



LGLL Field Care Setup – Intermediates Sectionals

Fisher field is a large dirt infield. Set-up takes at least 45 minutes with two people and may take an hour. Teams will take infield practice 30 min before game time. Field prep should begin no later than 1 hour and 30 min before game time. If there is another game in progress, please adjust the prep schedule in order to not delay the start of the next game. Use good judgment to create a high quality playing surface for the intermediate players.

If you have not previously prepped an infield, it will be difficult to prep Fisher in a timely manner.

Any questions: Call or text Dave Nielsen, 415-509-8185

Fisher Field Setup

- Clean dugouts: Sweep and remove any trash
- Remove L screen from field (place outside of fence)
- Remove any rocks on the infield near home plate
- **Wet** down field dirt
 - Use blue hose in wheelbarrow in equipment room
 - Lightly water to keep dust down
- **Drag** field using the quad
 - Stored in Conex box, combo 1986
 - Attach the drag mat to the hook on back of quad
 - Drag entire dirt area after watered, prioritize area between foul lines and bases if time is limited
 - Move slowly to keep dust down
 - No sharp turns. Be mindful of the fence with the drag mat
 - Remove the bases before dragging if they are in place
- **Rake** baselines and batters boxes.
- Insert base plates
- Chalk out field lines and batter's box
- Light water of batter's box and chalk lines
- Water entire infield between the bases
- Set out the bases
- Time permitting, use a rake to knock down any visible gopher mounds in outfield
- Remove steel drag mats from the field (place outside of fence)

Everyone Is Responsible For Ensuring:

- All tools are returned to the equipment shed at the end of each use
- String lines & batters box templates are used to line the base paths.
- Field dirt is appropriately wet down before games
- Check the fields for any holes. Fill as needed w/ available dirt.
- Any safety or facility concerns notify the Director of Fields or a Board Member