

CALIFORNIA DISTRICT 37  
LITTLE LEAGUE BASEBALL  
INCORPORATED



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DISTRICT 37 TOURNAMENT  
COACHING REQUIREMENTS

CHECK ALL EQUIPMENT BEFORE GOING TO THE BALL PARK

GAME PREPARATION

- A. PLAYERS ATHLETIC SUPPORTERS
- B. CATCHER WEARING CUP
- C. MEDICAL RELEASES AVAILABLE
- D. ARRIVE AT THE PLAYING FIELD (1) HOUR BEFORE GAMES TIME.
- E. COIN FLIP FOR HOME & VISITORS (45) MINUTES BEFORE GAME TIME.
- F. SUBMIT (4) COPS OF THE LINE-UP SHEET AND THE AFFADAVIT TO TOURNAMENT DIRECTOR NO LATER THAN (45) MINUTES BEFORE GAME TIME.
- G. REVIEW PITCHING ELIGIBILITY WITH TOURNAMENT DIRECTOR.
- I. PROVIDE GAMES BALLS TO TOURNAMENT DIRECTOR (2) BASEBALLS 1 SOFTBALL, TOURNAMENT BALLS (RS-T BASEBALL PRO-9 OR DIAMOND ONLY FOR ALL STARS). CARL MAGEE TOURNAMENT BASEBALLS USE OL1 OR LL1.

PRE-GAME ACTIVITIES (START 30 MINUTES PRIOR TO GAME TIME)

- A. VISITING TEAM (10) MINUTES OF INFIELD FOLLOWED BY HOME TEAM (10) MINUTES OF INFIELD.
- B. ANNOUNCEMENTS, TOURNAMENT DIRECTOR, PRESIDENTS, PLAYERS, MANAGERS, COACHES.
- C. PRE-GAME MEETING AT HOME PLATE, UMPIRES, MANAGERS, COACHES.

GAMES

- A. ONE MINUTE BETWEEN INNINGS, HUSTLE. HUSTLE. HUSTLE
- B. PLAYERS, MANAGERS, COACHES, MUST STAY IN THE DUGOUT. MUST ASK UMPIRE FOR PERMISSION TO LEAVE THE DUGOUT.
- C. ONLY THE MANAGER MAY TALK TO THE UMPIRES.
- D. NO SMOKING, FOOD OR CELL PHONES IN THE DUGOUTS.
- E. DO NOT SHOW UP THE UMPIRE.
- F. PROTESTS ARE SETTLE RIGHT AWAYS.
- G. ALL COACHING MUST COME FROM THE DUGOUT.

AFTER GAME

- A. PICK-UP AFFADAVIT AND VERIFY PITCHING IS CORRECT.