POLICY - SUMMER LEAGUE PLAY (1-12-2020)

A one year trial period.

Purpose:

The purpose of this policy is to clarify the requirements for the use of the recreational athletic court facilities by non-Venture Out residents during the period of time from May 1st through September 30th of each year. This policy formalizes what previously had been an informal arrangement.

Policy:

Any Club wishing to participate in Summer League Play must submit a request to the Recreational Director no later than March 1st of each year, requesting that Summer League Play be approved as a sanctioned event.

If approved the following requirements must be met:

- 1. At least two members of the Club must be listed as Summer League Play Coordinators.
- 2. At least one coordinator must be present at the athletic courts when summer League Play occurs.
- 3. Coordinators will be responsible for the following:
 - a. Communicate to security the days and time of play by non-Venture Out Residents. (Summer League Play is limited to no more than 2 days a week and no longer than 3 hours a day
 - b. Provide the Security Chief with the names of all non-Venture Out residents who are playing in the Summer League.
 - c. Have each non-Venture Out resident sign and date a Hold Harmless waiver and a policy agreement the first day of play and turn the forms into Administration immediately.
 - d. Provide each non-Venture Out Resident player with a yellow name badge which must be worn when using the athletic court facilities. Badges will have the name of the non-resident, the club name issuing the badge and the effective date of May 1st to September 30th.
 - e. Track participation of the number of residents and non-residents playing on a daily summer league play log.
 - f. Post the coordinator(s) name and telephone number on the bulletin board each day of play.
- 4. Non-venture Out residents entering the park must show their badges to Security in order to come into the park and play.
- 5. Security may issue a temporary one-day badge to any new summer league players.
- 6. Non-Venture Out residents who lose their badge will be charged a \$10 fee for a replacement badge.
- 7. Non-Venture Out residents who do not abide by this agreement or are found in other locations within Venture Out will immediately have all privileges revoked