

ENTRY PROCEDURES

All media covering Amerks games will enter The Blue Cross Arena through the main entrance off Exchange Blvd. The entrance and Pass Gate will be open two hours and 15 minutes prior to the opening face-off and will close 15 minutes after puck-drop.

Game-night credentials can be picked up at the Pass Gate, which is located in-between the Box Office and Team Store just off the main atrium of Blue Cross Arena.

Per AHL protocols, all media/broadcast personnel in Club spaces that may be occupied by players are required to be: (i) Fully Vaccinated; and (ii) masked at all times while in such areas.

Please check your temperature before leaving for the arena. If your temperature is at or above 100.4°F, do not come to the arena.

Before entering Blue Cross Arena, you will be required to complete the online questionnaire at www.amerks.com/media or by visiting visitors.bluecrossarena.com. This questionnaire must be completed on each day that you enter the arena and can be completed from a computer or mobile device.

Upon arrival to the game, please be prepared to show proof of vaccination at the Pass Gate via physical CDC-issued vaccination card (photo will not be accepted), NYS Excelsior Pass or government digital vaccine proof from outside NYS.

CREDENTIALS

Season and game-night credentials are available only to those media members who cover the team on a regular basis on assignment from a legitimate media outlet. Those who need media credentials for an individual game should contact Warren Kosel in the Amerks Public Relations department by 5:00 p.m. the day before a game, and by 5:00 p.m. on Friday before a Sunday game. All requests for individual game seating should be submitted by the publication editor using a professional email account. Furthermore, freelance photographers will be admitted on an assignment-only basis, which must come from the photo editor. Press box seats are filled on a space-available basis. Media credentials will be available two hours before game time.

PRESS BOX PROCEDURES

All working media with the exception of photographers will return to the press box this season. Seating assignments will be posted throughout the press box. Although spacing is limited, please make every effort to maintain social distancing when possible. Mask-wearing is required at all times.

GAME-NIGHT INFORMATION

All game-night materials, including rosters, game notes, media kits and press clips, will be again provided digitally and will be available for download via the Amerks digital press box located at www.amerks.com/media. Game highlights will continue to be made available on the SendtoNews platform. A pre-game media meal will be served for credentialed media, scouts and game-night staff in the Memorial Room on the riverside of Blue Cross Arena.

POST-GAME MEDIA AVAILABILITIES

Media availabilities with media members and players, coaches, and/or hockey operations personnel will take place both in-person and virtually via Zoom. A six-foot distance must be maintained for all in-person interviews. Following the conclusion of the game, head coach Seth Appert and select players will be made available in a press conference-style format. Interviews will take place approximately 10 minutes after the game.

Due to space limitations, the Amerks locker room will not be open to media. For this season, all interviews will take place in the vacant dressing room at the end of the hallway. Media members are asked to enter and exit through the door closest to Court St. The other door closest to the Amerks locker room will be reserved solely for team personnel.

To access the media room, walk down the stairs to the right of section 127 and enter back hallway by way of Zamboni entrance. Proceed right towards back hallway and the media room will be straight ahead.

INTERNET ACCESS

Media can access the "BCA Media" network by entering "Season21-22" as the password.

EXIT PROCEDURES

After practice, media and photographers are welcome to leave Blue Cross Arena through the doors at the end of the hallway off Court St.