



What is an Adult Game Coordinator (AGC)? The AGC is an important role that helps ensure that fair play, sportsmanship and the safety of our youth athletes and volunteers is of the utmost priority at all CLLL games. They are an adult volunteer that helps monitor crowd and manager behavior and serves as a conduit between team managers and umpires to help clarify and resolve any conflicts that may arise. In addition to the rules established by Little League International, the CLLL Board of Directors has adopted the below local regulations:

The volunteer duties and requirements of an AGC consist of the following:

- Must be 18 years of age or older.
- Team managers and coaches are NOT permitted to serve as AGC.
- May only serve as an AGC for one (1) game at a time.
- Cannot participate in any other duties associated with the game (i.e. scorekeeping, gamechanger etc.).
- Both teams are expected to have an AGC present.
 - For the purposes of this policy, both AGCs are expected to consult on issues impacting the game however the home team's AGC decisions will be binding.
- Must be registered as an Adult Game Coordinator through CLLL. AGCs must satisfy the background requirement set forth by Little League as well as complete any training requirements imposed by Little League International or CLLL.
 - The CLLL Safety Officer shall ensure that the AGC's registration requirements are satisfied before the AGC serves in their capacity.
- Must attend/facilitate the pre-game plate meeting with the managers and umpires.
- Must remain at the game at all times and in a position to see all actions on and in close proximity to the field.
 - Should the need arise where the home team AGC will be temporarily unavailable or shall need to leave the game, they shall notify the away team's AGC, who will then assume the AGC authority.
- Oversees the conduct of all spectators, volunteers, players, managers, coaches and umpires.
- While AGCs are authorized to eject spectators, managers, coaches, and players, they should consult with the umpires and team managers, as appropriate, before taking action against a coach, participant or spectator who is acting inappropriately.
 - Any time any individual is removed or ejected from the game or the game is delayed or suspended by the AGC, the AGC shall contact the BoD (CLLL Board of Directors) without delay. Contact can be made via report@cill.org. The AGC need not wait for a response from the BoD to impose their decision.
- Must monitor and help enforce weather delays and cancellations, noting that the field must be cleared for 30 minutes following a sighting of lightning or the sound of thunder.
- Serves as the final authority on game suspensions and resumptions due to inclement weather or unfit playing conditions. Direct any questions related to Adult Game Coordinators to the CLLL Safety Officer at safety@cill.org or the Umpire-in-Chief at umpires@cill.org.

Adult game coordinators shall not:

- Over-rule any umpire
- Remove an umpire from the game

- AGCs are not expected to be experts on the rules of the game. AGCs should facilitate discussion between the managers and umpires in order to successfully resolve the point of contention. Best practice would be for the AGC to both download the Little League rules APP and have the local rules on CLLL.org available for review during the game.

The below examples are to be used for reference only of situations or items that may merit suspension of play or removal of individual(s) from the game. This list is not expected to be an all-encompassing list. AGCs will have to use their judgement and weigh all the available factors in order to make the best decision in furtherance of the mission of fairness, safety and sportsmanship.

- Use of tobacco (in any form), vaping products, marijuana, alcohol or illegal drugs by any registered volunteer during the course of the game.
 - Please note the use of these products at any point while at Good Times Park is prohibited
- Profanity (if directed at an umpire, player, spectator or manager of a team, assistant coach, volunteer, or any other person or when reasonably audible by any of the previously stated individuals).
- Personal insults directed at any of the above.
- Physical contact that they deem to be non-incidental.
- Refusal to stop arguing and furthering the delay to the game after the umpire has made their determination.
- Persistent histrionic gestures (deliberate, exaggerated, or aggressive behavior or gestures intended to insult, distract or influence behavior of any volunteer or player).
- Persistently encouraging players to flout the rules.
- Persistently arguing or objecting to decisions of the umpire to include plate calls such as balls and strikes.
- Intimidating any umpire, player, spectator or manager of a team, assistant coach, volunteer, or any other person.
- Throwing equipment and/or other overt physical gestures or any aggressive or disrespectful behavior contradictory to the CLLL Code of Conduct.
- Anything else the umpire or AGC deems to be inappropriate or unsafe behavior to include unsafe dugout behavior.

AGCs are encouraged to use a progressive model when addressing behavior (if appropriate). If appropriate, individuals should be warned that their behavior or actions are in violation of the CLLL code of conduct and if the behavior meriting the warning continues, play may be suspended and they may be removed from the game.

The Little League International rules regarding AGCs are posted on CLLL's website. Please visit CLLL.org for more information.