

**SECTION 3 BENCH AND FIELD CONDUCT**

**ART. 1 . . .** A coach, player, substitute, attendant or other bench personnel shall not:

- a. leave the dugout during a live ball for an unauthorized purpose;
- b. fake a tag without the ball;
- c. carelessly throw a bat;
- d. wear jewelry (players participating in the game) or wear bandannas;
- e. hit the ball to players on defense after the game has started;
- f. use television monitoring or replay equipment for coaching purposes during the course of the game;

**PENALTY:** At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected, except for (f), where the coach shall be ejected. In (b), it is also obstruction (8-3-2).

- g. commit any unsportsmanlike act to include, but not limited to,
  1. use of words or actions to incite or attempt to incite spectators demonstrations,
  2. use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting or baiting. The NFHS disapproves of any form of taunting that is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin.
  3. use of any language intended to intimidate,
  4. behavior in any manner not in accordance with the spirit of fair play;
  5. be in live ball territory (excluding team's bullpen area) during the opponent's infield practice prior to the start of the game.
- h. enter the area behind the catcher while the opposing pitcher and catcher are in their positions;
- i. have any object in his possession in the coach's box other than a stopwatch, rule book, scorebook, a Personal Digital Assistant (PDA) or comparable electronic score-recording device which shall be used for scorekeeping purposes only;
- j. be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or one of the nine players on defense;
- k. charge an umpire;
- l. use amplifiers or bullhorns for coaching purposes during the course of the game;

**PENALTY:** The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender and then eject him if he repeats the offense. The warning or ejection shall be made at the end of playing action. Failure to comply shall result in the game being forfeited. For coaches who violate g, h, i, j, k, or l, the umpire may (1) restrict the offender to bench/dugout for the remainder of the game or (2) eject