

Basketball BC HPT and CP Programs at LEC

Arrival and Leaving

- Groups are scheduled for two hours at a time with a thirty-minute block in between user groups.
- Participants are required to wait in their vehicles and will have access to the facility no earlier than five minutes prior to their scheduled start time.
- You have five minutes to leave the facility after your scheduled time period ends.

Facility Rules

- There are dedicated entrances and exit points
- There is no access to dressing rooms, all athletes and coaches are required to arrive ready to play.
- Access to the first-aid room is available on an emergency basis only.
- No games, scrimmages or competition of any kind will be permitted
- Spectators/Parent and Non-Essential personnel will not be permitted in the facility.

Sign in and Declaration

- Responsibility of coaching staff to sign in all the participants (players and coaches) for contract tracing purposes.
- This sign-in sheet will be shown to the Langley Events Centre staff member prior to your group gaining access to the space.
- All participants (coaches and players) must complete an Attestation that they are COVID 19 symptom free by:
 - 1. Downloading the **BC Covid App** onto their phone
 - 2. Completing the 5 questions on the day of the session and showing the results at the Attestation Station prior to entering the facility

If you are unable to access the app you will need to complete a Covid 19 Free declaration at the facility prior to entering

 Both sign in sheet and attestation declaration sign-in forms will be kept on file for a minimum of thirty days.

Player / Coach Requirements

- All players are required to bring their own ball, hand sanitizer, face mask, water bottle and towel
- All adults including coaches are required to wear masks (including Langley Events Centre staff) whenever not able to maintain physical distancing
- Athletes are required to wear masks while in common areas, such as when entering and exiting the facility and when checking in with your coaching staff