

**GUIDELINES FOR USE IN ADMINISTERING
RULE 3-6-d-A.R. 2**

NCAA Baseball Rule 3-6-d-A.R. 2 reads:

“If any person is ejected from the game, the individual shall leave the field immediately. The person must be removed from sight and sound of the contest.”

The following information is provided as a service to umpires, coaches and administrators in handling these situations.

SITUATION 1: Ejected participant refuses to leave the field. The ejected person may make comments such as, “Where do you want me to go?” or “I’ll just go to the bullpen.”

UMPIRE ACTION: The following options (all may be used) are recommended to umpires who are faced with this situation:

1. A recommended response from the ejecting umpire is: ***“You are ejected and need to leave immediately. By rule, you are to be removed from the sight and sound of the contest. If you refuse to comply, you will leave me no choice but to suspend you.”***
2. Inform the Designated Head Coach that the participant must remove himself or be removed from the “sight and sound” of the contest or, by rule, he will be suspended.
3. Inform the Game Administrator, on site, of the ejection and the consequences of the participant’s action.

SITUATION 2: The ejected person leaves and then a short time later is spotted sitting in the bleachers. **UMPIRE ACTION:** A warning is appropriate by immediately communicating with the designated Head Coach and informing him that, ***“by Rule, the ejected person must immediately be removed from the sight and sound of the contest, or the ejected person will leave me no option but to suspend him.”*** At this time, the game administrator should also be alerted to assist if needed.

SITUATION 3: The ejected person leaves and in a couple of innings, returns and is visible in the dugout or in the tunnel leading into the dugout or in the stands. **UMPIRE ACTION:** A warning is appropriate in this situation by immediately communicating with the designated Head Coach and informing him that, ***“by Rule, the ejected person must immediately be removed from the sight and sound of the contest, or the ejected person will leave me no option but to suspend him.”*** At this time, the game administrator should also be alerted to assist if needed.

SITUATION 4: Participant is ejected, leaves, goes to the locker room and changes into street clothes. He then comes back and sits in the stands. **UMPIRE ACTION:**

1. The same rule applies and the same process should be repeated.
2. He must be removed from the “sight and sound of the contest.”
3. Follow the same procedure, as above, of informing the Designated Head Coach of what the penalty is if the ejected person refuses to leave.
4. Inform the Game Administrator of your actions.

SITUATION 5: Participant is ejected, leaves, returns and is warned to leave the ball park through his designated head coach. An inning later, the ejected person is still within sight and sound of the contest. **UMPIRE ACTION:** The umpire must alert the game administrator to remove the individual and inform the designated head coach that the ejected person has given the umpire no other option than to suspend him for the next contest. The umpire must phone the supervisor of umpires for that conference or area as soon as possible following the game and alert the conference office (if applicable).