



# City of South Daytona Bid Addendum

<b>Bid Number:</b>	24-B-002
<b>Bid Title:</b>	Officials and Scorekeepers/Announcers
<b>Bid Opening Date:</b>	2:00 P.M. on Wednesday, February 28, 2024
<b>Bid Addendum Number:</b>	1
<b>Bid Addendum Date:</b>	February 7, 2024

Clarifications from the Pre-Bid meeting held on February 7, 2024:

South Daytona Recreational Athletics Department Rules. Attached please find:

- *South Daytona Recreational Athletics Department Soccer Rules*
- *South Daytona Recreational Athletics Department 7 vs 7 Player Flag Football Rules*
- *SOUTH DAYTONA PARKS & RECREATION PITCHING MACHINE, MINOR, & MAJOR BASEBALL LEAGUES*

Bid / Agreement from 2021

- *Contractual Agreement with DYJ, Inc*

# South Daytona Recreational Athletics Department

## Soccer Rules

Revised 04/21/23

### National Federation of High School Rules with the following exceptions:

1. **Ages 4-6 years old** will play four (8) minute quarters, (2) minutes between quarters, (5-10) minutes for halftime. **Ages 7-9 and 10-13 years old** will play four (10) min quarters, (2) minutes between quarters, (5-10) minutes for halftime. No overtime.
2. **All players in uniform must play a total equivalent to 2 full quarters or 1 full half each game. All leagues will have open subbing; however, it is on the coach to make sure each player plays at least half of each game.**
3. **Games:**
  - Ages 4-6 years old (U4-6) will play 6v6 and may start and finish a game with 5 players. U6 will not keep score or standings.
  - Ages 7-9 years old (U7-9) divisions will play 7v7. Teams may start and finish a game with 6 players. If a team has less than 6 players, they will forfeit the game.
  - Ages 10-13 (U-10-13) will play 7v7, which is 6 plus a goalie. Teams may start and finish a game with 6 players. If a team has less than 6 players, they will forfeit the game.
  - **Note:** *As an example, if a team has 8 players and the other team has 7 players at the start of the game, it is up to the coach who has more players if they want to play down to make it fair, but does not have to.*
4. **For all age groups, there is a (10) minute grace period for the first game only.**
5. All players and coaches must stay in their designated team area. Ages 4-6 years old coaches are allowed on the field to coach.
6. **All parents must remain on the touchline opposite the players, 1 yard back from the field, 2 yards for U10-13.**
7. U4-6 and U7-9 will have one referee present. U10-13 will have two referees: one head, one side.
8. A coin toss will determine which team kicks off to start the game. Team will switch sides as halftime.
9. There is **NO protesting**. All decisions will be decided by the Referee.
10. **If for any reason, a player, coach or spectator is removed from a game for unsportsmanlike conduct, they will miss their next game. A second infraction during the season will be cause in a removal from the league.**
11. Ages 4-6 and 7-9 years old co-ed will not have off sides called. Ages 10-13 years old will play with off side's calls.
12. The goalie can pick up the ball anywhere inside the penalty box, but not when their own team passes them the ball.
13. All divisions will have direct kicks on all penalties. U10-13 divisions will play with both Indirect and Direct kicks on penalties, deemed by referee. Indirect means someone must touch the ball before you can score. Direct means you can score on the free kick without anyone touching the ball.
14. **No slide tackling:** All slide tackles will be considered dangerous play and will result in a direct kick for the other team.
15. **Heading the ball is prohibited in practices and games for U4-6 and U7-9 divisions. If there is a head ball during a game the other team will receive possession of the ball (*Referee judgement call*). If the defensive team heads the ball in the goal box, a corner kick will be awarded to the other team. If the offensive team heads the ball in the goal box, a goal kick will be awarded to the other team. U10-13 divisions may head the ball in games ONLY, no heading the ball in practices.**
16. Players may wear their own goalie uniform if desired.
17. Ball sizes: (U4-6 Rookies size 3), (U7-9 size 4), (U10-13 size 5). Field of play: Reduced size for all divisions.
18. Equipment check will start 10 minutes prior to the start of the game. All players must be in full matching uniform tops, shin guards with **soccer socks over shin guards** and black soccer shorts without pockets. NO JEWELRY ALLOWED such as ear rings of any style, bracelets, necklaces, sunglasses (unless prescription), hats and wristwatches. Note: Taping over earrings is NOT ALLOWED.
19. **All games are official games. If a game gets called due to inclement weather before half time, the game will be rescheduled and start where it left off. Games called due to weather after half time are considered a competed game and will not be made up. It will be the coach's responsibility to check for rainouts and when the game will be made up. Text the word SDSOCCER to 888777 to sign up for notifications.**

# South Daytona Recreational Athletics Department

## 7 vs 7 Player Flag Football Rules

Revised 10/16/2023 \*these are subject to revision!

