

# Lamp Park Field Manager Duties

## To open the day

- Go to the Snack Shack and let Snack Shack Manager know that you are the Field Manager.
- Give the SS your cell number so they can contact you immediately in the event of an emergency.
- Unlock the chase (area between the bathrooms) and bathrooms if not already done.
- Verify games/start times via the master game schedule, which will be kept in the SS.
- Ensure all umpires are present. Check the ump cards in the ump folder in the SS if necessary to see who is missing.
- If you are missing an umpire, check to see if there is an extra umpire hanging around the SS who is interested in working. If not, check on Fields #1, #2, or #3 to see if there is an extra in-house umpire you could move to cover for the missing umpire. *We cannot move Metro umps.*
- **If not, call Mark Opheim, c: 706-2278; w: 970-1812; h: 445-0042**
- Make sure the games start on time.
- Make sure that everything is OK in the SS or staff needs anything.
- Do a walk around. Stop by each field several times during your shift – **be visible!**
- Make sure that umpires at each field know that you are Field Manager for the night.

## To close the day

- Make sure that all games are over (you do not need to wait if the only game is on Field #1 or involves a travel team).
- Do a final walk around. Check locks on the garage, bathrooms, and chase.
- Make sure pitching machines have been put away on Fields #4, #5, and #8 and the bins on the fields are locked.
- Remind the coaches to backfill the batters boxes and pitching mounds w/ the field rakes. If they fail to do it, do it for them.
- Rake batters boxes and pitchers mounds on all fields in preparation for tomorrow's games.
- Return keys, and assist with closing the SS if needed. You may need to help count money.

## Weather

- If it starts to rain hard, hold the games and call Darren.
- If you spot lightning in the area of the fields or moving toward the park, hold the games for 15 minutes from the last strike. If you hold more than 30 minutes call the games in progress and call Darren. If uncertain, call Darren.
- If the fields need to be cleared for whatever reason (lightning, severe weather warning, etc.) an air horn is in the SS if you need to use it, or you can stop at each field. Use one long blast to note games are delayed. Umps and coaches should know that this signals a delay and not cancellation.
- Darkness: if you feel that it is becoming dangerous, call the games.
- Rain Out # 932-7246

***The Field Manager needs to be available at a moment's notice to assist with issues.***

**Darren Obrecht**

**651-5334 (c); 496-6103 (h) 492-2727 (w)**