## **HOA Policy: Basketball Goals**

In accordance with HOA "Declarations of Covenants, Conditions, and Restrictions (Covenants) for Wyndham Gates "10. Architectural Controls" and "11. USE RESTRICTIONS", the Board of Directors will apply and enforce the rules and restrictions below for all basketball goals in the neighborhood. The intent of this policy is promote the safety of and maintain the aesthetic of the Wyndham Gates. A copy of the Covenats is available for download from "www.wghoa.us".

You may have a basketball goal on your property if the following rules and restrictions are adhered to.

- The goal may not be set up or positioned to allow for or encourage play to take place in the streets or on neighbors' properties.
- The goal and its use must adhere to existing and future HOA policies regarding safety, aesthetics, noise levels, and other disruptions.
- The placement of the goal must be approved by a member of the ACC or board.
- The goal must be a commercially available residential model, not "homemade", and not of an excessive size as determined by the ACC or Board of Directors.
- The goal may not be physically attached to your home or installed in a way that can be considered "permanent" (i.e. Sunk into the ground and secured.)
- The goal must be assembled and used in accordance with the manufacturer's specifications for your specific model to ensure safe operation.
- Your goal must be maintained per manufacturer's guidelines and kept in good working order.
  Metal or chain nets are not allowed.
- The goal may not be modified, altered, or reconfigured from its original "new" form.
- You agree to take full responsibility for the goal, its use, and any associated personal injury and or property damage.
- The goal must display a clearly visible WGHOA permit sticker.

agree to adhere to it.			
Resident Name (Printed)	Sticker#	Street Address	
Resident Signature	 Date	ACC/Board Signature	Date

By signing below I am stating that I (Resident) have read the Basketball Goal policy, understand it, and