

**CITY COUNCIL  
MEETING**

**OCTOBER 7, 2025**

**PRESENTATIONS**

**Item #9**

**WS 25-003**

**Review of  
Campaign  
Finance  
Regulations**

# **Review of Campaign Finance Regulations as the City Converts to District Elections**

**City Council Work Session | October 7, 2025**



# Background

**In 2002, City Council enacted Muni Code Chapter 2, Article 13:**

- Sets voluntary limits on campaign expenditures
- Incentivizes voluntary limits by allowing to higher amounts of campaign contributions
- Authorizes the City Clerk to increase the limits annually based on CPI

**In 2024, the City converted its at-large elections for the six City Council Members to district elections ( $\approx 27,000$ /district)**

# Existing Limits

	Candidates that Accept Voluntary Limits		Candidates that Do Not Accept Voluntary Limits	
	Expenditure Limit	Contribution Limit	Expenditure Limit	Contribution Limit
2002	\$50,000	\$1,000	No limit	\$250
2025	\$91,096	\$1,784	No limit	\$410

# Comparison Cities

City	2023 Population Data	Districts	Contribution Limit	Voluntary Expenditure Limit	Expenditure Limit per Resident
<b>Union City</b>	65,414	4 (average of 16,103 ppl/district)	\$800	\$35,000 City Council \$75,000 Mayor	≈ \$2.17 for CC ≈ \$4.65 for Mayor
<b>Redwood City</b>	80,996	7 (average of 11,570 ppl/district)	\$1,000	District population x \$2.45	\$2.45
<b>San Mateo</b>	101,327	5 (average of 20,265 ppl/district)	\$500/ individual \$1,000/ organization	District population x \$2.50, rounded to nearest \$100	\$2.50

# Considerations

- There is some economy of scale when running a campaign
- Based on comparison cities, staff suggests \$45,000 to \$50,000 as a voluntary limit on expenditures, and \$900 to \$1,000 on voluntary contributions
- Limits do not apply to independent expenditures
- Some candidates have already begun fundraising for the 2026 election

# Discussion Points

1. Should the expenditure and contribution limits be reduced for district elections?
2. If so, what should the limits be?
3. If so, when should the limits take effect?

**Item #10**

**LB 25-030**

**Maintenance and  
Repair of  
Sidewalks Ordinance**

# Item 10: Proposed Amendments to the Maintenance and Repair of Sidewalks Ordinance

October 7, 2025

Director of Maintenance Services: Todd Rullman  
Assistant City Attorney: Vadim Sidelnikov