**Field Regulations:** The field will be approximately 60 yards by 40 yards. The end zone will be approximately 10 yards deep. The field will be marked off in 15 yards intervals.

### Team Composition (10 Players per Team):

Offense: (1) Center (2) Ends (2) backs (1) Quarterback (1) Wide Receiver  
Defense: (4) Defensive Backs (3) Defensive Lineman

### Basic Regulations:

1. Teams may not pick up any players on their own and any additions to the rosters must go through the League Supervisor.
2. Once the rosters are set, players may not switch teams. Any changes, additions or transfers that are done without the League Supervisor's approval will be considered illegal. Any games played with illegal players will result in forfeit for the guilty coach and team, and the coach will be suspended for two games.
3. Once games begin, teams will **not** be allowed to add players until their roster falls below nine players and then additions must be made from the waiting list and through the League Supervisor.
4. Coaches will be allowed to have two assistant coaches.
5. No one may play in league games until they are completely registered.
6. Each player in uniform must play at least half of the game. If a player does not play the mandatory amount, he will play the whole next game. If it occurs again, the team will forfeit the game.
7. First game includes a (5) five-minute grace period start, all games after the first start on time with no grace period. If a team is not ready for the game, it will be considered a forfeit. U4-6 games are (2) two sixteen (16) minute halves. U7-9 and U10-13 are two (2) twenty (20) minute halves. Games may start early if both coaches and officials agree.
8. Teams will switch goals only after the half-time break. All officials' decisions are final. **NO PROTESTS!**
9. **10-13U:** All Players and Coaches are to remain inside the team box on the sideline. **7-9U:** All Players are to remain in team boxes on sidelines and any coaches not on field. **4-6U:** All Players are to remain in team boxes on sidelines and any coaches not on field.

### Play Regulations:

1. During the last two (2) minutes of second half, a two (2) minute warning will be given. The last two (2) minutes of the game and only the last two (2) minutes of the game will the clock stop (according to the FHSAA High School Rules).
  - a. In the last two (2) minutes of the game, the clock will be stopped when:
    - i. The ball or ball carrier goes out of bounds.
    - ii. An incomplete pass
    - iii. Official time-out
    - iv. Penalty
  - b. The clock will stop during the game only when:
    - i. Official time-out
    - ii. Team time-out
2. The clock will begin again as soon as the official puts the ball into play or when the ball is hiked depending on the situation. (i.e, on a penalty the clock will start on the official. After timeout, out of bounds, incomplete passes the clock will start on the hike.)
3. On kickoffs, the clock will start when the opposing team touches the ball.
4. Clock will not stop during extra point attempts, until last two (2) minutes of the game.
5. Each team will be allowed two (2) time-outs per half.

6. Each team will have thirty (30) seconds in which to run off the next play, including kickoffs.
7. Like regulation play, each team will have four (4) downs to advance the ball past the 15-yard marker for a first down.
8. All play will stop when the officials blow a whistle.

#### **Scoring Regulations:**

- A. Touchdown – 6 points
- B. Extra Points – 1 point – 2-yard line, 2 points 5-yard line
- C. Safety – 2 points
- D. Extra points returned by defense (1) point/ (2) points.

#### **At the conclusion of the season, any ties will be settled in this order:**

1. The winner of the head-to-head series.
2. The team with the most wins.

#### **Offense Regulations:**

1. The offense must have a minimum of three players on the line of scrimmage. Penalty is five (5) yards.
2. All seven (7) players on offense are eligible receivers and must wear flags.
3. The offensive line may set up in a three-point stance, but there can be **absolutely no** contact with the defensive player in the form of blocking. Any form of contact blocking will be ten-yard (10) penalty.
4. Only screen blocking will be allowed. Screening is defined as maintaining a position between the defender and the player with the ball. No moving screens will be allowed. A screener must set his screen four feet or approximately two running strides from a defender. The screener must keep his arms and hands by his sides. No part of the screener's body except his feet may be in contact with the ground. The screen must not be the aggressor. Sticking out a knee, hip, foot, elbow, etc. and making contact is considered an illegal block.
5. No moving blocking or moving screens (defined as running alongside or in front of a ball carrier on returns downfield during a play) are allowed.
6. Blocker can never leave their feet while screening.
7. Any contact from behind, be it a blocker or a screener will be considered a clipping penalty.
8. ALL PENALTIES FOR ILLEGAL USE OF THE HANDS, ILLEGAL BLOCKING OR SCREENING (RULES 4 TO 7) WILL RESULT IN A TEN-YARD (10) YARD PENALTY FROM THE POINT OF THE INFRACTION.

