

## DEERFIELD PARK/RECREATION FEES

### PARK RENTALS

#### Women's Building (Fireman's Park)

Resident: \$100/day with use of bathroom  
Nonresident: \$125/day with use of bathroom

#### Bathroom's - Fireman's Pavillion (Fireman's Park)

\$25/day NOTE: The rental of the actual pavillion is done with the Deerfield Fire Dept.

#### Shelter at Community Park

Resident: \$90/day without use of kitchen\*  
\$100/day with use of kitchen\*

Nonresident: \$125/day without use of kitchen\*  
\$135/day with us of kitchen\*

\*Shelter includes bathroom

\*All reservations require a \$100 deposit to be refunded after inspection.

#### Shelter at Savannah Park

Resident: \$90/ day

Nonresident: \$125/day

Savannah Shelter does not have a bathroom at this time.

### BASEBALL/SOFTBALL DIAMONDS

#### Diamond Fees

Resident: \$0/day No lights/no dragging  
Nonresident: \$10/day No lights/no dragging

Resident: \$25/day 1-time dragging and line only  
Nonresident: \$35/day 1-time dragging and line only

Resident: \$10/day Lights Only  
Nonresident: \$15/day Lights Only

Resident: \$35/day 1-time dragging & lights  
Nonresident: \$40/day 1-time dragging & lights

\*fees are waived for resident youth teams, residnet non-profit groups and the Fire Dept

#### Tournaments

\$100/day plus deposit. (other charges exempt)

#### Scoreboard Controller at Community Park

Resident: \$25/day plus \$150 deposit  
Nonresident: \$50/day plus \$200 deposit

### ALCOHOL FEE FOR VILLAGE SHELTERS (EXCLUDES FIREMAN'S PARK PAVILLION)

\*Fee charged to all groups, individuals, or organizations for an event that serves/distributes alcohol, except the Fire Dept.

Resident: \$10/day  
Nonresident: \$20/day

### USER FEES FOR BALL TEAMS

\$150/team, softball or baseball, no charge for high school teams.  
All fees shall be due within 15 days of the approved season starting date.  
Leagues don't pay diamond fees.

### LIGHTING

\$100 deposit/league or individual, returned at the end of season. Due at beginning of the season or before key is issued.