

Oxford Township Parks & Recreation Commission Stony Lake Township Park Boat Launch & Watercraft Regulations

- 1. Boat and wave runner launching is LIMITED to four (4) watercraft on a first-come-firstserve basis. <u>All watercraft must be registered according to State of Michigan</u> <u>guidelines.</u>
- 2. Watercraft CANNOT be tied to the dock at Stony Township Lake Park for an extended period of time, nor landed near swimming area.
- 3. Watercraft must maintain a 300' distance from the designated swimming area at all times.
- 4. Radios and stereos used on watercraft must abide by the Charter Township of Oxford, Ordinance #56, which requires that sound from these devices contained in an area of twenty feet or less.
- 5. Boaters and wave runners must follow all rules as established by the State of Michigan when using Stony Lake. The Oakland County Sheriff Marine Division patrols Stony Lake for any and all said violations.
- 6. There is no power loading of watercraft at Stony Lake.
- 7. Your watercraft may never be left unattended for any reason. Someone must be with the watercraft at all times. The Oxford Township Parks & Recreation Commission, and its employees are not responsible for any damage to watercraft or personal property.
- 8. NO ALCOHOL is allowed in any Oxford Township Parks & Recreation facility. The Oakland County Sheriff's Department enforces the Charter Township of Oxford Ordinance #56.
- 9. Stony Lake Township Park hours are from 9:00 a.m. to 9:00 p.m. <u>All boats must be off</u> the lake by 8:45 p.m.
- 10. Any resident/watercraft owner that fails to comply with the Oxford Township Parks & Recreation watercraft launching regulations, as well as Oxford Township Ordinance #56 and the State of Michigan watercraft regulations will have their park privileges revoked by the Oxford Township Parks & Recreation Commission indefinitely.

Thank You for visiting YOUR Oxford Township Park

Oxford Township Parks & Recreation Commission 20 West Burdick P.O. Box 170 Oxford, Michigan 48371 248-268-1720