#### **Ball Carrier Regulations:**

1. Considered down when flags are pulled, when knee or the ball hits the ground, run out of bound or they fumble.
2. All fumbles are dead when the ball hits the ground. No change of possession occurs.
3. If they accidentally lose flag, then they will be down when the defensive player touches him with at least one hand.
4. If a receiver catches a pass without flags on, it will be a completed pass, but there can be no advancement of the ball. If caught in the end zone, it will count as touchdown/extra point.
5. The ball carrier **cannot** leave their feet, dive over a line, or do a 180–360-degree spin to avoid a defensive person.
6. The ball carrier cannot stiff arm, shield, lower the shoulder or duck the head while running through the line or in an effort to avoid a defensive player.
7. All penalties (rules 1-6) will be 10 yards from the point of infraction.
8. If a ball carrier fumbles into the end zone, the ball will be placed at the spot of the fumble. The ball carrier must be in full possession of the ball when he crosses the goal line.
9. Spiking the ball at any time will result in a five (5) yard penalty, assessed at the time or in case of a touchdown penalty will be assessed on the ensuing kickoff.
10. The center may run the ball as long as he comes at least one yard behind the line of scrimmage and receives the ball on a correct hand off, lateral or pass.
11. All seven (7) players must be in the offensive huddle before the ball is snapped. If a team wants to go no huddle, they must notify the officials. (No sleeper)
12. Lateral passes are permitted. Unlimited passes behind the line of scrimmage, but only one forward pass must cross the line of scrimmage.

13. The placement of the ball will be where the hips are at the time the flags are pulled. (ie – the hips must cross goal line or first down line, **not where the ball is**).
14. The center or snapper may hike the ball between his legs or from the side, however he may only snap the ball backwards three yards to either direction of the snapper. The center may not snap the ball directly to a wide receiver who is lined up outside of the three (3) yard box.

#### **Defense Regulations:**

1. All defenders must wear flags.
2. Defensive line may set up in a three-point stance and a minimum of three defensive players must be on the line. Penalty is five (5) yards.
3. The defensive team must line up at least five yards from the ball and remain there until the ball is snapped. Exception when a team has the five-yard line or less than five yards from a first down, then the defense lines up half the distance from the line of scrimmage and the first down marker. In U 4-6 Division, the defense must be at least one yard from the offense at all times.
4. Rushers may not use their hands to help them go around screeners; they cannot push, knock down or run over the screener. They must go around not through.
5. Defenders cannot push or knock a ball carrier out of bounds.
6. Defenders must always be going for the flag and any form of holding, tackling or stripping is illegal.
7. Defenders cannot purposely remove the flags of an offensive player if they are not carrying the ball.
8. All violations of rules 1-7 result in ten (10) yard infractions.
9. Pass interference penalties will result in an automatic first down at the spot of the infraction, if it occurs in the end zone then the ball will be placed at the one-yard line and first down.
10. Roughing the passer is defined as anytime the passer is roughed while throwing pass; this is a ten (10) yard penalty.
11. If a defender intercepts a pass in the end zone he may choose to down it or return if at his own risk. If they down it the ball will come out to the fifteen (15) yard line.
12. When a defensive player removes a flag he must stop immediately and hold up the flag high in the air so the officials can see it. He must then return it to the ball carrier or another member of the offensive team. Throwing the flag to the ground will be a five (5) yard penalty.

