

CHICAGO METROPOLITAN HIGH SCHOOL HOCKEY LEAGUE

METRO NORTH DIVISION

LEAGUE SECURITY PROCEDURES 2011-2012

1. Each team is required to provide a minimum of two individuals as security personnel. These individuals are required to **wear** the YELLOW league security identification jackets. The assigned security personnel should arrive one half hour before game time.
2. This function is to be taken seriously and performed by an individual 20 or over.
3. Yellow jackets are intended to supplement the rink's staff and security personnel.
4. The yellow jackets should not be worn by anyone who has been drinking. To do so sends the wrong message to the student fans and may impair the wearer's judgment if an emergency occurs.
5. Although each club is primarily responsible for their own fans, the yellow jackets are league representatives and, accordingly, are responsible for all security.
6. Talk to the people in the yellow jackets from the other team and to the rink security personnel, if any. This is particularly important at big games or rivalries where the potential for trouble exists.
7. Be visible and make your presence known in the rink and in the stands. Stand near the students and let them know you are there.
8. Do not permit the students to move from end-to-end when the teams change ends at the close of each period. The fans should sit on the side where their team bench is located (i.e., either Home or Visitors).
9. Do not fight or get into an argument with an unruly fan or parent. If action is needed, go get the rink personnel or security and have them take care of it.
10. Generally speaking, do not call the police unless instructed to do so by the rink's personnel or security. It is their responsibility to call the police, not the person wearing the yellow jacket.
11. At the end of the game, the yellow jackets should make sure that the team locker rooms are open and that the teams have a clear path to their locker rooms. This is particularly important at those rinks where the stands exit into the same area the players must traverse to get to the locker rooms because, if the crowds are large, the resulting congestion can be threatening to the players.