

EDMOND SOCCER CLUB

Recreational Field Usage Agreement

Team _____ Age _____ Gender _____

Manager _____ Cell _____ Email _____

Coach _____ Cell _____ Email _____

Coach and Manager must initial each line.

_____ Our team will be assigned a MAXIMUM of 2 practice times per week
_____ in addition, our team will not practice at ESC other than at our assigned times.

_____ Our team will not move any goals that are anchored.

_____ Our team will pick up trash, tape, empty bottles, etc. at the conclusion of each training session.

_____ Our team will use portable goals and place them face down at the end of the training session

_____ Our team will prevent players and siblings from climbing on the goals and nets.

_____ Our team will NOT do speed training on the actual game field. Speed training
_____ will be conducted behind the goal lines well off the field.

_____ Our team will do our best to avoid training in worn areas, and will not train in the goal mouth.

_____ Our team coach will be responsible to turn off the lights at the conclusion of
_____ training each night. The coach will NOT leave without confirming
_____ that the remaining coaches/teams have a light key.

_____ Our team will use anchors or sand bags to stabilize portable goals while they are in use.

_____ Our team understands that if we do not follow these guidelines, our practice
_____ privileges may be in jeopardy. ***After a warning for practice facility violations, a second infraction may
_____ result in a team's suspension from training at the club. There will be no refund of Field Usage fees.

Season (circle one): Spring 2016 Fall 2016

Available Time slots (circle one): 4:45 PM 6:00 PM 7:30 PM

Days: (please circle): Monday Tuesday Thursday Friday

Date: _____ Check # _____ (Make checks payable to ESC and mail with form to PO Box 955, Edmond, OK 73083)

My signature indicates my agreement to follow these practice guidelines. I will also abide by the field usage policies set forth by the Edmond Soccer Club.

Coach _____ Manager _____