



Mid West Football League

Yellow Card/Red Card Send Off Procedure

Yellow Card

1. Umpire to signal "time off".
2. Show "Yellow" card to the player concerned.
3. Player to leave ground immediately via the interchange gate.
4. Time keeper (s) to acknowledge with a short blast of the siren.
5. Time keeper (s) to enter details at the bottom of this sheet.
6. **Player is to remain off the ground for ten (10) minutes of actual playing time** from the time that the umpire recommences the game ("time on"). Time not to include any end of quarter breaks or periods of time off.
7. An official of the players club is to receive the players release from time keeper(s)
8. Time keeper (s) are to initial sheet when release is given.
9. This sheet shall be included in the results envelope and submitted to the League Secretary.

Red card

1. Umpire to signal "time off".
2. Show "Red Card" to the player concerned.
3. Player to leave ground immediately and may not return during the match.
4. Umpires will undertake reporting documentation and lodge report in usual manner.

Neither "Red" nor "Yellow" card players are to be replaced during their time off the ground. (see reverse for By-Law)

Players Name	Players Number	Club	Time Penalty Start	Time Penalty Ends & Initials of Timekeepers

Please include this form in the match day envelope for return to the League Recorder

Mid West Football League (extract from By Laws)

14. RED AND YELLOW CARDS

(a) Yellow Card (Send Off)

Any player receiving a yellow card shall leave the oval immediately via the interchange gate, and shall not re enter the playing field until ten (10) minutes of actual playing time has expired. The ten minute period shall be timed by the match day timekeepers and it will be the responsibility of the team runner to receive notification from the time keepers as to the correct expiry of the ten minute period. Time keepers will sound a short blast of the siren until acknowledged by the field umpire.

Any player receiving two yellow cards in any one match (home/away rounds or finals) will automatically face a report and require that incidents be heard by the League Tribunal.

In the event that a player is issued with third yellow card, this will become an automatic red card, and the player must not return to the playing arena during the match. (automatic report also applies).

No player shall be replaced in the event of receiving either a red or yellow card, effectively meaning that the team is penalised one player for each yellow or red card on current issue.

Yellow cards issued are to be recorded on the form supplied for that purpose by time keepers and submitted to the League Recorder with the results envelope for that day to allow recording by the League Recorder. The umpire will also note the offence on the relevant team sheet or separate report attached to the Team Sheet which is to be forwarded to the League Secretary.

The yellow card incident reports are to be recorded and retained on file for consideration at any future Tribunal appearances. No automatic suspensions apply, with infractions to be considered by Commissioner when levying any penalties at such future Tribunal appearances.

(b) Red Card

Any player receiving a red card in match (home/away rounds or finals) will automatically be reported and sent off for the remainder of the game. The umpire(s) officiating shall complete all the necessary documentation immediately after the match and follow the normal procedures in reporting a player for a breach of the rules.

Red carded players may not be replaced.

The League Secretary/Tribunal Secretary will summon the player to appear before the tribunal and normal tribunal proceedings will occur.

Any other suspended games will be taken into account and served concurrently with the tribunal findings if the player is found guilty.

Red cards apply in all grades under the control of the League.