

## CSLL Field Setup

It is important to be able to prepare the field properly prior to the baseball game. Upon arrival you should inspect the playing surface for any surface abnormalities such as deep footprints. Make sure the infield is relatively smooth. If it is not you can use the rakes provided. The batter's box, pitcher's mound and areas around the bases should have no dips. This ensures a safer playing surface.

All field equipment is found in the backstop sheds at D1 and D2. For diamonds 3, 4 and 5 use the equipment located under the stairs at the clubhouse. D3 and D4 use the soft nail down bases. D1, D2 and D5 use the hard rubber bases found in their respective backstop location.

**Make sure to put all bases and field equipment away in their proper place. Keep a tidy backstop.**  
**NEVER rake the infield mix into the grass. Baselines should be raked down the base path and not to the outside.**

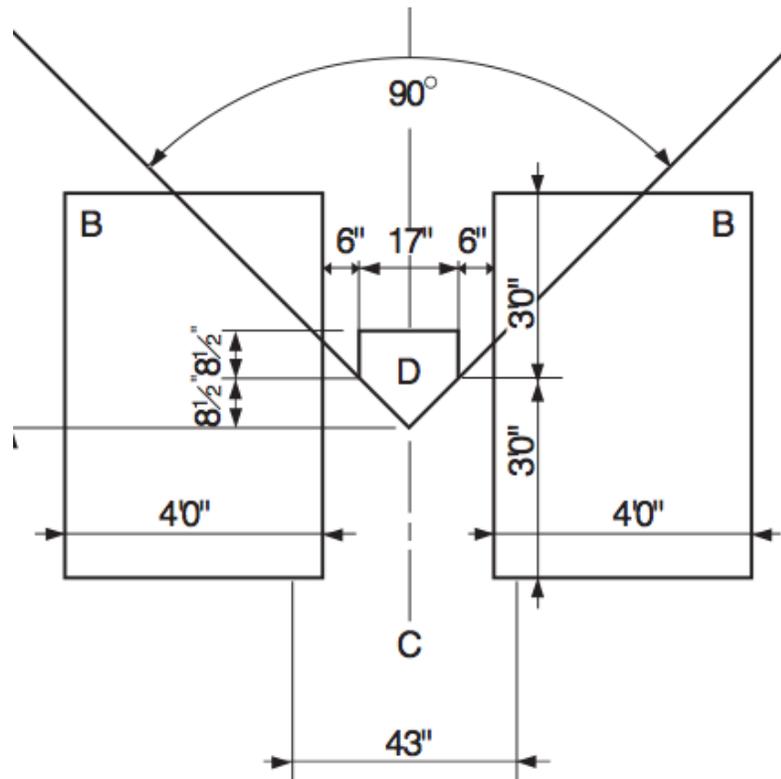
Tball & Mini Minors – the bases are 60' apart.

Rookie Minors – the bases are 60' apart. The pitching mound (provided in the backstop) should be set at 38'.

Minors and Majors - the bases are 60' apart and the pitching mound is already in its proper place.

Junior – the bases are 80' apart and the pitching mound is already in place. Use the home plate at 54'.

Senior – the bases are 90' apart and the pitching mound is already in place. Use the home plate at 60.5'



In Minors divisions and higher you must paint the field lines so that the players and umpires have a visual mark of the boundaries. You will need to paint the lines using the push cart with spray can engaged. While the image below shows you the exact dimensions for the batter's box we are concerned that the lines are done to the best of your ability and are relatively accurate. The lines can be measured using the plastic or metal rectangle in the backstop. Use the nail in the push cart to outline the batter's box before painting. The catcher's box is optional.

After lining the batter's box, you should mark the foul lines using the string provided in the push cart. Hammer the long spike into the ground at the back of the plate. Run the string to the outside of the base and all the way to the outfield (to the fence line marker on D5 & D6 only). Paint the line using the string as a guideline from the outside of the batter's box and go as far as you can into the outfield so the players and officials don't have to guess where the foul line is.