

# Ejections

Ejections are typically the longest section of any sport.

Why. Arguing is “automatic” so why does this subject take so much space?

As we go through this section, things may not be so cut and dried.

We need to understand:

- What are things that cause ejections
- If ejections are automatic, why is this section so long
- Are there steps to ejections
- Do we have to follow a protocol for ejections

# Ejections...what is an ejectionable offense?

Some misconceptions:

- Arguing balls and strikes.
- Arguing a called out or safe.
- Arguing about a foul or fair ball.

These are automatic ejections.....or are they?

Judgment calls may not be argued. Balls and strikes are the definition of a judgment call.

Arguing judgment calls = unsportsmanlike conduct. Unsportsmanlike conduct is grounds for ejection at the umpire's discretion

Continuing to argue after being warned is grounds for immediate removal.

Until you tell the player to stop talking about balls/strikes/safes/out, etc. It is not arguing...it just a person telling you their opinion. So, player says "that is not a strike"...you say "that's enough"...player says "that is not a ball"...guess what...now they are arguing. Now you eject them.

Do we warn each player for each argument? **NO**...once you warn a player...that goes for the team and is for any further statements about ball/strike/safe/out/fair/foul...and the list goes on.

# Let's look at the 4 Steps to an ejection

1. Listen
2. Acknowledge
3. Warn
4. Eject

# Listen

We need to listen to the player/manager

Is their complaint legitimate?

For example:

- a. Hey blue, they (the other team) are constantly running in front of our second baseman.
- b. Hey blue, they cannot use a 1<sup>st</sup> base mitt at 2<sup>nd</sup> base.
- c. Hey blue, are they supposed to have matching jersey's

Is this something I can/should address?

If the other team is doing something that violates a rule or the spirit of sportsmanship?

# Acknowledge

Let the manager/player know you have heard them.

For example:

- a. Yes, Manager, I will talk to the other team about running in the base line
- b. Yes, Manager, their 2<sup>nd</sup> baseman cannot use a 1<sup>st</sup> base mitt. I will talk to their manager.
- c. I hear you but we do not adjudicate type or color of jerseys.

Have I heard their complaint and addressed their issue? If it simple rule violation or a minor sportsmanship complaint, have I fixed the problem?

Basic game management to solve a small problem before it becomes a large issue.

# Warn

Have you heard enough about balls/strikes or a ruling on play?

For example:

- a. No, that was a strike. I was trained by Harris. No more about balls and strikes.
- b. They were out. The fielder did not pull their foot. I asked the plate umpire like you asked. We have ruled on that play. No more.
- c. I ruled it was a catch. That play is over, we are not discussing any further.

I have listened and acknowledged. I warned about any further arguments or comments. For example,

- This is your warning
- That is enough
- No more

# Ejection

Have you followed the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> steps?

The next comment or complaint, regardless of what they say now, is cause for the ejection.

**THERE ARE NO MORE WARNINGS.** Once you warn, the next action is an ejection.

Do you need to warn for each problem? **NO**. Once you issue a warning, the next person to argue will be ejected.

# Do I have to follow all the steps for an ejection?

We try to follow the listed steps but sometimes players decide they want to leave early.

How does a player eject themselves?

- Drawing lines at the plate or at a base
- Any vulgar language directed at you **OR** your partner is cause for an ejection.
- Any aggressive action directed toward you or your partner.
- Any threats

Examples:

“You are an idiot if you think that was a catch, do your #@\*\$@@# job”.

“You have no #F\*@@@@@ business being out here”

“I will see you in the parking lot”

Do I enjoy ejecting players/managers/fans? **NO**. I take this responsibility seriously. That player/manager/fan has been denied further participation.

Let's think about this from an action perspective. I took the following actions:

1. Listen
2. Acknowledge
3. Warn

I did my part but that person did NOT do their part. So, did I eject them or did they eject themselves?

The overwhelming amount of ejections are done by the person themselves.

As a review, for this ejection I did:

1. Listen
2. Acknowledge
3. Warn
4. Eject

And they made extra work for me. I have to write/call a report to the applicable people. I do this at the end of my game. Why? That person is gone and I am heading home.

We need your side of the story while it is fresh in your mind. This protects you if they believe you were wrong.