

## **Impact of Unregulated use**

*In conjunction with the regular schedule, an integral part of actively maintaining athletic fields in their peak playing condition is monitoring the athletic use of each field, including the total amount of activity and the conditions under which the activity is conducted. By doing so, Parks staff can limit activity during times that the natural grass surface is most likely to be damaged. During periods of inclement weather, Parks staff works with athletic organizations to postpone or cancel games when the impact of play could have long-term detrimental effects on the field surface. Staff also schedules regular 'rest' periods for the fields, during which they can recover from intensive use.*

### **Permits:**

100 Lincoln Centre Dr.  
Foster City, CA. 94404  
☎ (650) 286-8140

### **Questions:**

Ken Whitney, Parks Superintendent  
☎ (650) 286-3554  
E-mail: [kwhitney@fostercity.org](mailto:kwhitney@fostercity.org)

Dorte Drastrup, Parks Superintendent  
☎ (650) 286-3553  
E-mail: [ddrastrup@fostercity.org](mailto:ddrastrup@fostercity.org)

### **Other Information:**

Recreation Center  
650 Shell Blvd.  
Foster City, CA 94404  
Phone: (650) 286-3380  
Fax: (650) 345-1408  
E-mail: [recreation@fostercity.org](mailto:recreation@fostercity.org)  
Website: [www.fostercity.org/recreation](http://www.fostercity.org/recreation)

**Sports Field Update Hotline:  
650-341-3407**

Creating Community  
Through People, Parks, and  
Programs



# **CITY OF FOSTER CITY**

## **ATHLETIC FIELD USE ORDINANCES AND REQUIREMENTS**



## Athletic Field Use Ordinances & Requirements

1. Groups of 10 players or more must obtain an athletic field user's permit from the Foster City Parks and Recreation Department located at 100 Lincoln Centre Drive, Foster City, CA 94404. Please call (650)286-8140.
2. Foster City athletic field users are given first priority to use the sports fields.
3. You may be asked to show proof of your field user's permit to Foster City Parks Maintenance staff or Foster City Police on site.
4. If "Field Closed" signs are up, nobody can play on the field. If your group disregards or moves "Field Closed" signs, your athletic field use permit will be rescinded for the remainder of the time permitted.

### 2011 Drop-In Schedule

#### Soccer

February....**Sea Cloud S-3** Mon & Wed 12pm-2pm  
Mar-Jul.....**Catamaran** Tues & Thurs 12pm-2pm  
Apr-Jul.....**Edgewater** Tues-Thurs 5:30pm- 8:30pm  
Jul-Sept....**Boothbay** Tues & Thurs 12pm-2pm  
Jul-Sept....**Sea Cloud S-3** Tues & Thurs 12pm-2pm  
Aug-Oct ....**Port Royal** Wednesday 12pm-2pm

#### Volleyball

Aug-Oct.....**Edgewater** Sat & Sun 11am-3pm

Notes: No soccer play on softball/baseball fields  
No permit or insurance required for drop-ins

## Permit Required Under Sections 12.16.010 and 1.08.020 Of The Foster City Municipal Code

### Why The Field Use Ordinance Was Adopted?

The Foster City Council has approved changes to the Foster City Park Use Ordinance concerning group use of athletic fields. Section 12.16.010, Permit Required, of Chapter 12.16, Park Use, of the Foster City Municipal Code has been amended reducing the number of players from 25 or more to 10 or more, requiring a permit. This change will have a positive impact on the Foster City Community. It will help reduce the overuse of Foster City's athletic fields making it possible to keep the fields in better playing condition. It will also increase the availability of fields for casual use and ensures that the City properly manages risks associated with group use.



## Please Respect Your Property

This is your park. Please take a moment to teach respect for public property.

Reminder: Please pick up after yourselves; use trash containers; and leave trees and flowers alone for all to enjoy. Be a good role model!

## Top 5 Signs That Fields Are Unsafe To Play

1. Fields have standing puddles of water.
2. Footing is unsure or slippery.
3. Ground is waterlogged and squishy.
4. Grass is easily pulled out of ground.
5. When lightning or severe weather storms occur.