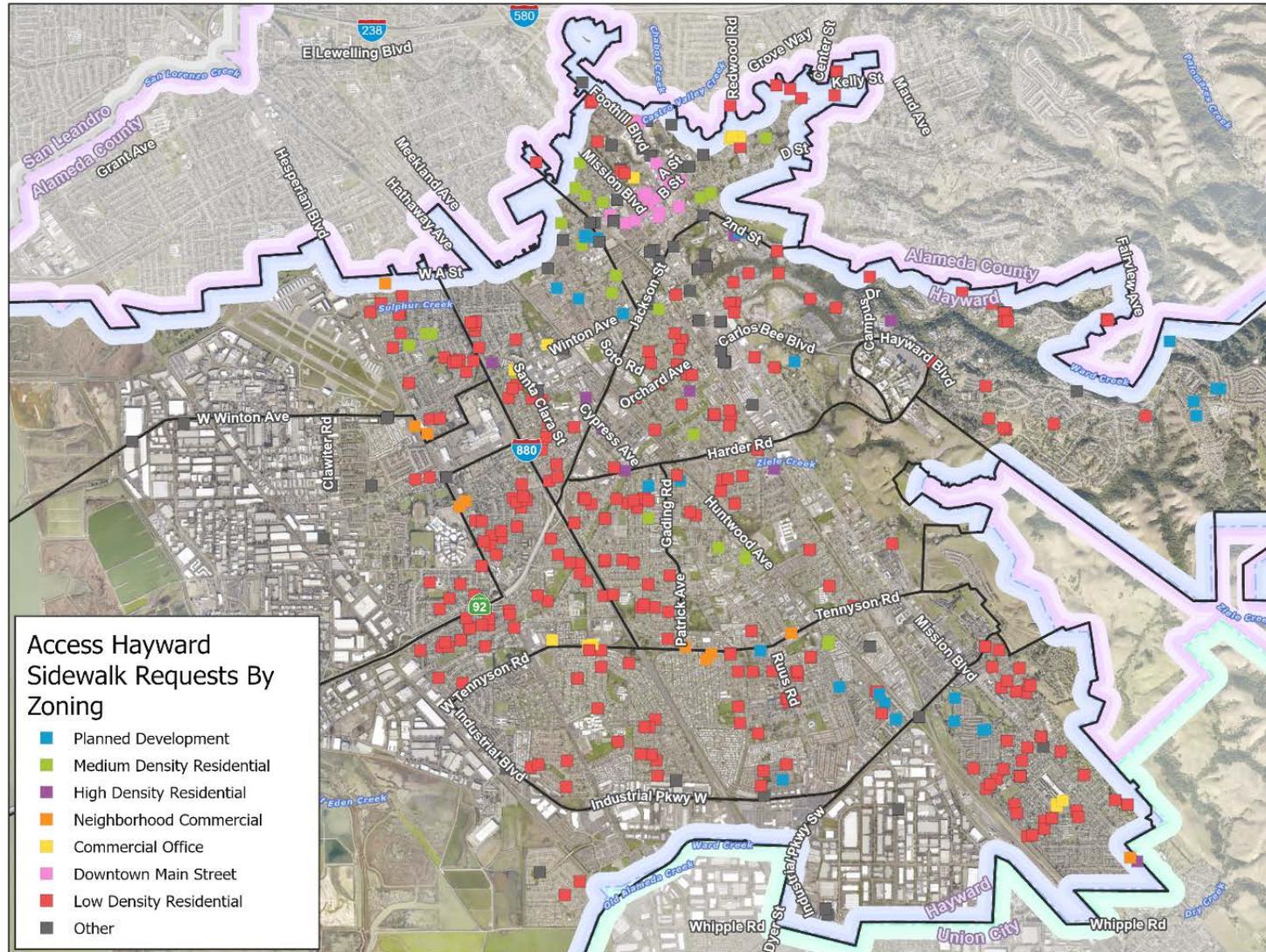
# Hayward Sidewalks

- City of Hayward has approximately 430 miles of sidewalks
- Maintained in three primary ways:
  - 1) Adjacent Property Owners
  - 2) City of Hayward Maintenance Services Department – in response to complaints
  - 3) City of Hayward Public Works Department – through Capital Improvement Projects

# Current Ordinance re: Maintenance and Repair of Sidewalks

- State Law requires property owners to maintain sidewalks adjoining to their property
- Hayward codified the same requirement 24 years ago in 2001
- Local Ordinance requires property owners to maintain sidewalks adjoining to their property
- Where property owner fails to repair, Ordinance allows City to repair and recover costs through a special assessment against the property.
- If sidewalk conditions are not repaired, may cause a trip hazard

# Need for Sidewalk Repairs



# Proposed Ordinance Amendment

- Seeks to clarify the duty of property owners and to hold property owners liable should they fail to remedy dangerous sidewalk conditions:

“[An adjacent property owner] shall owe a duty to members of the public to keep and maintain the Sidewalk in a safe and non-dangerous condition. If, as a result a [property owner’s] failure to maintain a Sidewalk ..., any person suffers injury or damage..., the Responsible Person shall be liable to such person for the resulting damages or injury.”

# Impacts of Ordinance Amendment

- For Property Owners:
  - Homeowner Insurance Rates should not be impacted
  - No charge encroachment permits
  - Hardship Program
- For the City:
  - Status quo will result in significant and continued impacts to the General Fund, which may amount to hundreds of thousands of dollars per claim

# Questions