#### **Kicking Regulations:**

1. On all kicks both teams must have all seven (7) players wearing flags.
2. The kickoff will occur from the 30 yard line, the receiving team will line up on the opposing 30 yard line/hash mark.
3. The kick may be punted or kicked off a tee, but under no circumstances may another player hold it for the kicker.
4. A kick or a punt that enters the end zone and is downed will be brought out to the fifteen (15) yard line.
5. On a kick off, if the ball goes out of bounds, the ball is spotted at the place it goes out, or you may choose to have them re-kick from five (5) yards back.
6. On punts receiving team must have three (3) players on the line of scrimmage, the kicking team must have six (6).
7. The offensive team must declare when they are punting and the punter cannot be rushed, since there is no rush, kicking the ball not necessary.
8. Since there is no rush allowed, the ball is not dead if it hits the ground. It may be picked up and kicked, but they cannot advance the ball.
9. The kicker must wear flags.
10. A kick that hits the ground first, can only be picked up and advanced by the receiving team.
11. As soon as the ball hits a player and then the ground the ball will be dead at the spot of contact.
12. On punts, the center is allowed to move laterally to get out of the way of the punter; the kicker will be allowed to move in order to kick the ball, any other movement by kicking team will result in a five (5) yard penalty. The defense can move but contact or off sides before the kick will be a five (5) yard penalty.
13. No moving screens or contact blocking will be allowed on kick returns.

#### **Sportsmanship:**

1. Sportsmanship should always be enforced by coaches, players, and officials.

2. **Coaches are responsible for their own behavior as well as the behavior of their players, the player's parents, and spectators. Coaches, players, and parents are reminded that this is a recreational football program. If parents get reprimanded for unsportsmanlike conduct, coach will be suspended for 1 game, repeat offenses will result in season suspension.** The referees and league director will reserve the right to ask any player, coach, or spectator to leave the playing area. Failure to comply will result in the forfeiture of the game. Any coach or spectator thrown out of a game or asked to leave the playing area will be suspended for the next two games. A second ejection and the coach, player or spectator will be suspended for a year from the date of the second ejection. Furthermore, any player, coach or spectator that threatens an official, another player or coach or League Director will be barred from the South Daytona Recreation Dept.
3. A fifteen (15) yard penalty will be assessed against any team for unsportsmanlike conduct by player, coach, or spectator. Two unsportsmanlike infractions in a game will result in ejection from the playing area for that game and the next two games. Any player or spectator ejected a second time will be suspended for the season. Any coach ejected a second time will be suspended for a period of one year from the date of the ejection. All other rules and penalties will be the same as the Florida High School Football Rules Book, except that fifteen (15) yard penalties will be reduced to ten (10) yard penalties, other than unsportsmanlike conduct that remains fifteen (15) yards.
4. Players must wear shoes, but no screws in cleats are allowed.
5. **No metal whatsoever.** Will not be able to play if worn.
6. Quick Whistle – sometimes an official will prematurely blow his whistle when a play is still going. In this case the team with the ball will have the opportunity to take the ball back to the line of scrimmage and replay the down or take the play at the point in which the whistle was blown.
7. Any fifteen (15) or ten (10) yard penalties inside the twenty-yard line on the defensive team will be half the distance to the goal line.
8. Noise makers (horns, cowbells, whistles) are **not permitted** at games, they can distract the players and officials.

**Tie Breaker:** In the event that two teams are tied at the conclusion of the game, we will settle the tie using the Kansas Tie Breaker. Each team will get the ball on the 10-yard line with four plays to score. The team that scores on their possession will have a choice whether to go for a (1 point) or a (2 point) extra point. After both teams have had the ball, the team that scored the most points wins, if they both scored and tied, both teams must go for the (2 point) extra point. The overtime is over when one team scores and holds the other team from scoring.

**Mercy Rule:** The game will end if a team is up by more than 16 points and there is only two (2) minutes left to go in the game.

**Definitions:**

1. Roughing the quarterback – anytime you make contact with the quarterback: you may try to block an attempted throw; however if you make contact with any part of the quarterback it is considered roughing.
2. Holding – the grabbing of an opposing player, which halts his momentum; please understand a player going for the flags and grabs shorts/shirt on accident is still holding.
3. Tackling – taking another player to the ground with the purpose of stopping his momentum. This does not mean two players, one going for the flag and another trying to make him miss, stumble and go to the ground. There must be in the mind of the official, intent. If anything when a defender going after the flag, grabs something other than the flag and the two go to the ground it could be holding. (In the Youth Division it is very hard sometimes to make judgment on whether two youngsters fell on accident, or he was tackled/held, so please give the official the benefit of doubt.

