valuable items or using the safe in the locker room.
- **Please respect all property including rink and locker rooms.** Vandalism may result in prosecution and/or loss of this privilege.
- **Non-marking pucks are provided.** Only markless pucks must be used at Skatetown. No weighted pucks are allowed as they can break the glass. Players observed using regular/markings pucks are subject to a dasher cleaning charge of \$50 and confiscation of their pucks. Pucks are to be placed in puck bags at end of function and are not to be taken from the rink. If pucks are not collected and placed in the puck bag at the end of the function, we may discontinue providing pucks in the future as it takes too long for a Zamboni driver to collect pucks.
- **The hockey net at the end of the rink is the best place for slapshots.** If it is determined that a player intentionally shoots slapshots at the dasher glass on the side of the rink (which is thinner than the glass on the ends) and the glass breaks, the player or his/her parents will be responsible for replacing the glass.
- **Do not enter the ice before Ice Resurfacers has cleared the ice** and the gates are shut.
- **Players and nets are not to be on the ice before the start of the session.**
- **Shooting at a goalie when he/she is not looking is not allowed** as it may result in injury to the goalie.
- **Rick O Shay Goal Blockers are available** in both rinks if needed. If you use one of the Rick O Shay's, we ask that you put it away when you are done.
- **Players can put pucks on the ice to cool down if there is no ice cut prior to their event,** but the pucks need to be put up against the dashers. **NO PUCKS ARE TO BE PUT ON THE ICE IF THE ICE IS GOING TO BE RESURFACED BECAUSE THEY WILL DAMAGE THE ZAMBONI.**
- **Keep all rink doors closed except when exiting and entering the ice.**
- **Players need to be off the ice at the end of the session,** including picking up their pucks, to keep the sessions running on time.
- **We ask that you move the nets to the Zamboni entrance at the end of the session.** If this is not done, the Zamboni driver may end the session early in order to move the nets.

- **Additional youth size nets are available at the scoreboard end of rink 1.** If you use the small nets please put them away when done.
- **Players who appear to be under the influence of alcohol or a controlled substance will be asked to leave the premises.**
- **Do not sit on the dashboards in front of the player benches while the ice is being resurfaced.** The Zamboni drivers are instructed to stop resurfacing the ice if anyone is sitting on the dashers. **Do not place gloves, sticks or other items on the dasher boards during ice resurfacing as they can get knocked off by the Zamboni.** If you place an item on the dashboards and the Zamboni knocks it off and the Zamboni is damaged, you may be held responsible for the cost of repair; which can be very expensive.
- **Skatetown management reserves the right to intervene at any time during hockey activities if players are not abiding by Skatetown's rules and regulations and take actions that they deem appropriate.**

Stick time rules:

- **During stick time sessions Skatetown will provide an ice monitor who will oversee the function and make a judgment as to the fairness and safety of the activities.** The decision of the Sticktime monitor must be respected and followed. Participants not following the monitor's direction will be asked to leave the ice and the monitor is to contact a manager. No refunds will be provided to players kicked off the ice.
- **Stick time participants often have a wide range of skill levels.** Some participants may be beginners while others may be very advanced. This range of skill levels means that some participants may not be able to avoid a more advanced skater. In general, the more skilled player is responsible for avoiding the lesser skilled player.
- **There is often a combination of adults and minors on the ice at the same time.** A hard slap shot could injure a small child due to the type of protective equipment a child wear. A large skater colliding with a small child could result in injury to the child. We ask you to be mindful of these factors and to be considerate, careful, fair and safe.
- **Organized play is not allowed.** Organized play is defined as scrimmaging, or continuous play. Practicing set plays is acceptable, and organized drills are acceptable. Set plays and drills have a distinct beginning and end while scrimmaging does not. Team practices are not allowed. If drills are done, they must take into consideration the amount of ice used and the number of players on the ice.
- **If there are a wide range of skill levels on the ice, a large number of skaters and/or very young skaters, the monitor may determine that dividing the ice with the Border Patrol pads is needed,** in which case they will put the pads on the ice. The monitor may put two sets of pads out to create three separate playing areas.
- **Private lessons** are limited to Skatetown instructors only
- **Maximum skaters = 45 skaters,** excluding Skatetown Teammates and goalies

Drop in hockey rules:

- Players should bring dark and light jersey as you may need to wear one or the other
- Shifts should be limited to no more than two minutes
- If the play is off side, leave the puck and clear the zone
- If you score, leave the puck and clear the zone