

Event Parking

Men's Ice Hockey

2019-20 Home Season Schedule

Western Mustangs · Sunday, Oct. 6 Omaha Mavericks · Friday, Oct. 18 Omaha Mavericks · Saturday, Oct. 19

Michigan Wolverines · Friday, Nov. 1

Michigan Wolverines · Saturday, Nov. 2 Michigan State Spartans · Saturday, Nov. 30 Michigan State Spartans · Sunday, Dec. 1

Minnesota Golden Gophers · Friday, Dec. 6 Minnesota Golden Gophers · Saturday, Dec. 7

Colgate Raiders · Friday, Dec. 27

Colgate Raiders · Saturday, Dec. 28

Notre Dame Fighting Irish · Friday, Jan. 17 Notre Dame Fighting Irish · Saturday, Jan. 18

Penn State Nittany Lions · Friday, Feb. 7

Penn State Nittany Lions · Saturday, Feb. 8 Wisconsin Badgers · Friday, Feb. 28

Wisconsin Badgers · Saturday, Feb. 29

Directions

Access to Jerome Schottenstein Center

Guests are encouraged to arrive early to avoid traffic delays. Doors open 60 minutes prior to face-off.

Traveling south on SR-315

- Take the Ackerman Road exit
- Turn left onto Ackerman Road
- Turn right onto Fred Taylor Drive
- Follow officer's directions

Traveling north on SR-315

- Take the Ackerman Road exit
- Turn right onto Ackerman Road • Turn right onto Fred Taylor Drive
- Follow officer's directions

Paid parking is required in all parking facilities unless otherwise designated on this map. Use pay machines located in surface lots.

Visitor permits are not valid for event parking.

Buckeye Lot Parking Shuttles

For select games only, parking shuttles operate continuously beginning 60 minutes before face-off until one hour after the game. Shuttles run from the Buckeye Lot to the northeast rotunda of the

Additional shuttle information is available at schottensteincenter.com.

Map Legend

Public Parking No payment required



No Event Parking Tow-away zone



Permit Lot Athletics placard required



Shuttle Stop Select games only



ADA Accessible ADA placard required

Annual CampusParc Permit Holders: No-cost entry is provided into day-of-game lots with the presentation of a valid access keycard.

Rev. 10/30/19

