Mandan Smart Start Guidelines

- 1. If you are not feeling well, stay home.
- 2. Strike mats will be used. This will allow greater distance between the triangle at home plate of catcher, umpire, batter. If the pitch is within height rules (10ft max and 6ft min and hits any part of the mat, it's a strike.
- 3. No coin flip. 3rd base dugout is home team for the first game, 1st base dugout is home second game.
- 4. No post game handshakes. Please congratulate each team from a distance.
- 5. Game start times: ODD DIAMONDS start at 6:15pm, EARLY DIAMONDS start at 6:30pm. *Game time if forfeit time.*
- 6. Teams playing late: please stay in parking lot grass outside your diamond to warm up. Do not enter the complex till both teams have cleared the diamond from the early games.
- 7. ALL PLAYERS PLEASE USE PROPER GATES FOR ENTRY AND EXIT (SEE ATTACHED MAP)
- 8. Teams should bring their own hand sanitizer/Clorox wipes
- 9. Umpire will bring 4 new balls to each game. 2 for each team. The pitcher will take their ball to the dugout in between innings. The Defensive team will collect home run balls
- 10. Teams should avoid sharing equipment as much as possible, disinfect between usages.
- 11. Batting team should practice social distancing. Players are asked to stand in, behind, and around dugout to social distance.
- 12. Wearing batting gloves is encouraged between innings
- 13. Do not enter playing field to congratulate on home runs or good plays. Teams should practice new traditions of congratulations rather than high fives or check bumping
- 14. Players are allowed to wear neutral color face masks
- 15. Beverage permits will be handed out at the roster turn in evening. Please practice good social distancing while enjoying beverages after the game.
- 16. ALL BEER CANS MUST BE DISPOSED OF PROPERLY. CANS CAN NO LONGER BE LEFT IN PILES ON THE GROUND. PLEASE TAKE THE TIME TO THROW YOUR TRASH AWAY.
- 17. Be Smart, play Safe, Apply Social distancing before, during, and after the games and have a good season everyone!

Mandan Softball