

**Bob Perks Cancer Assistance Fund
WAIVER & RELEASE OF LIABILITY**

This code is based on the premise that participation in the tournament is a privilege. Participants are obligated to abide by its rules. The program leaders shall have the authority to take disciplinary actions in case of violations of this code.

Condition of Participation:

All participants in this tournament must agree to abide by this Code of Conduct. By signing this document you will be acknowledging that you have read it, understand it and are willing to abide by the Code of Conduct.

Rules:

- 1) Good sportsmanship will be practiced at all times.
- 2) Participants vandalizing / damaging property will pay restitution.
- 3) Inappropriate behavior will not be tolerated.
- 4) Any of the following will **not be tolerated**:
 - Vandalism, damaging of property, unauthorized use of equipment or property, or theft.
 - Unsportsmanlike conduct
 - Inappropriate horseplay or other misbehavior which physically endangers any person or property.
 - Drug/alcohol use.

Consequences:

Violation of the Code of Conduct may result in:

- 1) Participant(s) responsible for property loss being liable to pay all replacement / repair costs.
- 2) Expulsion from the tournament.

Acknowledgement:

**** This must be signed by BOTH participant and parent/guardian.***

I agree to abide by the above Code of Conduct and its intent and I understand the possible consequences if it is violated. I understand that the Bob Perks Cancer Assistance Fund, the YMCA, or its members are not responsible for any injury that may occur during the tournament or on the YMCA grounds during this event. I also hereby authorize the Bob Perks Fund to use any photos taken at the event for promotional purposes on their website or other social media.

Date _____
Participant's Name (please print) _____
Signature of participant _____

Date _____
Parent/Guardian Name (please print) _____
Signature of parent/guardian _____

Parent/Guardian email address _____
Parent/Guardian phone number _____