**SOUTH DAYTONA PARKS & RECREATION**  
**PITCHING MACHINE, MINOR, & MAJOR BASEBALL LEAGUES**  
***RULES AND REGULATIONS*** *All league rules will follow to the Official High School*  
*Rules with the following exceptions:*

1. Innings/Playing Time:  
Pitching Machine – **4 Innings or 60 Minutes: Minor & Major– 4 innings or 70 minutes**, whichever comes first.  
NO NEW INNING may start with **15 minutes** or less left on the clock. However, if the home team is down by more runs than they are allowed per inning with time still left on the clock, game is called. If the game clock ends, we will finish the batter and the game will end. ***A game called for weather is considered complete after 4 innings, or if we have reached the halfway point in the time limit. If the halfway point in the time limit is reached and it is not a completed inning, the game will revert to the last completed inning for the game result. Games suspended before being called a completed game will be resumed where they left off.*** Ties are permitted during the regular season. During the tournament, ties will be played out. Tiebreaker for seeding will go: *Head-to-Head, runs against, run for, and coin flip.*  
A 1/2 inning shall consist of:  
All leagues – 3 outs or 5 runs, whichever comes first.
2. Each league will play on the following field sizes: (Pitching Distance/Base Distance)  
Pitching Machine – 46ft machine set at and 60' bases. **Pitching machine run by coaches.**  
Minors – 46'/60'  
Majors - 50'/70'
3. The batting order shall consist of every player present. Those players arriving late will be placed at the end of the order. All players must play 2 innings on defense unless the game ends prior to 4 complete innings.
4. MERCY RULE- 10 runs after 3 innings.
5. If a player is injured and removed by their coach from the field/game, other than by rule, they may or may not return to the game. The player's spot in the batting order will be skipped without penalty. If a player is ejected from the game, their spot in the batting order will be an automatic out.
6. Teams may start and/or finish a game with 7 players. If you do not have 7 players at game time, the game clock will start, and you will be given a 10-minute grace period. After the 10 minutes, if you still have less than 7 players, coaches will have to agree on playing or forfeiting. Any player withheld from play for disciplinary reasons must have the approval of the department to play prior to the start of the game.
7. **All players must be in fully matching uniforms** and NO jewelry is permitted.
8. Players in TBall, Pitching Machine, Minor, & Major must wear **non-metal cleats.**

9. All teams must warm up in the designated warm up areas only. **There will be no hitting or throwing baseballs into the fence.**
10. Turn in copies of your line-up to the scorekeeper and other team 15 minutes prior to the game time. Coaches must put first/last names and players numbers on the line-up card.
11. **Unsportsmanlike conduct** - if a player, coach or spectator is ejected during a game, they will miss their next game. Two ejections during the season will result in dismissal from the league without refund. Based on the severity of the offense, the person or persons may be dismissed from the league at the first offense without refund.
12. **Absolutely No Arguing with umpires. First time is a warning, second occurrence will result in being asked to leave, if refusal to leave, team will forfeit game.**
13. **Spectators standing behind home plate cannot argue Umpires calls. Will be warned one time before asked to leave premises. If refusal to leave, team will forfeit that child is on.**
14. There will be no bat boys/girls allowed.
15. Prior to the start of any Pitching Machine game the recreation staff will set up the machine on the field and the staff will adjust it for speed, between 38-40mph (7 setting). If during the game the machine needs to be re-adjusted, the umpire and staff will assist the coach if needed. On defense, the pitcher must have 1 foot in the circle during each pitch and must stand on either side of the machine, but not in front of it. If the pitching machine is hit by a batted ball, it will be considered a dead ball.
16. Pitching Machine speed is to remain on setting #7 and not to be moved. Adjusting speed will result in an out. Height can be adjusted as needed.
17. **Pitching Machine teams only permitted 2 defensive coaches on the field and the coaches must be stationed in the outfield.**
18. Base Stealing:  
Pitching Machine – No base stealing allowed, **runner cannot leave bag until ball is hit, leaving base early will result in player being out.**  
Minor – Runners cannot attempt to steal until the pitch crosses the plate. Leaving the base early will result in an out.  
Major lead offs and stealing are allowed.  
**If a team is up by 5 or more runs, there will NO stealing.**
19. Mandatory- The speed up rule will be in effect. You must run for your catcher with 2 outs, but you can run for him at any time.
20. When a game is played on a field with a double 1<sup>st</sup> base, the orange portion is in foul territory. It is recommended that runners use the orange base when running through 1<sup>st</sup> base for safety reasons.
21. Players must avoid intentional or malicious contact when attempting to reach a base. Based on the umpire's judgement, intentional or malicious contact will result in ejection. Runners may only slide headfirst when returning to base. There is a NO must slide rule. There is **NO** sliding headfirst into Home.



