

David L. Lawrence Convention Center Protocols (updated 5/17/2021)

As we prepare for the 2021 East Coast Championships, we have worked very diligently with the convention centers and the health departments to be able to put a plan in place to host this event. Due to the restrictions placed on us by the county and state, the ECC 2021 will look different than it has in the past. Required changes have been instituted to promote social distancing and a safe event. Should further changes be required before the start of the ECC, we will communicate them as soon as possible.

Playing site- David L. Lawrence Convention Center

1000 Ft. Duquesne Blvd.
Pittsburgh, PA 15222

- Courts 1-30 – Upstairs Halls A/B/C
- Courts 31-42 – Downstairs Halls D/E
- Courts 43-46 - Ballroom

All attendees (athletes, staff, and spectators) will be required to wear facial coverings at all times within the Center. Exceptions for players only are if they are eating and drinking and must remain 6 feet apart while doing so. Athletes and coaches will be required to wear masks while playing.

Outside coolers and food will not be permitted. Water bottles, personal hand sanitizers, and personal disinfectants are encouraged to be brought. Food will be available and must be consumed in the designated areas while sitting at a table. No food may be taken into the court areas.

Courts will be spaced out much more than usual. Limited Seating will be provided for each court. This seating is only for the teams currently playing, and other spectators should leave the court area when their match is complete. Chairs may not be moved, and spectators must maintain proper distance between groups. Due to Fire Marshall regulations, spectators MAY NOT bring their own seating.

Building Entrances

There will be separate entrances for players and spectators at the 2021 ECC.

Players and Coaches only can enter through the West Lobby on 10th ST., adjacent to the Parking Garage. No spectators may enter through this entrance.

Spectators will enter the East lobby through the doors located on 10th ST., across to the Parking Garage. Individual players may accompany their parents through this entrance. Note that this entrance will open 30 minutes prior to the start of a wave.

Team and Staff doors will open no earlier than 7 am for the AM wave and 2:15 PM for the PM wave. Each wave will have a staggered start time, to help limit the flow of traffic into the building. Please do not arrive earlier than 45 minutes prior to the start of your first match or work assignment.

Admission and Spectators

All people entering the facility will have to wear some type of face covering, whether it's a mask or face shield, without exception. Those who have medical or other reasons for not wearing a mask will be able to watch the events via "Be The Beast" live streaming service on their own personal devices outside of the facility.

At this time, state occupancy limits will only allow for 3 spectators per participant per day on each team. Teams will be limited to 15 players, and 3 coaches. (updated 5/17/2021). Anyone who is not a player, coach, or club director will need to purchase a ticket and have a corresponding personal ID to be allowed in.

Club Directors will be provided with codes to purchase spectator tickets for the event. They will receive 3 codes per participant on a team. This code will be needed to purchase spectator admission in advance of the event. All spectator admission must be purchased on-line, and no on-site sales will be available.

Spectator Admission will open the Tuesday prior to the start of the ECC. Codes will not be provided directly to parents or spectators. Spectator Admission is purchased for a specific person by day. The ticket can only be used by that person and is non-transferrable. ID's will be checked at the entrance ensuring the ticket is associated with the proper person each time they enter the building.

Any staff, player, coach, or spectator who is above 65, anyone of any age with an underlying health condition or a compromised immune system, or anyone who has any specific concerns about COVID exposure is advised to not attend.

Any staff, player, coach, or spectator who has any of the below symptoms will not be allowed to enter:

- Temperature above 100 degrees
- Chills
- Cough
- Sore throat
- Congestion
- Shortness of breath or difficulty breathing
- fatigue
- Muscle or body aches
- Headache
- Loss of taste or smell
- Nausea, vomiting, or diarrhea

Anyone who has a pending COVID test should not enter the facility until they receive the results.

Anyone who has been around anyone who has tested positive for COVID in the last 10 days will also not be allowed to enter.

Coaches and Club Directors

Play Modifications

Pool play in most circumstances will be 4 teams played on 1 court. Work teams will be assigned via the traditional format.

Tie-breakers will be eliminated, except in the case of a 3 way tie that can NOT be broken by head to head, sets, OR points.

Waves will have a staggered start, as to help facilitate the flow of people into the building. For all waves teams will not be allowed in more than 45 minutes early. Please keep this in mind, as you plan the arrival time for your team. On Monday, please do not plan to arrive more than 30 minutes prior to your scheduled match time.

Teams will not switch sides between sets (including the third set).

Teams will not shake hands before or after matches.

All coaches and players will need to wear a mask at all times, including during play.

During matches if players or coaches are not wearing their masks appropriately the referee will verbally remind them to do so. Repeated behavior may be sanctioned with team delay sanctions.

Team supplied R2s must use Electronic whistles.

Courts and halls will need to be vacated after waves are finished.

Warm up balls must be provided by the teams.

Awards will be provided, and pictures will be taken, but masks must still be worn for all photos inside the DLLCC.

COVID Protocols

If a player is confirmed COVID positive at the event, the Health Dept and/or event will remove the player and their team from the event and go through tracing protocols to determine other notifications and removals.