# Field Equipment

## Keys

Each coach (head coach and all assistants) should have a key to the green boxes at each field: all 3 Feeley fields, Curtis and the LS softball fields. The same key works for all boxes. The head coach should have a key to the shed at Feeley. Please remember to put away the equipment as carefully as possible and lock the boxes at the end of each game/practice.

## Equipment in the Shed

The following equipment is in the shed at Feeley:

* Wire rakes
* Drying compound
* Push brooms
* Lining equipment
* Lining compound
* Extra ice packs
* Extra chin straps
* Pitching machine
* Pitching machines softballs
* Nets for the batting cage
* Extension cord for the pitching machine

Note: The pitching machine can only be used by coaches who have been trained to use the machine and who have signed out the pitching machine and batting tunnel.

## Equipment in the Boxes

The following equipment is in each green box:

* Small set catcher’s gear
* Large set catcher’s gear
* Catcher’s helmet
* 4 batting helmets

Note: Players who use the catcher’s helmet and batting helmets MUST wear a baseball cap underneath to prevent the spread of lice. Encourage all of your players to include a baseball cap in their softball equipment bag. If you have a player that does not have a baseball cap, there are extra caps in the shed to give to players who do not have one. Please do not give caps to all of your players; these are available only to girls who do not have one.

* 1 bucket of softballs (Note: Each field has one bucket of 11” softies and one bucket of 12” softballs)
* 1 batting tee

Note: Be sure to detach the tee from the base before returning it to the green box. When it is put away attached, it tends to break. Detaching the tee helps to make the batting tee last a bit longer.

* First aid kit
* Ice packs
* Bats (variety of sizes)
* Extra chin straps

The following equipment is available at each field:

* 1 umpire’s mask

Note: Some umpires require a coach who is warming up a pitcher to wear an umpire mask during warmups.

* 1 set of bases