22. Pitching Machine & Minor will NOT have a dropped 3<sup>rd</sup> strike rule. Majors will have a dropped 3<sup>rd</sup> strike rule.
23. Pitching Machine will NOT have the infield fly rule. Minor & Major, will have the infield fly rule.
24. On defense Pitching Machine can play the entire roster but can only play the standard 5 players in the infield. **Minor & Major can play 4 outfielders.**
25. Pitching Machine will only have **one** possible overthrow per play and only one base on an overthrow, however the ball is still live and the runner(s) remain in jeopardy.
26. Pitching Machine – After a hit ball, play is dead when defensive player has possession in the infield, unless there is an overthrown ball, then Rule #26.
27. The catcher must wear chest protector, leg guards and head gear whenever they take a defensive position behind home plate. Protective cups are highly recommended for all players but **are mandatory for all catchers.**
28. Bat Rule: **All non-wood bats Barrel Maximum is 2 3/4". No BBCOR Bats for Pitching Machine, Minor, & Major**
29. Pitching Machine coaches make sure the batter on deck does not come to the plate until the umpire requests them.
30. The umpire will use their judgment on throwing the bat. He may warn the batter or call him out.
31. Minors and Majors: Pinch running for catcher is allowed during anytime in game but **MUST** be told to umpire before substitution.
32. Bunting will be permitted in **Minors and Majors only**; however fake bunting is not permitted. The illegal action is when the player fakes a bunt and then takes a full swing. Penalties for fake bunting will be as follows (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead, and all runners will return to bases. On the 2<sup>nd</sup> occurrence the coach will be ejected from the game.
33. Pitching Machine - Each batter will be permitted **5 pitches or 3 swings**, but the batter will not be out on a fouled third swing. There will be only one ball in play at any time.
34. **T-Ball: Coaches are allowed to coach pitch to kids for 3 pitches, after 3 pitches if not hit, kids will hit off a tee. (Coaches choice to do pitch or not)**
35. If 50% of the season's games are played, the season will not be refunded due to acts of nature or pandemics.
36. Refunds will not be given after the first week of games.
37. For notification of rain outs/cancellations, sign up for notifications by texting **SDSPRINGBALL to 888777**
38. Trophies:
  - T-Ball – All Players receive trophies or medals.
  - Pitching Machine – 1<sup>st</sup> – 3<sup>rd</sup> receive trophies, 4<sup>th</sup> place and under receive medals.
  - Minors – 1<sup>st</sup> – 3<sup>rd</sup> receive trophies, 4<sup>th</sup> place and under receive medals.
  - Majors – 1<sup>st</sup> - 3<sup>rd</sup> receive trophies, 4<sup>th</sup> place and under receive medals.

## CONTRACTUAL AGREEMENT

### AGREEMENT FOR THE PROVISION OF SPORTS REFEREES, UMPIRES AND SCOREKEEPERS TO THE CITY OF SOUTH DAYTONA

THIS AGREEMENT is entered into this 9<sup>th</sup> day of MARCH, 2021 by and between the City of South Daytona, a municipal corporation duly incorporated pursuant to the laws of the State of Florida, with administrative offices at 1672 South Ridgewood Avenue, South Daytona, Florida 32119 hereinafter referred to as CITY, and DYS, Inc., a business corporation, with administrative offices at 7723 Red Lake Peak Street Las Vegas, NV 89166, hereinafter referred to as CONTRACTOR, for the services identified herein on the following terms and conditions.

**PURPOSE.** The purpose of this Agreement is to define the terms and conditions under which the CONTRACTOR will provide **SPORTS REFEREES, UMPIRES AND SCOREKEEPERS** for the CITY on an as-needed basis.

**TERM OF THE AGREEMENT.** The term of this Agreement shall be three (3) years from the date of the Agreement as entered above.

**SCOPE OF SERVICES.** The CONTRACTOR shall provide one scorekeeper and two officials (umpires and referees) per game for the City's spring baseball season, summer soccer season, fall baseball season and winter flag football season.

**PERFORMANCE.** The CONTRACTOR shall provide officials (umpires and referees) who will be responsible for officiating each game, determining the start and end of each game, enforcing the rules of each game, making judgement calls on plays within each game and handling disciplinary actions upon consultation with the CITY's field supervisor.

