



2016 Insurance Requirements for Adult Sports

I. **INSURANCE:** Permit Holder shall obtain and maintain, at its own expense, during the entire Term of this agreement the following types and amounts of insurance:

Commercial General Liability (CGL) – Occurrence Form:

Commercial General Liability insurance and, if necessary, Commercial Umbrella or Excess insurance, with a limit of not less than:

- Each Occurrence\$2,000,000
- Participant Liability\$2,000,000
- Spectator Liability\$2,000,000
- General Aggregate\$2,000,000
- Damage to Rented Property\$50,000

- A. The policies required shall contain a waiver of transfer of the rights of recovery (subrogation) against Pima County and its districts.
- B. The liability insurance policy shall endorse “**Pima County and its districts**” as **Additional Insured’s**”
- C. Pima County will not be responsible for damage to loss of personal property belonging to Permit Holder.
- D. The Permit Holder’s insurance shall be primary insurance and any insurance carried by the Pima County and its district shall be considered non-contributory with respect to all other available sources. And for insurance policies where Pima County and its districts are named as an additional insured, Pima County and its districts shall be an additional insured to the full limits of liability purchased by the Permit Holder even if those limits of liability are in excess of those required by this Agreement.
- E. Permit Holder shall provide Pima County with current Certificates of Insurance prior to the event. With the exception of ten (10) days written notice of cancellation for non-payment of premium, any changes material to compliance with this Agreement in the insurance policies above shall require thirty (30) days written notice to Pima County.
- F. If a policy expires during the life of the Agreement, a renewal certificate must be sent to County fifteen (15) days prior to the expiration date.

For questions or more information please contact Pima County Risk Management (520) 724-4477.