

Unsportsmanlike Conduct (UNS)

6/1/19

1. Player behavior in committing UNS Fouls continues to be an OHSAA Point of Emphasis. Recognizing these fouls & enforcing the penalties is Imperative. These Guidelines will help officials with their decision: A. Do Not be overly technical in applying this Rule. B. Do allow for brief spontaneous emotional reactions at the end of a play. C. Beyond brief, spontaneous bursts of energy, officials must flag acts that are clearly prolonged, orchestrated, self-congratulatory, self-glorification, excessive, demeaning & taunting opponents, & that make a mockery of the game.
2. When a situation arises, officials should take a deep breath & assess. Let Your Mind Digest What Your Eyes Have Seen. It is okay to discuss the act as a Crew & then penalize or pick up a flag already thrown by an official.
3. NFHS UNS Rules (9-5): No player shall act in an UNS manner once officials assume authority for game.
4. Officials are expected to make no derogatory comments regarding players, coaches, or schools. Coaches are expected to make no derogatory comments about officials or opponents. Failure to follow this OHSAA Regulation will result in disciplinary action.
5. It will never be possible to write what should & should not be allowed. However, the following List of Specifically Prohibited Acts is intended to assist officials with making their decision:
6. LEGAL ACTS:
 - A. Celebration done in the team box area
 - B. High Fives with teammate (s) in the field of play or the EZ
 - C. Jump & chest bumping with a teammate (s) in the field of play or the EZ
 - D. Spontaneous celebration shared with a teammate (s) in the field or play or the EZ
 - E. Simulate a cross on his chest after crossing the GL
 - F. Point to the sky after crossing the GL or Pray for a short time after crossing the GL
 - G. Raise teammate in the air after crossing the GL
 - H. Raising the ball in the air after crossing the GL
 - I. Players spontaneously jumping on a pile after crossing the GL (not non players from bench)
 - J. Runner pointing his hand/arm in the air indicating # 1 before crossing GL.
 - K. Signaling first down or incomplete pass
7. ILLEGAL ACTS (UNS – Always a Dead Ball Foul):
 - A. Using profanity, insulting , or vulgar language or gestures; Derogatory remarks directed at officials
 - B. Signals to the official that he needs to throw his flag
 - C. One or more back or forward flips
 - D. Celebrating by dancing in EZ or dancing/stomping/VT placing their flag on a HT Field Logo
 - E. Spike FB into ground (unless done legally under center to conserve time)
 - F. Dunk or attempt to dunk FB over cross bar
 - G. Hand or throw FB to or at an opponent
 - H. Intentionally fail to place FB on the ground or immediately return it to a nearby official
 - I. Kick, throw, spin, or carry FB any distance that requires an official to retrieve it
 - J. Kick FB other than a legal kick
 - K. Make hand gestures such as choking, throat slashing, pounding one's chest, pointing to his bicep, or pointing a finger like a gun

- L. Bow at waist after a good play or a hand salute to opponent or spectators
 - M. Strike a pose that is meant to incite or taunt the opponents and/or spectators
 - N. Point back or wave at an opponent
 - O. Dive into EZ or alter stride to taunt the opponent as he approaches his GL with no opponents nearby (unless he is attempting to Consume Time late in either half)
 - P. Go into the stands to interact with spectators
 - Q. Use gestures to encourage the crowd when they begin booing officials (Also the Coach)
 - R. Teammates engaged in a choreographed display of celebration - scoring player throws make believe bowling ball & teammates fall to the ground or a simulated firework goes off & players fall down
 - S. Stand over player just tackled & point or try to intimidate him
 - T. Repeatedly punch GP Pad with the opponents school name on it
 - U. Runner turns & taunts an opponent before or as he crosses the GL
 - V. Scoring player throws make believe bowling ball & several teammates fall to the ground
 - W. Posing as if taking a selfie of himself or with a teammate (s)
 - X. Simulating throwing a spear or shooting an arrow
 - Y. Looking at the opponent's bench & signaling with a finger to his mouth indicating to be quiet.
8. Record Player's number on your game card. Inform the HC that if his player receives a second UNS, he will be DQ from remainder of the game. Communicate player's number to the Crew.

GAME CONTROL TOOLS

1. The Quiet Word: Typically used for mild infringements. Communicate with a player (s) or HC regarding a player "moving to the edge". If players are getting "out of hand", HC's want to know so they can take care of it. Remember, we are there to Defuse Rather Than Incite.
2. The Public Warning: Stronger tactic for situations where behavior is pronounced & apparent to others. When warning a player in front of his teammates, if later we have to penalize, the teammates know that he "crossed the line". They expect the official to penalize.
3. The Captain's Meeting: Form of a public warning where both teams demonstrate inappropriate behavior which is apparent. The game is getting "chippy". Our responsibility is to stop this behavior & regain control of the game. We have seen the "looks" of a player staring at an opponent as he walks off the field or back to the huddle. Similar with the slight push after the whistle or talking to an opponent after a play. Gain control early & then let the game play itself.
4. The Intermediate Penalty: A UNS (noncontact) or personal foul (contact) penalty with a direct consequence. Penalize when necessary & communicate with the coach and/or player regarding why the foul was called. Communicate with your crew regarding team, player's # or coach.
5. The Ejection: The last course of action available is necessary when that individual's behavior has gone well beyond the limits of acceptable conduct and is compromising the game. Two UNS fouls called on a specific player or specific nonplayer (coach, trainer, other attendant, substitute or replaced player) is DQ from the game. Remember, UNS fouls are **NON CONTACT FOULS** only!!!!
6. Summary: Officials take responsibility for the game when they step on the field. It is imperative that we see & hear the signs when a game moves beyond the standard sportsmanlike contest. The above mentioned Game Control Tools do not have to be followed in the order indicated. You can move down the list & penalize. Game Management is important to becoming an excellent official. These Tools & application carry equal weight with rules, judgment, & mechanics.
7. Note: Author would like to thank David Gaskins, GMU, for his tremendous help with this section.