The CONTRACTOR shall provide scorekeepers who can operate the CITY's electronic scoreboard, keep accurate time during each game and maintain a timely and accurate score during each game. During the spring and fall baseball seasons, the scorekeepers will also be required to announce each game by stating the score and identity of each batter coming to the plate to hit.

**COMPENSATION.** The CITY shall provide compensation to the CONTRACTOR in accordance with the personnel required and prices set forth in the Personnel and Pricing Sheet presented in "Exhibit A" which is hereby incorporated into this Agreement by reference.

The CONTRACTOR shall invoice the City on a monthly basis. The monthly invoices shall contain documentation to support the compensation being requested and must include the timesheets for all scorekeepers and officials (referees and umpires) provided. The CITY shall pay the sum invoiced in accordance with the State of Florida's Prompt Payment Act.

**CONTRACTOR PERSONNEL.** The CONTRACTOR shall provide all safety gear, equipment and appropriate uniforms for each official associated with this Agreement that are required to perform the requested task. The CONTRACTOR shall ensure that all of the officials and scorekeepers they provide arrive before each game begins so that scheduled games start on time. The CONTRACTOR shall ensure that all personnel they provide are familiar with the rules established by the CITY and safety procedures associated with the sport being played.

The CONTRACTOR must submit to the CITY a list of scorekeepers and officials they are providing prior to the start of each game.

The CITY reserves the right to require disciplinary action or reassignment of any CONTRACTOR personnel whose behavior is inconsistent with the CITY's objectives of providing a pleasant and responsive service.

**BACKGROUND CHECKS.** The CONTRACTOR is required to perform a Level 1 background check on all personnel assigned to this Agreement. The CONTRACTOR shall ensure that no person assigned to this Agreement has been accused or convicted of a crime against a child or has a felony conviction.

**TIMESHEETS.** The CONTRACTOR shall maintain timesheets for all employees that perform work under this Agreement. These records shall denote the date and time the individual worked and must identify the nature and location of the work. These timesheets must be submitted to the CITY as backup in order for the CITY to process monthly invoices submitted by the CONTRACTOR.

**SWORN STATEMENT ON PUBLIC ENTITY CRIMES.** A person or affiliate who has been placed on the convicted vendor list following a conviction for a public entity crime may not submit a bid on a contract or agreement to provide any goods or services to a public entity, may not be awarded or perform work as a contractor, supplier, subcontractor, independent contractor or consultant under a contract or agreement with any public entity, and may not transact business with any public entity in excess of the threshold amount, provided in Section 287.017, for CATEGORY TWO for a period of 36 months from the date of being placed on the convicted vendor list. The CONTRACTOR shall sign the Public Entity Crimes Statement as presented in "Exhibit B" which is hereby incorporated into this Agreement by reference.

**INDEMNIFICATION.** The CONTRACTOR hereby agrees to indemnify and save harmless the CITY, and its officials, officers, and employees from and against all claims, damages, losses, and expenses (including without limitation costs of defending the same and attorney's fees) arising out of or resulting from the performance of the work, furnishing of services, or furnishing of materials, goods, or equipment (including but not limited to claims regarding defects in

materials, goods or equipment) which is caused in whole or in part by any breach of contract, act, or omission of the CONTRACTOR, any subcontractor or independent contractor, anyone directly or indirectly employed by any of them or anyone for whose acts any of them may be liable. This indemnification shall survive the termination or expiration of the Agreement.

**ACCIDENTS AND CLAIMS.** The CONTRACTOR shall be held responsible for all accidents and shall indemnify and protect the CITY from all suits, claims and actions brought against the CITY and all costs for liability to which the CITY may be put for any injury or alleged injury to the person(s) or property(s) of another resulting from negligence or carelessness in the performance of the work, or in protection of the project site, or from any improper or inferior workmanship, or from inferior materials used in the work. This indemnification shall survive the termination or expiration of the Agreement.

**AGREEMENT TERMINATION PROVISION.** The CITY may terminate this Agreement at any time with written notice with or without cause.

**SEVERABILITY.** If any provision of this Agreement is found to be unconstitutional, illegal, or otherwise unenforceable by judgment of a court of competent jurisdiction, such judgment shall not invalidate the remainder of this Agreement, unless such judgment renders the purpose or performance of this Agreement no longer practical for either party.

