

California District 55 Little League

Game Coordinator Training



*little
league*



Little League
West Region



INTERNATIONAL TOURNAMENT

1

District Level

SmAll Stars

8-10 Division

9-11 Division

Little League Division

Intermediate 50/70 League

Junior League

Senior League

2

Section Level

District Champions Advance to
Section 10 Tournament

Section 10 consists of Districts 46,
55, 62, and 68

Section 10 hosting is on a reverse
rotation

SmAll Stars do not continue
beyond Section 10

3

State Level

Southern California is a "State" in
the West Region

10 Section Champions compete

8-10 and 9-11 Divisions do not
continue beyond state level

Little League and higher advance
to Region and World Series



WHAT IS A GAME COORDINATOR?



- Part of the third team, game officials
- Necessary for every tournament game
- Handles pre-game operations
- Handles in-game protests
- Handles post-game operations





GAME COORDINATOR TOOLS

Download documents from www.district55.org

- Announcer's Script
- SmAll Stars Rules Summary
- Kevin Hunter's Rules Summary
- Injury Report
- Pitch Count Sheets
- Pitcher/Catcher Notes
- Pitching Affidavit Sheet
- Team Introduction List
- Pre-Game Time Line
- Tournament Protest Form
- Ground Rules
- Tournament Brackets





60 MINUTES BEFORE GAME TIME

- Meet with Managers at score booth
- Collect affidavit (SmAll Stars roster), pitch log, line up card, and introduction sheet
- Coin toss to determine home team
- Send teams to respective dugouts, with reminder that no player should swing a bat prior to the game start



55 MINUTES BEFORE GAME TIME



- Determine ineligible pitchers, mark as such on the line up cards
- Verify players on line up card are on affidavit
- Remind manager, No bats used by manager/coaches until infield/outfield warm-up
- Prepare scorebook and announcer sheet





35 MINUTES BEFORE GAME TIME

- Both teams clear the field
- No equipment check (new this year)
- Return line up card to managers (all copies)
confirming any ineligible pitchers with manager
 - Consider taking a photo of line up card for use in completing the score book





30 MINUTES BEFORE GAME TIME

- Visiting team takes 10 minutes of infield/outfield
 - Note: Home team shall remain in their dugout, other than using the restroom or use of their own bullpen
- Scorekeeper, pitch counter, announcer, scoreboard operator, and umpires should check-in. Adjust umpire crew if needed





20 MINUTES BEFORE GAME TIME

- Home team takes 10 minutes of infield/outfield
 - Note: Visiting team shall remain in their dugout, other than using the restroom or use of their own bullpen





10 MINUTES BEFORE GAME TIME

- Have Announcer begin their script
- Alternate visitor-home during team/league introductions
 - Managers
 - Players
 - Coaches
- Umpire introductions
- Pledge of Allegiance, Parent Pledge and then Little League Pledge



Play Ball!

DURING GAME



- Assist scorekeeper and announcer
- The score keeper is official pitch counter
- Track eligible pitchers and catchers
- Be prepared for protests
- Crowd control
- Enjoy one of the best seats in the game!





PROTEST OR APPEAL?

- Game officials should prevent protests
 - Ineligible pitchers/catchers are protestable
 - Ineligible players are protestable
 - Improper application of a rule is protestable
- Appeals are up to the Manager
 - Batting out of turn is an appeal



Play Ball!



PROTEST PROCESS

Step 1: If Manager after talking to umpire who made the call, desires to protest they let Plate Umpire (UIC) know, and that will then initiate a crew discussion and ruling.

Step 2: If Manager disagrees with Crew ruling, then ALL players, coaches and managers to their respective dugouts, and request District review. GC/UIC will then place a call to call to Chris Watkins, Tom Lambert, or Steve Agor for ruling.

1.SmAll Stars – District answer is final.

Step 3: If Manager does not agree with District review, call is made to Western Region by GC/UIC (Chris, Tom or Steve to provide number).

Step 4: If Manager does not agree with Western Region, then Western Region makes call to Williamsport. Williamsport answer is final.





COMPLETE PAPERWORK

- Complete pitch log for both teams
- Get Score Keeper's (Pitch Counter) signature
- Get Manager's signature
- Return pitch log, affidavit, and introduction sheet, along with new line-up card if appropriate, to Managers



COMPLETE PAPERWORK



- Report Scores:
 - Level of Play, Score and any unusual circumstances
 - For example: Intermediate AVLL 1, LNLL 0
 - Send text to:
 - Steve Agor 951-283-1387
 - Chris Watkins 951-283-4587
 - Tom Lambert 949-275-1602





COMPLETE PITCH LOG

Date of Game	Level of Play	Pitcher	League Age	Name of Opponent	Score Own	Score Opp	# Pitches Thrown	Threshold Reached	#Days Rest Needed
6/28/25	DIST	R. Watkins #23	12	LFLL	3	3	42	35	1
6/28/25	DIST	O. Laflen #5	12	LFLL	5	4	57	65	3

What number pitch was the first pitch to the last batter the pitcher faced?

Pitch #35 was the first pitch to R. Watkins's last batter. Pitch #51 was the first pitch to O. Laflen's last batter.

Threshold reached value should be 20, 35, 50, 65, or >65



SCHEDULING



- Sign Up for games on Arbiter Sports
<https://www1.arbitersports.com/shared/signin/signin.aspx>
- Login issues or to be removed from a game,
contact da@district55.org

