

Regional Athletic Complex (RAC)

Synthetic Turf & Park Guidelines

Address: 8345 Steilacoom Rd, SE Lacey, WA 98503

Synthetic Field Rules

A list of the facility rules are posted at each of the complex facilities. The following items and uses are strictly prohibited on the synthetic field.

Sunflower Seeds	Glass	Flammable Liquids
Metal Cleats	Chairs	Smoking
Food or Drink	Animals	Golfing
Gum or Candy	Tobacco Products	Fireworks
Any Sharp Objects	Metal stakes	

Batting into backstops is prohibited.

Field Guidelines

1. The ICL is responsible for litter clean up.
2. The ICL church sponsors, coaches and players are responsible for enforcing the synthetic fields Field Rules.
3. Only coaches, players and umpires are allowed inside the fenced area. All spectators must remain outside the fenced area.

Pre-game Batting/Fielding Warm-up

Limited batting and fielding warm-up areas are available and based on the game schedule. **Teams may hit from the outfield foul lines but they are asked to move the batting area around so that holes are not dug into the turf.**

Vehicle Access

NOTE: Under **NO** circumstances are vehicles authorized on the premises between backstops of Fields #1- #4 without permission from the Facility Manager. If vehicles related to the ICL (coaches, team members, spectators, umpires, photographers, etc.) enter and are not removed immediately the ICL may lose future privileges as well as the right to bring your own vehicle into the complex. This is for the safety of the public and our cooperation is appreciated.

Alcohol

It is against the law to consume or sell alcoholic beverages in any city park including the parking lot. It is also against ICL rules. ICL church sponsors, coaches, players and spectators are all responsible to ensure this behavior is not part of the ICL and at the RAC. Failure to eliminate and/or control alcohol at the RAC could result in immediate termination of ICL play by park department representatives and will jeopardize future requested use by the ICL and/or individual.