



2025 GAMEDAY CREDENTIAL ACCESS KEY

Access Point	Designates	Start Time	End Time
HEADER			
Royal Blue	Rams Staff		
Gold	Rams Player / Coach Family		
Bone	Credentialed Guest		
FIELD ACCESS			
NO FIELD ACCESS	No field access at any time	4 hrs prior to kick	teams departed stadium
PRE	**Pregame Field Access	4 hrs prior to kick	30 mins prior to kick
HALF	**Halftime Field Access	0:00 of Q2	2 nd half kick
POST	**Postgame Field Access	0:00 of Q4	teams departed stadium
FULL FIELD ACCESS	**In-Game Field Access	30 mins prior to kick	teams departed stadium
NFL GAME DAY ACCESS ZONES			
SL	*Service Level Access (Level 1 Service Loop)	4 hrs prior to kick	teams departed stadium
Bench	Team Bench Access	30 mins prior to kick	teams clear of field
PB	**Press Box	4 hrs prior to kick	teams departed stadium
HLR	**Rams Locker Room	5 hrs prior to kick	LR clear of players
VLR	**Visiting Locker Room	4 hrs prior to kick	visiting team departed stadium
OLR	**Officials Locker Room	4 hrs prior to kick	Officials departed stadium
POST HLR	Rams Postgame Press Conference & **Postgame Rams Locker Room	Start of Q3	LR clear of players
POST VLR	Visiting Postgame Press Conference & **Postgame Visiting Locker Room	Start of Q3	visiting team departed stadium
CLUB / STADIUM ACCESS ZONES			
MW	*Media Workrooms (Level 1 SW)	3 hrs prior to kick (reserved for broadcast prior)	teams departed stadium
INT	Interview Rooms (Rams MP Room / Training Room B)	Start of Q3	teams departed stadium
CR	*Control Room & Radio Booths (Level 7 NW)	4 hrs prior to kick	postgame
BROADCAST	Broadcast Booth (3W) & Broadcast Compound (1S)	4 hours prior to kick	teams departed stadium
C	General Club & Suite Walkways	gates open	1 hr postgame
AIC	*All-Inclusive Clubs	gates open	1 hr postgame
OWN	*Owners Club (2E / 2W)	gates open	1 hr postgame
VIP Cabana	Celebrity Suite(s) (1E-1 & 2, 1E-4)	gates open	1 hr postgame
[not shown]	*YouTube Theater	gates open	1.5 hrs postgame
[not shown]	*Cheer Locker Room (Level 1 SW)	5 hrs prior to kick	LR clear of cheer team

*credential QR code scan required for access

**biometric authentication required for access

Armband and/or BENCH also required for in-game field access