**LAWS AND REGULATIONS.** The CONTRACTOR at all times shall be familiar with and observe and comply with all Federal, State, Local, and Municipal laws, codes, ordinances, rules, and regulations in any manner and those which may be enacted later, or bodies or tribunals having jurisdiction or authority over the work and shall indemnify and save harmless the CITY against any claims or liability arising from, or based on, the violation of any such law, ordinance, rule, code, regulation, order, patent infringements or decrees.

**DISPUTE RESOLUTION.** In the event any situation is brought to mediation or a court of law, the venue shall be the County of Volusia, in the State of Florida, where all laws, regulations, ordinances, codes, and rules shall be used in the adjudication.

**INTEGRATION CLAUSE.** This contract shall constitute the whole Agreement between the parties. There are no promises, terms, conditions or obligations other than those contained herein, and this Agreement shall supersede all previous communications, representations or agreements, written or verbal between the parties hereto.

**ENTIRE AGREEMENT.** This Agreement reflects the full and complete understanding of the parties and may be modified or amended only by a document in writing executed by all the parties, with the same formalities as this Agreement.

IN WITNESS WHEREOF, the parties to this Agreement for the provision of **SPORTS REFEREES, UMPIRES AND SCOREKEEPERS** to the City of South Daytona have caused the same to be signed by their duly authorized representatives on the dates indicated below.

ATTEST:

By: B Adam Bates  
(Signature)

Name: Adam Bates  
(Print Name)

Title: Director of Operations, Florida

Dated: 2/26/2021

CONTRACTOR:

By: Alex Skandalis  
(Signature)

Name: Alex Skandalis  
(Print Name)

Title: Owner

Dated: 2/26/2021

ATTEST:

By: James L. Gillis, Jr.  
Name: James L. Gillis, Jr.  
Title: City Manager as Appointed  
City Clerk

Dated: 3.10.21

CITY OF SOUTH DAYTONA:

By: William C. Hall  
Name: William C. Hall  
Title: Mayor

Dated: 03/09/21

## EXHIBIT A – PERSONNEL AND PRICING SHEET

### Spring Baseball Season:

Price per game for each scorekeeper provided (one required):

03/05/21-09/30/22  
\$ 25

10/1/22-12/31/22  
\$ 30

Price per game for each umpire provided (two required):

\$ 62  
(\$124 per game)

\$ 68  
(\$136 per game)

### Summer Soccer Season:

Price per game for each scorekeeper provided (one required):

\$ 15

\$ 18

Price per game for each referee provided (two required):

\$ 37  
(\$74 per game)

\$ 41  
(\$82 per game)

### Fall Baseball Season:

Price per game for each scorekeeper provided (one required):

\$ 25

\$ 30

Price per game for each umpire provided (two required):

\$ 62  
(\$124 per game)

\$ 68  
(\$136 per game)

### Winter Flag Football Season:

Price per game for each scorekeeper provided (one required):

\$ 15

\$ 18

Price per game for each referee provided (two required):

\$ 37  
(\$74 per game)

\$ 41  
(\$82 per game)

**EXHIBIT B – PUBLIC ENTITY CRIMES – SWORN STATEMENT**

A person or affiliate who has been placed on the convicted vendor list following a conviction for a public entity crime may not submit a proposal on a contract to provide any goods or services to a public entity, may not be awarded or perform work as a contractor, supplier, subcontractor, or consultant under a contract with a public entity, and may not transact business with any public entity in excess of a period of 36 months from the date of being placed on the convicted vendor list.

Pursuant to Section 287.134(2)(a), Florida Statutes, an entity or affiliate who has been placed on the discriminatory vendor list may not submit a bid on a contract to provide any goods or services to a public entity.

This sworn statement by B. ADAM BATES, DIRECTOR OF,  
(Name and Title of Business Representative) CREATIONS  
FLORIDA  
who is authorized to represent DYS, INC,  
(Business Name)

hereby specifies that neither the entity submitting this statement, nor any officers, directors, executives, partners, employees, shareholders who are active in management of the entity, nor any affiliate of the entity have been charged with and convicted of a public entity crime subsequent to July 1, 1989.

B. Adam Bates  
(Signature)

2/25/2021  
(Date)

Sworn to (or affirmed) and subscribed before me, by means of ☒ physical presence or

☐ online notarization, this 25 day of FEBRUARY, 2021 by BLAINE ADAM BATES

D. Patel  
**NOTARY PUBLIC**

My commission expires: 11/12/2023

