



GAME DIRECTORS DUTIES FOR TOURNAMENT PLAY

1. Responsible for game being played in accordance with official Little League Tournament Rules. The Game Director shall be the sole judge of the fitness of the playing field prior to the start of the game and must be available for the entire game.
REMEMBER: ONCE THE GAME IS UNDERWAY, THE GAME DIRECTOR SHOULD NOT BECOME INVOLVED IN ANY DISCUSSIONS BETWEEN MANAGERS AND UMPIRES, UNLESS, AS IS PROVIDED IN THE TOURNAMENT RULES AND GUIDELINES, THE UMPIRE-IN-CHIEF REQUESTS THEIR PARTICIPATION.
2. Responsible for flipping the coin twice; once to determine home team and once to determine the positioning of umpires. The visiting team calls both flips. Under no circumstances are umpires to be brought out of the stands.
3. Responsible for seeing that the facility is ready for play
4. Responsible for seeing that the home team is off the field 45 minutes prior to game time and that the traveling team has the next 30 minutes for warm ups. The 15 minutes prior to game time will be for final field prep and pregame ceremonies.
5. Required to get team affidavits **only** before each game begins and to make sure both teams are aware of who is eligible to pitch and who is not.
6. **Required to make sure that the affidavits are properly filled out, signed in ink and returned at game's end.**
7. Priority must be on seeing that the game scores are accurately called in when the game has concluded. This is a must and the Game Director where the games are being played must get this done. When calling in scores, make sure to give your name, the division of play, the teams involved, who won the toss for home team, the innings played by each team and the score. **FAILURE TO DO THIS BY 10:00 PM WILL RESULT IN THE FORFEITURE OF FURTHER HOME GAMES FOR THIS DIVISION OF PLAY.**
8. All scores are to be called in to 570-265-9889.