

# **NESC BUILDING POLICIES AND RULES**

## **LOCKER ROOMS**

### **1. ASSIGNMENT KEY**

**BLACK:** Key not available; too early

**GREEN:** Key available

**BLUE:** Key for your locker room has been issued

**RED:** Key overdue; has not been returned from previous assignment

### **2. POLICIES**

- Car keys **MUST** be left to receive a locker room key.
- Locker room keys **MUST** be returned to front desk.
- The team, the key has been assigned to, at the front desk, is responsible for the locker room and its condition.
- **DO NOT** let another team into your locker room. Once your team has finished with the room, lock the door and return the key to the front desk.
- Your team is responsible for the condition of the locker room. If a room is left in poor condition, the team will be fined a minimum of \$500.00 for the clean up of that room.
- **KEEP LOCKER ROOMS CLEAN**

### **3. GENERAL BUILDING RULES**

- **NO** skateboards, roller blades, or scooters allowed in building
- **NO** pets of any size allowed in building
- **NO** playing hockey, stick handling or shooting in hallways, corridors, lobby or rink areas. This includes with a puck, golf ball, tennis ball, hard ball or any object
- **DO NOT SIT** on tables
- **NO** running or horseplay
- **NO ALCOHOL** allowed outside of restaurant area.