

Game Coordinator Duties

Little League Rule 9.03 (d) - If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. The Game Coordinator's duties shall be:

- (1) To be included in the pregame meeting as noted in Rule 4.01
- (2) To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure). If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the game coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;
- (3) To oversee the conduct of all players, managers, coaches, and umpires in the game;
- (4) To have the authority to disqualify any player, coach, manager, or substitute for objections to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play;

(5) To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension ; and as to whether and when a game shall be terminated after such suspension. Said Game Coordinator shall not call the game until at least 30 minutes after play is suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play. (This supersedes Rule 3.10)

A.R. - The Game Coordinator should not interrupt or stop a game until all play and action ends. At that time, the Game Coordinator can alert the plate umpire to stop the game, and at that time enforce any part of 9.03(d).